

# Why AV Teams Want Networked Infrastructure & How to Help Them

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# “The Three E’s”

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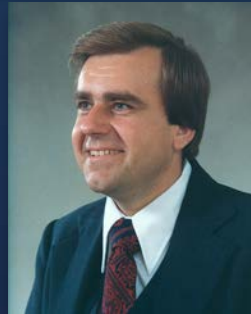
“The Three E’s”

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*Anticipating and managing  
unspoken expectations.*



# “The Three E’s”



When I ask you what you want...

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## Exciting

- You didn't think of these things.
- Can be a new way to address Expressed or Expected goals.

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## Expressed

- This is your answer to my inquiry.
- Typically your idea of how to solve your current problems.

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## Expected

- You assume I already know these things.
  - Thought of as industry or common knowledge.
  - Failure here negates performance against Expressed goals.
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# VoIP vs Audio Networks

Measurement	IT VoIP Call / IT Traffic	Audio Channel
Tx Method	Mostly Unicast & Broadcast	Mix of Unicast & Multicast
High Bandwidth	30 Kbps (typical voice)	1,700 Kbps (48kHz, 24-bit)
Low Latency	≤150msec (45msec)	≤5 msec (0.25-1.0msec)
Synchronous	No (Quality changes on the fly.)	Yes
Security	Certificates, Dynamic Assign	None

A 96x48 stage is like 8,064 simultaneous phone calls with 100x tighter tolerance.

# Redundant (Duplicate) Network





# Wrong Idea: We Do Not “Failover”



# Redundant Is “Full Time”





# Redundant Is “Full Time”



# Turn Off EEE

(Also known as Green Ethernet, Energy Efficient Ethernet, 802.3az)

0100 ..... 1100 .....  
 .... 1100 .... 0001 .....  
 ..... 0111 .....  
 0100 .. 1100 .. 1001 .....

UDP broadcast  
 QoS TCP  
 unicast  
 PTP multicast  
 IGMP Snooping



1100 .. 0010 .... 1011 0001 .. 1101 .. 1111



# Common Issue: Daisy Chain



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# Tip: Set Up Secondary First



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# Tip: Establish “Workgroups”





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# Tip: Establish “Workgroups”



Sanctuary



Distributed  
Audio



Recording  
Room



Youth Hall



# Tip: Establish “Workgroups”



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# Tip: Establish “Workgroups”



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# This does not require more switches.



This can be accomplished with VLANs and Trunk Lines with negligible bandwidth impact.

# Linking Systems (Familiar Patchbay Concept)

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# Link Networks Together



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# Strategy: Prevent IP Conflicts



Link Local could easily produce duplicate IP addresses in a modular network design.

# Using Static IP Addresses

LAN Range:  
169.254. **1.** x  
172. 31. **1.** x

Subnet Mask:  
255.255. 0. 0



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Distributed  
Audio



LAN Range:  
169.254. **3.** x  
172. 31. **3.** x

Subnet Mask:  
255.255. 0. 0

LAN Range:  
169.254. **2.** x  
172. 31. **2.** x

Subnet Mask:  
255.255. 0. 0



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LAN Range:  
169.254. **4.** x  
172. 31. **4.** x

Subnet Mask:  
255.255. 0. 0

# Using Static IP Addresses

LAN Range:  
169.254. **1.** x  
172. 31. **1.** x

Subnet Mask:  
255.255. 0. 0



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Distributed Audio



LAN Range:  
169.254. **3.** x  
172. 31. **3.** x

Subnet Mask:  
255.255. 0. 0

LAN Range:  
169.254. **2.** x  
172. 31. **2.** x

Subnet Mask:  
255.255. 0. 0



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LAN Range:  
169.254. **4.** x  
172. 31. **4.** x

Subnet Mask:  
255.255. 0. 0

# Bridging Networks



How do I bring in House Music feeds?  
How do I feed Overflow Rooms?

# Linking Everyone is One Big Network



# Linking Everyone is One Big Network





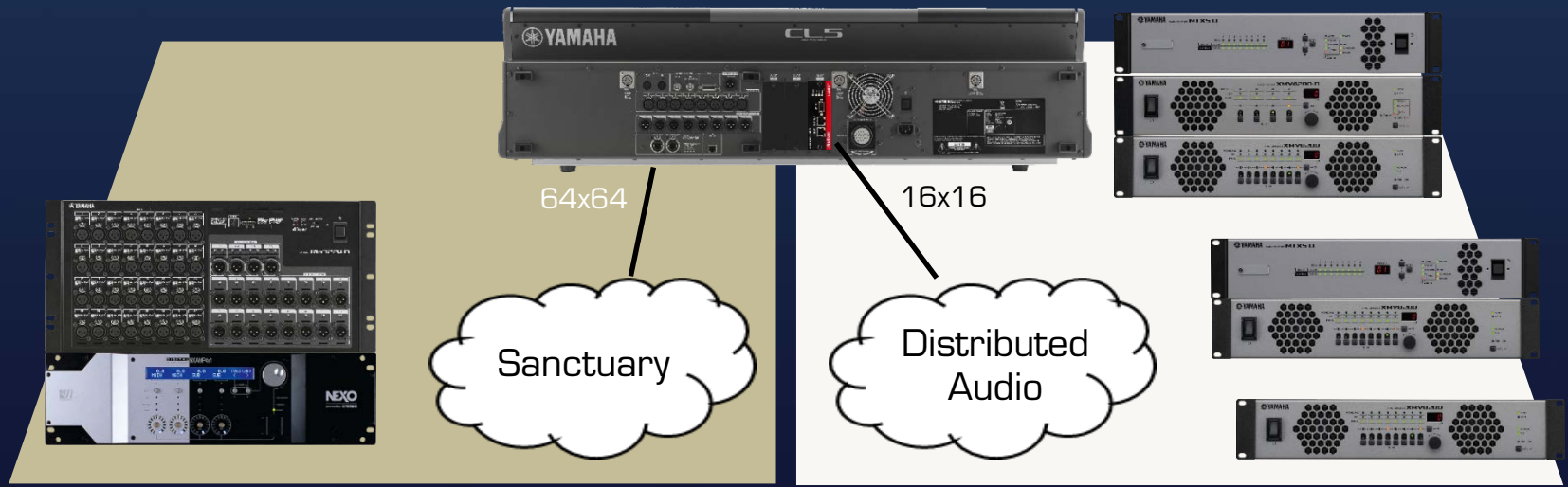
# Linking Everyone is One Big Network



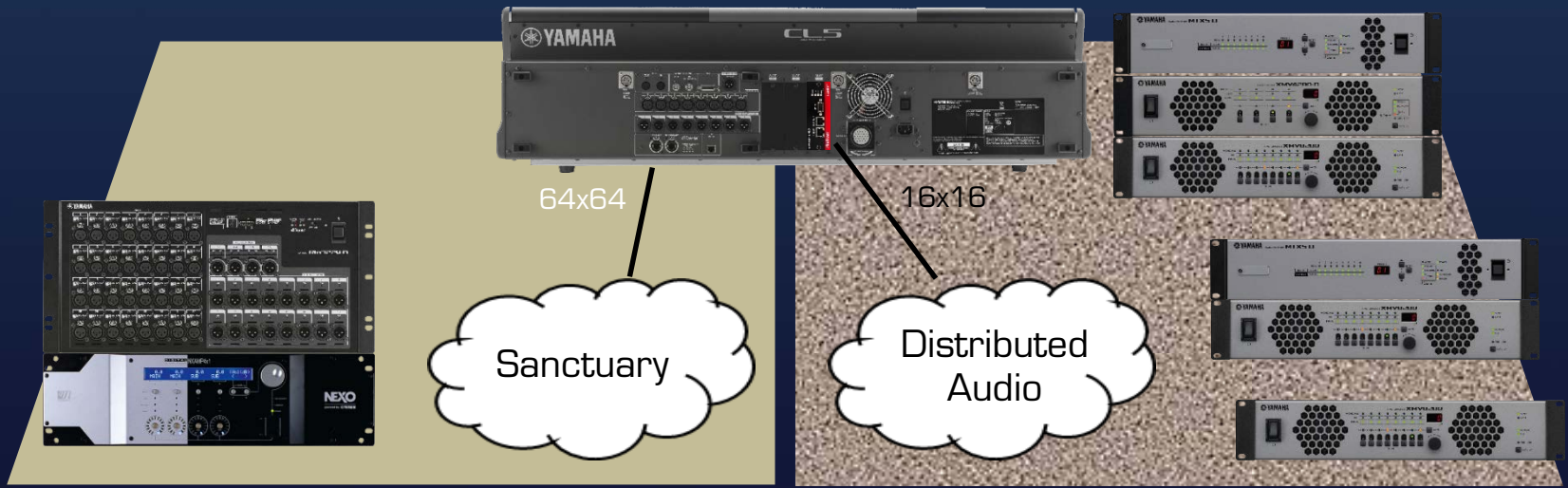
# Option 1: Bridge Through Audio Device



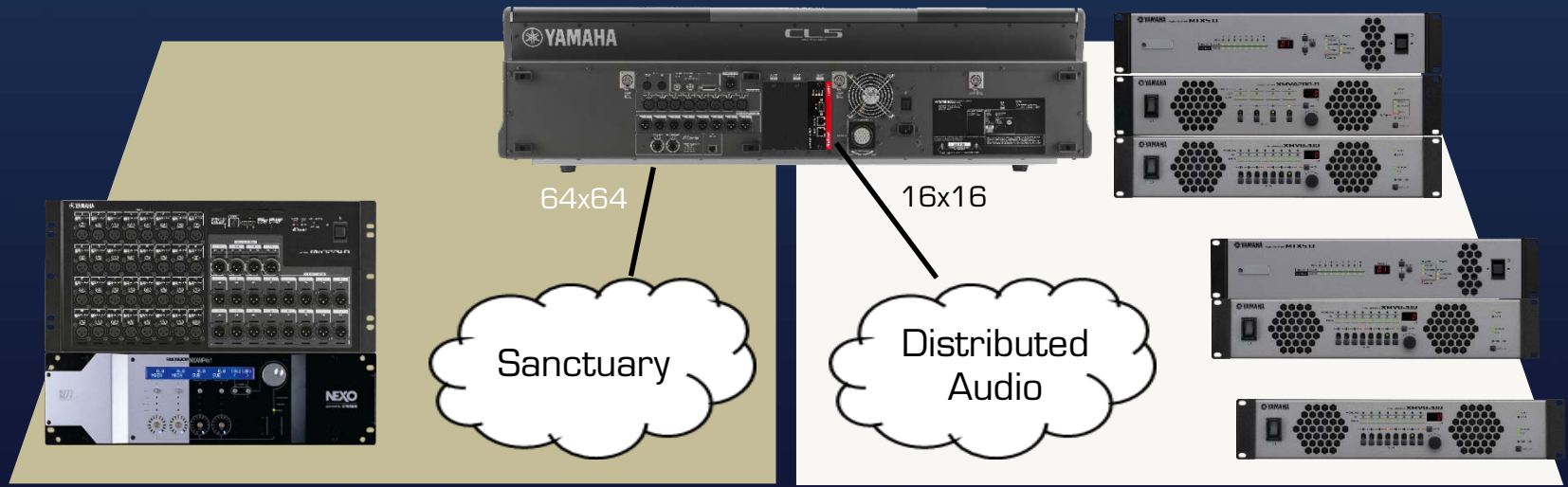
# Option 1: Bridge Through Audio Device



# Option 1: Bridge Through Audio Device



# Option 1: Bridge Through Audio Device



# Option 2: Create a Dedicated Bridge



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# Option 2: Create a Dedicated Bridge



Engage Sample Rate Conversion  
to localize clocking setups



# Option 2: Create a Dedicated Bridge



# Combining Techniques



Can I combine linked and bridged networks?

# Linking + Bridging Networks



# Linking + Bridging Networks



# Isolating Networks




Can I lock out patching to the main PA DSP and  
amps?

# Isolating Networks



16x16

64x64



Sanctuary  
Amps



Sanctuary  
Stage



# Isolating Networks



Sanctuary Amps



Sanctuary Stage



Distribute  
d  
Audio



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# Isolating Networks





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