### 6.3.1. "Fixing" the Election

A networked audio system is not a democratic space. The election process detailed on the previous page gives enough information for the Dante clocking hierarchy to be influenced to get the "right" result.

## 6.4. Clock Interaction with Devices

As with any other digital audio system, there may be a desire to have a static clock master. This will typically be a core component of the system that is least often powered down. An alternative way to view this is that the clock master should be placed in the most critical device in the clock domain.

In a live sound application for example, this will often be either the first stagebox – which feeds the FOH and Monitor consoles. It could be that the stageboxes are swapped regularly (in the case of a multi-band bill), in which case this is inappropriate. The master clock may then reside in the System matrix, where it can easily distribute clock to all of the various consoles involved, which in turn will clock their I/O subsystems.