

Bluetooth and RCA/3.5mm Audio to Dante, White

User Manual 500559-WH



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1. Safety Precautions

To ensure the best performance from the product, please read all instructions carefully before using the device. Save this manual for future reference.

- Follow basic safety precautions to reduce the risk of fire, electrical shock, and injury.
- Do not dismantle the housing or modify the module. It may result in electrical shock or burns.
- Do not open or remove the housing of the device as you may be exposed to dangerous voltage or other hazards.
- To prevent fire or shock hazard, do not expose the unit to rain, moisture and do not install this product near water. Keep the product away from liquids.
- Spillage into the housing may result in fire, electrical shock, or equipment damage. If an object or liquid falls or spills on the housing, unplug the module immediately.
- Do not use liquid or aerosol cleaners to clean this unit. Always unplug the power to the device before cleaning.
- Using supplies or parts not meeting the product specifications may cause damage, deterioration or malfunction.
- Refer all servicing to qualified service personnel.
- Install the device in a place with adequate ventilation to avoid damage caused by overheat.
- Unplug the power when left unused for a long period of time.
- Information on disposal of devices: do not burn or mix with general household waste, please treat them as normal electrical waste.

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2. Introduction

The Bluetooth and RCA/3.5mm Audio to Dante, White (Model 500559-WH) is a two-way audio transmission panel for Bluetooth, Analog Audio and Dante. It connects to mobile phones, iPad, and other devices through Bluetooth interface or to analog audio sources, and converts the received audio signal into digital signal transmission through Dante network. It includes wireless stereo audio input via Bluetooth, analog stereo audio input via 3.5mm jack and RCA jack, wireless mono audio output via Bluetooth and analog stereo audio output via 3.5mm jack and RCA jack. Power, control, and audio data are transmitted by only one network cable, and there is no need to worry about ground loops or other audio issues. The Bluetooth and RCA/3.5mm Audio to Dante is designed to be compatible with standard dual gang US wall boxes with Decora faceplates.

3. Features

- Simpleand intuitive Bluetooth pairing
- Bluetooth 5.3 for longer range and more stable connections
- Compatible with most Apple smartphones, iPads and Android tablets
- RCA and 3.5mm TRS stereo inputs/outputs
- Power supply and audio transmission integrated in one cable
- designed to be compatible with standard dual gang US wall boxes with Decora faceplates.
- Controllable via Dante Controller & Web-GUI
- Open API for third-party control
- Supports AES67 RTP audio transport

4. Package Contents

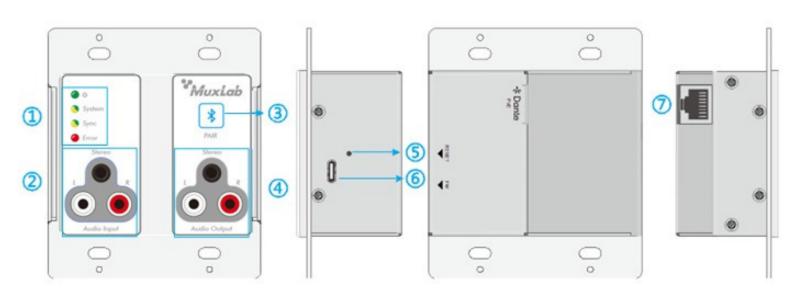
- One (1) Bluetooth and RCA/3.5mm Audio to Dante, White
- One (1) User manual (available via download)

Notes: Confirm that the product and accessories are all included. If not, please contact the supplier from which you purchased the unit.

5. Specifications

| Specification | |
|-----------------------|---|
| Imput Interface | Bluetooth 5.3, stereo RCA X 2 3.5mm TRS X 1 |
| Output Interface | Bluetooth 5.3, mono RCA X 2 3.5mm TRS X 1 |
| Gain | 0 dB |
| Volume | Input: -12 ~ +18dB, 6dB per step Output: -60 ~ 0dB, 1dB per step |
| Max Level | Input: +12dBu @ 0dB input gain Output: +12dBu @ 0dB output gain |
| S/N Ratio | > 90dB @ Max Level (A-weighted) |
| Output Noise | < -79dBu @ 0dB gain (A-weighted) |
| THD | < 0.05% at OdBu,1kHz, OdB gain (A-weighted) |
| Sample Rate | 44.1kHz or 48kHz |
| Control Methods | Pair ButtonWeb-GUI and Dante ControllerOpen API |
| Control Connector | RJ45 |
| External Power Supply | PoE (IEEE 802.3αf) |
| Operation Temperature | 0°C ~ + 55°C (23°F ~ 131°F) |
| Storage Temperature | - 25°C ~ + 70°C (-13°F ~ 158°F) |
| Relative Humidity | 90% RH or less (No condensation) |
| Power Consumption | 4.22W (Max) |
| Dimension (W*H*D) | $104.5 \times 89.0 \times 43.7 \text{ mm}$ |
| Net Weight | 265g |
| Warranty | 2 years |
| Order Information | 500559-WH Bluetooth and RCA/3.5mm Audio to Dante, White (UPC: 627699015599) |

6. Panel Description

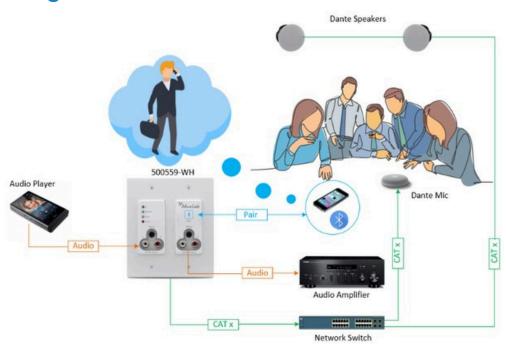


| No | Name | Function Description |
|----|--|---|
| 1 | Indicator LED | Power LED: Illuminates green when power is applied. SYS LED: Illuminates yellow when system starts, and green when system is ready. SYNC LED: Illuminates green when the clocks are synchronized between master and slave devices, and yellow when the clocks are out of sync. ERROR LED: Illuminates red when the unit has an internal failure. |
| 2 | CH1 and CH2 Analog Audio Input | 1 x 3.5mm jack 2 x RCA |
| 3 | CH3/4 Bluetooth Audio In & CH3 Bluetooth Audio Out | 1 x Bluetooth pairing button with back-lit indication. Press the button to start pairing, the back-lit indication will begin flashing and accept pairings, press and hold the button for 5s to release connection. |
| 4 | CH1 and CH2 Analog Audio Output | 1 x 3.5mm jack and 2 x RCAs for analog audio output. |
| 5 | Reset | Press and hold 5s to factory reset. |
| 6 | RW | 1 x USB-C, use for Bluetooth chipset upgrade. |
| 7 | Dante | 1 x RJ45, Dante® Ethernet interface connector. |

7 System Connection7.1 Usage Precaution

- Make sure all components and accessories included before installation.
- System should be installed in a clean environment with proper temperature and humidity.
- All of the power switches, plugs, sockets, and power cords should be insulated and safe.
- All devices should be connected before power on.

7.2 System Diagram



8 Operation of Dante Controller

Dante Controller is a free software application that enables to route audio and configure devices on a Dante network. With automatic device discovery, one-click signal routing and user-editable device and channel labels, setting up a Dante network couldn't be easier. See the overview for more detail on Dante audio networking.

Dante Controller is much more than just a configuration and routing matrix. Dante Controller provides essential device status information and powerful real-time network monitoring, including device-level latency and clock stability status, multicast bandwidth usage, and customized event logging, enabling to quickly identify and resolve any potential network issues. It can also quickly and easily backup, restore, move, and reuse Dante network configurations using Presets, and edit Dante routing configurations offline.

Dante Controller is available both for Windows and Mac OS X. It is open for registered www.audinate.com users to download directly from the website.

Dante Controller allows to:

- View all Dante-enabled audio devices and their channels on the network
- View Dante-enabled device clock and network settings
- Route audio on these devices, and view the status of existing audio routes
- Connect to Dante Domain Manager and control enrolled devices
- Lock and unlock Dante devices
- Change the labels of audio channels from numbers to names
- Customize the receive latency (latency before playing out)
- Save audio routing presets
- Apply previous saved presets
- Edit presets offline, and apply as configurations for new network deployments
- View and set per-device configuration options, including:
 - Change the device name
 - Change sample rate and clock settings
 - View detailed network information
 - Access the device web page to upgrade firmware and license information
- Identify a device for example by flashing LEDs
- View network status information, including:
 - Multicast bandwidth across the network
 - Transmit and receive bandwidth for each device
- View device performance information, including latency statistics and packet errors
- View clock status information for each device, including frequency offset history and clock event logs

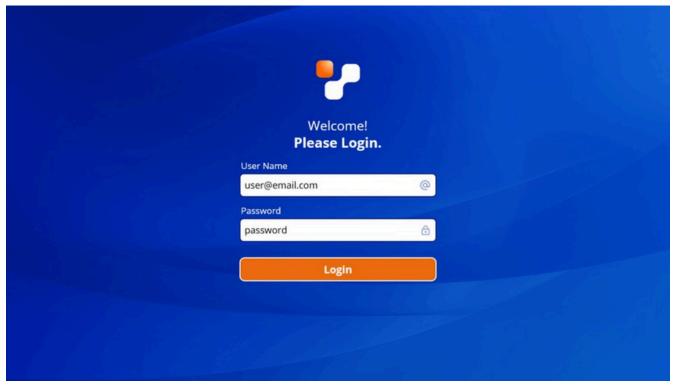
9 Web-Ul Control

Bluetooth and RCA/3.5mm audio to Dante can be controlled via a web-based graphical user interface. It allows users to interact with the device through graphical icons and visual indicators.

Since the default is DHCP mode, in order to enter the GUI interface, you need to click the Identify device button three times continuously on the Dante controller software to obtain the IP address, and then enter the IP address in the browser to enter the GUI interface. Another way to get the IP address is to query the router's connection list. You can also set a fixed IP address by selecting Static IP.

Note: The Dante IP address is not the same as the Web Interface IP. To view the Web Interface IP, you must triple-click the "Eye" icon, which will only appear briefly.

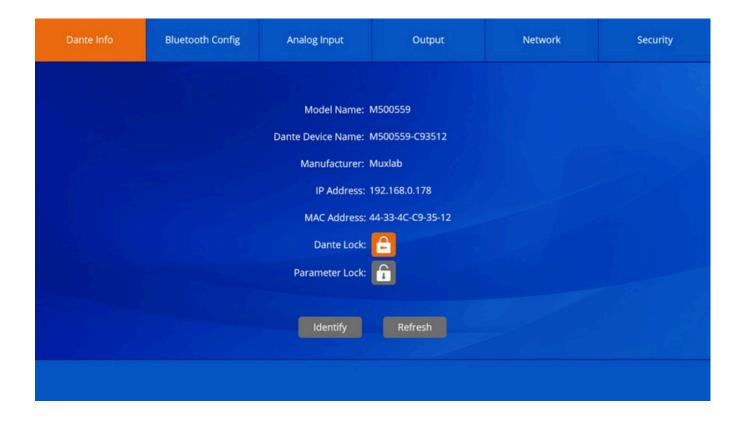
After get the IP address of Web-UI, enter the IP address on the browser. It will enter the log-in interface shown as below:



Username: admin Password: admin

Type the username and password, and then click Login to enter the section for Dante Info.

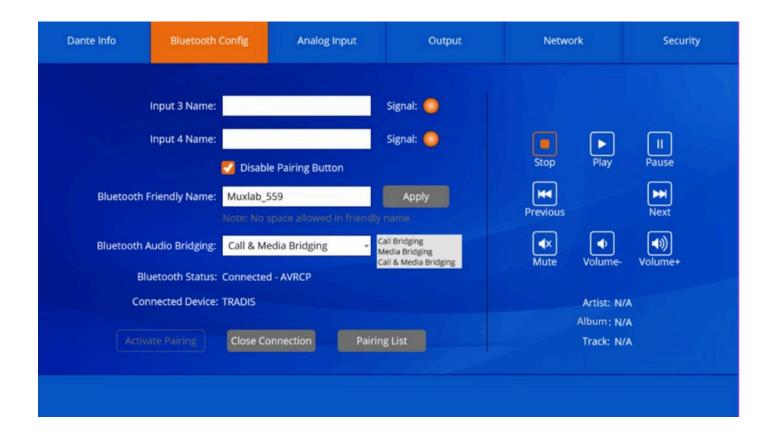
9.1 Dante Info



In this page, it shows the model name, device name, IP address and MAC address.

- Dante Lock: Reports the status if Dante device is locked in Dante Controller.
- **Parameter Lock**: If the user clicks it, the parameter of the device can't be adjusted like input's gain or output's volume.
- Identify: Click the Identify to keep the unit's system LED flash, so that users can find the corresponding unit in a scenario with many devices.
- Refresh: Refresh the information in this section.

9.2 Bluetooth Config



- Input Name: Reports the Dante transmitter channel name for corresponding analog input and rename the input. Bluetooth Friendly Name: Set the name of the device when it is
- recognized by Bluetooth.
- Bluetooth Audio Bridging: Select the bridging mode: Call Bridging, Media Bridging, Call
 Media Bridging. Activate Pairing: Activate pairing mode on the device. Close
- Connection: Close the active Bluetooth® connection and only active when the Bluetooth®
- status is "Connected". Once click for close current connection and the pairing button will flash for next connection, click again to turn off pairing status. Support **AVRCP** control and show the music information: Artist, Album, Track.



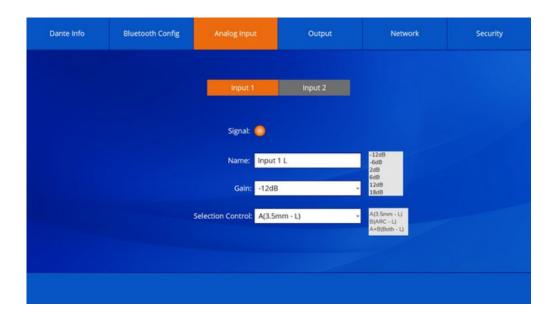
Artist: N/A Altum: N/A Track: N/A • Pairing List: Click to open the pairing list.



The pairing list allows the user to identify the devices that have been paired and set the connection priority.

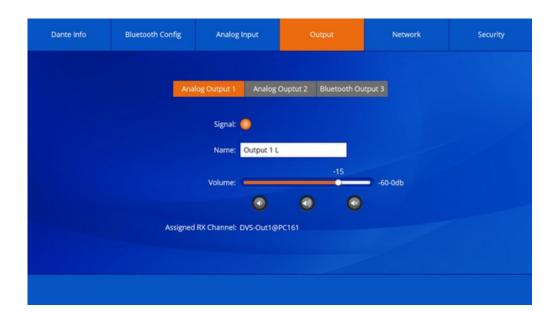
Check the device you want to connect automatically, then drag to arrange the priority, click the edit priority button to save the setting.

9.3 Input



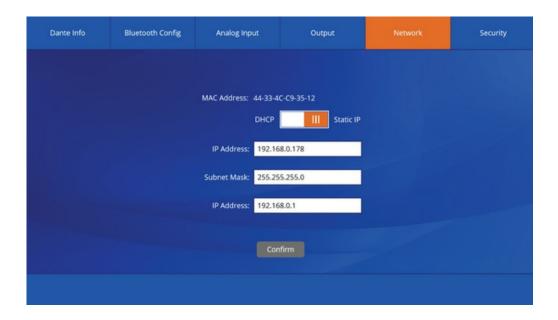
- Name: Reports the Dante channel name for corresponding analog input.
- Gain: Allows the user to adjust the input's gain from -12db to 18db
- Selection Control: Choose the input.

9.4 Output



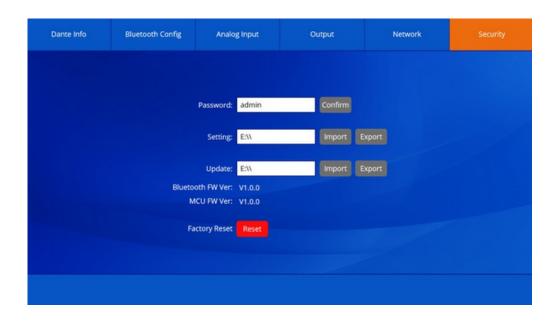
- Name: Reports the Dante output channel name for corresponding analog output.
- Gain: Allows the user to adjust the output's volume from -60db to 0db.

9.5 Network



- Static IP or Dynamic Host Configuration Protocol (DHCP).
- Modify the static IP Address, Subnet Mask, and Gateway.

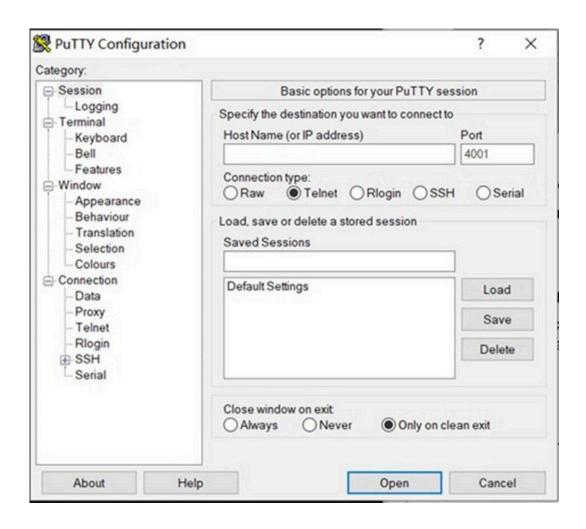
9.6 Security



In this page, the user can change the password. It can also support firmware upgrade, importing or exporting the setting.

10 API Command

The Dante device can be controlled by Telnet. Take Putty here as an example.



Firstly, type in the IP address of GUI in "Host Name" and the port is 4001, chose Telnet connection type, then click the open, and a new window will pop up. Then the user can send commands to control the Dante device.

10.1 API Command List

Command ending: <CR><LF> Error feedback: <Command Error <Out of Range

| Command | Function | Example |
|-------------|---|---|
| | Set the gain of input x. | >Livol,1:2 |
| >Livol,x:z | x=1,2 means input 1 or input 2 | |
| | z=0 - 5 | <livol,1:2< td=""></livol,1:2<> |
| | 0 means -12dB, 5 means 18dB. 6dB step. | |
| >GetLivol:x | Query gain of input. | >GetLivol:1 |
| | x=1,2 means input 1 or input 2 | <livol,1:3< td=""></livol,1:3<> |
| | Select which mode (RCA/Jack) is used for the | >Lisel,1:1 |
| | line level input x. | |
| >Lisel,x:z | x=1,2 means input 1 or input 2 | d in al. 4:4 |
| | z=1,2,3 where 1 is jack only, 2 is RCA only and 3 | <lisel,1:1< td=""></lisel,1:1<> |
| | is mix both RCA and Jack. | |
| Cott icolay | Query which mode the input x is using. | >GetLisel:1 |
| >GetLisel:x | x=1,2 means input 1or input 2 | <lisel,1:1< td=""></lisel,1:1<> |
| | Set volume of output. | >Lovol,2:80 |
| >Lovol,y:z | y=13 means output 1output 3 | d aval 2:00 |
| | z = 0 - 100 | <lovol,2:80< td=""></lovol,2:80<> |
| | Query output volume on specified output y | >GetLovol:2 |
| >GetLovol:y | y=13 means output 1output 3 | <lovol,2:80< td=""></lovol,2:80<> |
| >Mute:y | Mute the output port y. | >Mute:1 |
| | y=13 means output 1output 3 | <mute:1< td=""></mute:1<> |
| | Unmute the output port y. | >Unmute:1 |
| >Unmute:y | y=13 means output 1output 3 | <unmute:1< td=""></unmute:1<> |
| >GetMute:y | Query status of mute on output port y. | >GetMute:1 |
| | y=13 means output 1output 3 | <mute,1< td=""></mute,1<> |
| >Parameterl | Lock the parameter. | >ParameterlockOn |
| ockOn | | <parameterlockon< td=""></parameterlockon<> |
| >Parameterl | Unlock the parameter | >ParameterlockOff |
| ockOff | Unlock the parameter. | <parameterlockoff< td=""></parameterlockoff<> |

| Command | Function | Example |
|------------------------|---|---|
| >IdentifyOn | Turn on the function to be identified. | >IdentifyOn |
| | | <identifyon< td=""></identifyon<> |
| >IdentifyOff | Turn off the function to be identified. | >IdentifyOff |
| | | <identifyoff< td=""></identifyoff<> |
| . Locato | Locate the unit. The LEDs on front panel will | >Locate |
| >Locate | twinkle in 10s if the command is triggered. | <locate< td=""></locate<> |
| > Cayo Drocot | Save the current setting(input gain, output | >SavePresetaudio:1 |
| >SavePreset audio:z | volume, mute status) to preset. z=1,2, 10 | <savepresetaudio:1< td=""></savepresetaudio:1<> |
| >Loadpreset | | >LoadPresetaudio:1 |
| audio:z | Use the saved preset z. | <loadpresetaudio:1< td=""></loadpresetaudio:1<> |
| Doboot | Reboot the device. | >Reboot |
| >Reboot | | <reboot< td=""></reboot<> |
| >Reset | Factory reset the unit. | >Reset |
| >Reset | | <reset< td=""></reset<> |
| | Query audio volume and mute status. | >GetAudioLevels |
| | | <livol,3:3< td=""></livol,3:3<> |
| | | <livol,4:3< td=""></livol,4:3<> |
| | | <lovol,1:80< td=""></lovol,1:80<> |
| >GetAudioLe | | <lovol,2:80< td=""></lovol,2:80<> |
| vels | | <lovol,3:80< td=""></lovol,3:80<> |
| VCIS | | <mute,1< td=""></mute,1<> |
| | | <unmute,2< td=""></unmute,2<> |
| | | <unmute,3< td=""></unmute,3<> |
| | | <lisel,3:1< td=""></lisel,3:1<> |
| | | <lisel,4:2< td=""></lisel,4:2<> |
| >GetDanteLo | Query the lock status of the unit. | >GetDanteLock |
| ck | | <dantelock:unlock< td=""></dantelock:unlock<> |

| Command | Function | Example |
|---------------------------|---|---|
| >GetSignals | Query the status of the audio. (Invalid signal/Signal clipping/Valid signal | >GetSignals |
| | | <input1:valid signal<="" td=""></input1:valid> |
| | | <input2:valid signal<="" td=""></input2:valid> |
| | | <input3:no signal<="" td=""></input3:no> |
| | | <input4:no signal<="" td=""></input4:no> |
| | /No signal) | <output1:valid signal<="" td=""></output1:valid> |
| | | <output2:valid signal<="" td=""></output2:valid> |
| | | <output3:no signal<="" td=""></output3:no> |
| | | >GetChannelLabel |
| | | <out 1="" td="" tx1<=""></out> |
| | | <out 2="" td="" tx2<=""></out> |
| >GetChannelL | Quent the label of abannal | <bluetooth 3="" out="" td="" tx3<=""></bluetooth> |
| abel | Query the label of channel. | <bluetooth 4="" out="" td="" tx4<=""></bluetooth> |
| | | <in 1="" rx1<="" td=""></in> |
| | | <in 2="" rx2<="" td=""></in> |
| | | <bluetooth in="" rx3<="" td=""></bluetooth> |
| >DtNomo:nom | set a new bluetooth friendly name, visible to | >BtName:Muxlab_559 |
| >BtName:nam e | other bluetooth devices when in pairing mode. | <btname:muxlab_559< td=""></btname:muxlab_559<> |
| . 0 (8)(1) | NATURE AN AND WINE COM | >GetBtName |
| >GetBtName | get bluetooth friendly name. | <btname:muxlab_559< td=""></btname:muxlab_559<> |
| | get connect BT device name. | >GetBtConnectedDevi |
| >GetBtConnec tedDevice | | ce |
| | | <connecteddevice:iph< td=""></connecteddevice:iph<> |
| | | one |
| >BtButtonLock | | >BtButtonLockOn |
| On | Lock/Unlock the front panel button. | >BtButtonLockOff |
| >BtButtonLock | | <btbuttonlockon< td=""></btbuttonlockon<> |
| Off | | <btbuttonlockoff< td=""></btbuttonlockoff<> |
| >GetBtButtonL | Query the lock status of the the front panel | >GetBtButtonLock |
| ock | button. | <btbuttonlockon< td=""></btbuttonlockon<> |

| Function | Example |
|--|--|
| AVRCP Play command. | >BtPlay |
| | <btplay< td=""></btplay<> |
| AVRCP Pause command. | >BtPause |
| | <btpause< td=""></btpause<> |
| AVRCP Stop command. | >BtStop |
| | <btstop< td=""></btstop<> |
| WEST W | >BtNext |
| AVRCP Next command. | <btnext< td=""></btnext<> |
| AVDCD Dravious command | >BtPrev |
| AVRCP Plevious command. | <btprev< td=""></btprev<> |
| | >BtVolUp |
| AVRCP volume up command. | <btvolup< td=""></btvolup<> |
| AV/DCD Volume De command | >BtVolDn |
| AVRCP volume on command. | <btvoldn< td=""></btvoldn<> |
| set bluetooth audio bridging. This command | >BtBridging:0 |
| can be set only when Bluetooth is idle. | |
| z=0,1,2 | |
| 0 means Both Call Bridging and Media Audio | <btbridging:0< td=""></btbridging:0<> |
| Bridging enabled | |
| 1 means Only Media Audio Bridging enabled | |
| 2 means Only Call Bridging enabled | |
| Query the bridging of bluetooth. | >GetBtBridging |
| 0 means Both Call Bridging and Media Audio | |
| Bridging enabled | <btbridging:0< td=""></btbridging:0<> |
| 1 means Only Media Audio Bridging enabled | |
| 2 means Only Call Bridging enabled | |
| Query the status of bluetooth. | >GetBtStatus |
| (Idle/Discoverable/Connected/Connected - | <bluetoothstatus:idle< td=""></bluetoothstatus:idle<> |
| AVRCP) | |
| | AVRCP Pause command. AVRCP Stop command. AVRCP Next command. AVRCP Previous command. AVRCP Volume Up command. AVRCP Volume Dn command. Set bluetooth audio bridging. This command can be set only when Bluetooth is idle. z=0,1,2 0 means Both Call Bridging and Media Audio Bridging enabled 1 means Only Media Audio Bridging enabled 2 means Only Call Bridging and Media Audio Bridging enabled Query the bridging of bluetooth. 0 means Both Call Bridging and Media Audio Bridging enabled 1 means Only Media Audio Bridging enabled 2 means Only Media Audio Bridging enabled 1 means Only Media Audio Bridging enabled 2 means Only Call Bridging enabled 2 means Only Call Bridging enabled Query the status of bluetooth. (Idle/Discoverable/Connected/Connected - |

| Command | Function | Example |
|------------------------|---|---|
| >BtActivatePairi | Activates pairing mode on the device similar | >BtActivatePairing |
| ng | to pressing the front panel button. | <btactivatepairing< td=""></btactivatepairing<> |
| >DtClassCappes | Closes the active bluetooth connection when | >BtCloseConnection |
| >BtCloseConnec tion | the bluetooth status is "Connected" or "Connected - AVRCP" | <btcloseconnection< td=""></btcloseconnection<> |
| >PtCloorDoiring | Ole and the decision liet | >BtClearPairing |
| >BtClearPairing | Clears the pairing list. | <btclearpairing< td=""></btclearpairing<> |
| >GetStatus | Query system status and port status. | >GetStatus |
| | | SECTION |
| | | >GetBtSong |
| >GetBtSong | Retrieve the track title for the current audio | <btsong:still< td=""></btsong:still<> |
| 10000 | | Counting |
| >GetBtArtist | Retrieve the artist information for the current | >GetBtArtist |
| | audio | <btartist:volbeat< td=""></btartist:volbeat<> |
| | | >GetBtAlbum |
| >GetBtAlbum | Retrieve the album information for the | <btalbum:guitar< td=""></btalbum:guitar<> |
| | current audio | Gangsters & Cadillac |
| | | Blood |
| >SetTxChannelL | Set a new tx channel label for input x. | <settxchannellabel< td=""></settxchannellabel<> |
| abel | X=14 means input 1input 4 | , 1:Input 1 L |
| >SetRxChannel | Set a new rx channel label for output x. | <setrxchannellabel< td=""></setrxchannellabel<> |
| Label | X=14 means output 1output 4 | , 1:Output 1 L |