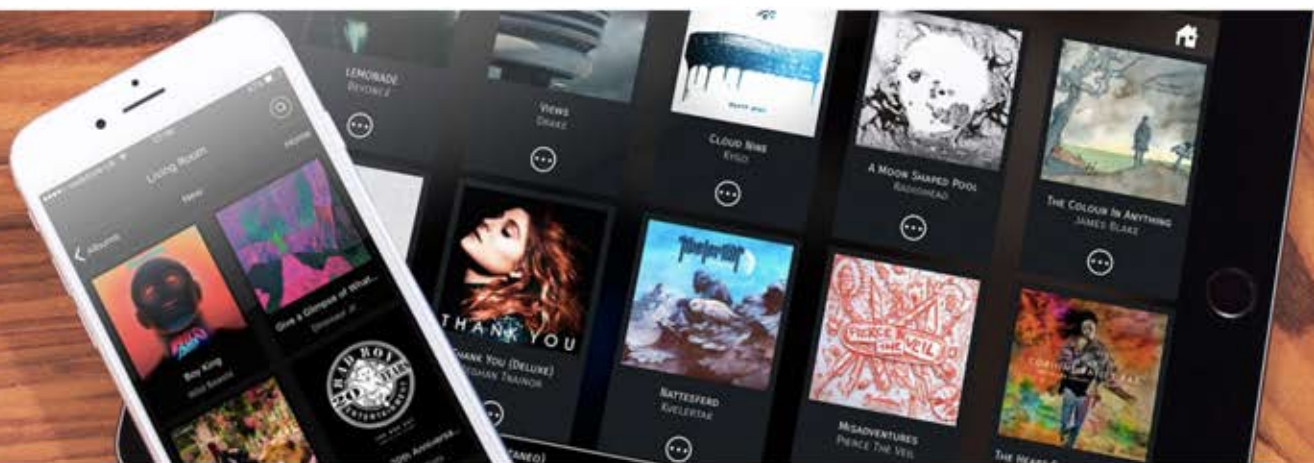


LODE[®]

MULTI ROOM AUDIO SOLUTIONS

Lode Audio Servers Quick Start Guide



Audio Server Quick Start Guide

Installation

Load servers are machined from aluminium which acts as the heatsink, eliminating noisy fans and so increasing performance and reliability. This also means that the unit MUST HAVE airflow both above and beneath for optimum cooling levels. Failure to provide may result in the unit overheating and degrading performance.

On Boot, Lode servers will perform a number of checks over the internet to configure itself and check for updates. Please allow a couple of minutes for unit/s to complete checks prior to playing audio streams otherwise it may result in playback of multiple zones being out of sync.

Checklist

Internet access is required for all units to operate normally, even if only local is used.

Check "system maintenance" section of the web console and apply any pending updates to the server/s.

Web Configuration

Lode units can be discovered on the network using the Lode admin tool downloaded from <http://www.lodeaudio.com>.

The Lode Audio server is configured by default with DHCP. If you don't have admin tool installed, you will need to ascertain it's IP address via the DHCP sever.

Click on listed sever to access the web console.

Example: <http://192.168.10.100> where 192.168.10.100 is the address provided to the Lode server.

It is recommended that each unit is set-up fully before adding others to the network

Change Network Settings

To change network settings, simply visit the "Network Settings" section of the web console. Here you can set the unit's IP address or confirm it's configuration for DHCP.

If you are using a control system to control Lode, then you must either statically assign an IP address to the unit or use IP allocation rules within the DHCP server to ensure that the unit has a static IP address. This is required as the the set-up of the driver requires pointing the module at the IP address of the Lode Server.

Enabling Music Services

From the "Media Library" section of the web console, simply select to "enable" or "disable" a service. If a service requires authentication, you will be asked for the Login and password. Once successfully registered, the service will appear in controllers.

Naming Players

To change the name of any of the players for the Lode server, visit the "Player Settings" section of the web console. Here you can give each player a unique name such as "Living Room", or "Kitchen", for example.

Player Volume Settings

Players can be configured to have a fixed volume when connected to a pre-amplifier that has it's own volume control. To configure a Player to have a fixed volume, please visit the "Player Settings" section of the web console and select "Fixed Volume" setting for the required player.

Warning: Setting the volume to fixed will set the volume at 100% on the Lode Server. Please make sure that the pre-amp is turned down before changing this setting.

Volume trim can also be applied to each player to limit the max volume capability of the player.

Audio Server Quick Start Guide

AirPlay Configuration

Lode servers have an AirPlay per-zone capability. To set-up AirPlay as a selectable source, please access the "Media Library" section of the web console and enable AirPlay.

If you want to have the ability for customers to play AirPlay to any room at anytime, please select the option for "AirPlay interrupt" in the "advanced options" section of the web console. Please note that this option will enable any existing stream to be interrupted by another user.

An AirPlay password can also be set for each player in the same section of the web console by typing a password in each listed player section. Once the password is set, any user would be prompted for this password via the iOS device before being allowed to play.

Character Encoding

The Lode server by default uses UTF-8 character encoding within its IP control API. This can be changed, if required, when using a control system needing additional character support. Please note that any changes made will affect any Android or iOS apps which require UTF-8 encoding to function correctly.

To change the character encoding, please visit the "System Maintenance" section of the web console.

LODENET[®]

LODENET can use both unicast or multicast to deliver sound. The multicast address is 239.192.0.201, with ports starting from 10001 going upwards for each transmitter.

IGMP snooping / Multicast filtering **MUST BE** turned-on in the router or switch attached to the Lode servers when using Multicast distribution mode.

All Lode units **MUST BE** on the same subnet to work correctly

Broadcast Discovery

Lode Desktop, iOS and Android apps use UDP broadcast for device discovery. As such, WiFi attached devices must be in the same subnet as the Lode servers for discovery to work.

Factory Reset

The Lode server has a reset button located on the rear of the unit. To reset the unit, press and hold this button for 10 seconds, the unit will then become unresponsive. Now cycle the power on the unit (turn off the unit for at least 10 seconds before restarting) and once the unit re-boots, you will be back to factory default.

Be aware that resetting the unit will delete all playlists and favourites saved to date, so please be sure that it really is a reset that you want. Ideally make a note of each of login credentials **BEFORE** resetting the unit.

If you are running a cluster of Lode Servers, please follow these steps to reset all units in the cluster:

- 1) Press and hold reset button for 10 seconds on each machine.
- 2) Power-off each machine.
- 3) Power-on each machine.

Unless this protocol is followed, the cluster could rebuild its data under certain conditions meaning that no unit is properly reset.

Request Support

To raise a support ticket, please e-mail support@lodeaudio.com, a member of our dedicated technical team will be in touch directly to assist.

