Audinate®

FY23

INVESTOR PRESENTATION

21 August 2023
Aidan Williams – Chief Executive Officer
Rob Goss – Chief Financial Officer

Authorisation: approved by the Board of Audinate Group Limited

World-leading technology supplier to Pro-AV

Audinate is the company behind the
Dante® media networking solution
used in the professional AV industry
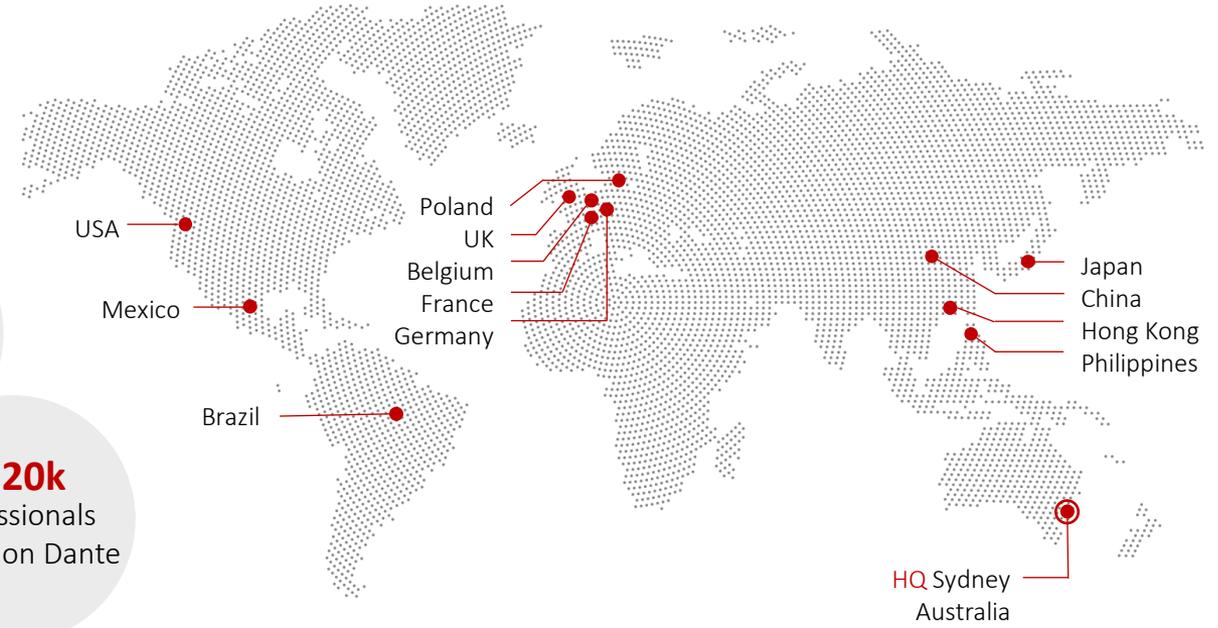
3,853
Dante-enabled products

13
Locations

575
Total OEMs brands licensing Dante

>220k
Professionals trained on Dante

197
Employees

8
Languages supported

USA

Mexico

Brazil

Poland
UK
Belgium
France
Germany

Japan
China
Hong Kong
Philippines

HQ Sydney
Australia

World-leading technology supplier to Pro-AV

Dante is in millions of devices and can be found in a diverse range of installations and applications across industries, including:

Universities	**Conference Rooms**	**Broadcast Studios**	**Corporate Campuses**	**Houses of Worship**	**Arenas and Stadiums**
Recording Studios	**Conference Centres**	**Transportation**	**Amusement Parks**	**Zoos**	**Theatres**

Dante Product Map

System Software
(For system setup, management and troubleshooting)

Dante Controller	Dante Domain Manager	Dante Director

Audio Visual Integrators, Professionals & Consumers

AVIO Network Adaptors

- Analogue
- USB / Bluetooth

PC/Mac/Cloud Software

- Dante Studio (AV)
- Dante Via
- Dante Virtual Soundcard
- Dante Connect

Manufacturers (OEMs)
Original Equipment Manufacturers

Embedded Audio

Chips, Cards & Modules
- Brooklyn
- Ultimo
- Broadway

Software
- Dante Embedded Platform
- Dante Application Library
- Dante Ready
- IP Core

Embedded Video

Chips, Cards & Modules
- Dante AV Ultra
- Viper Board

Software
- Dante AV-H
- Dante AV-A

Gross profit growth accelerates

US$M Gross Profit

CAGR %
2yr - 32%
5yr - 24%

	FY18	FY19	FY20	FY21	FY22	FY23
Gross Profit	11.3	15.0	15.6	19.2	24.9	33.4
Gross Margin %	74.5%	74.4%	76.6%	76.4%	74.7%	72.1%
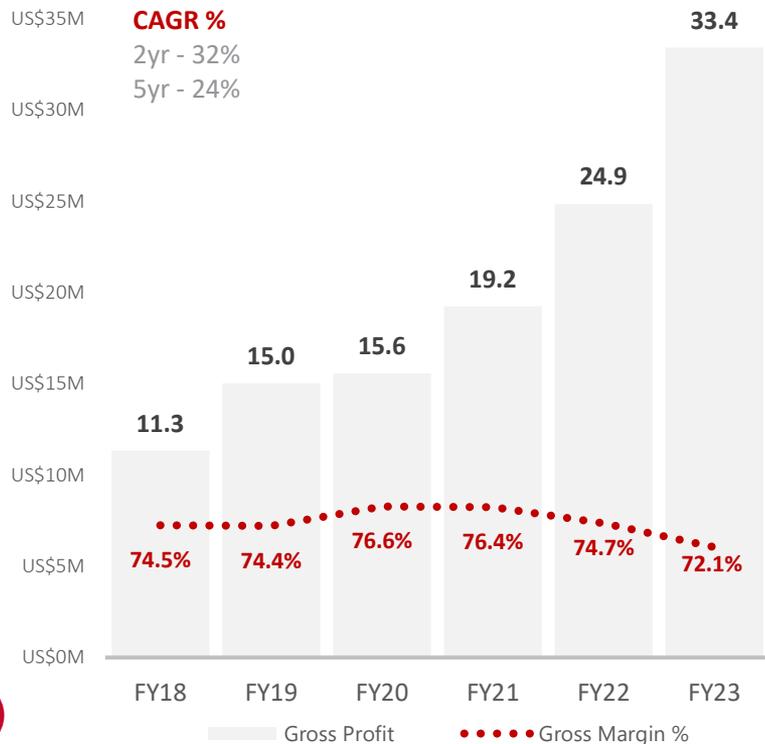
Other Key Financial Metrics		Variance vs FY22	
A$69.7M	Revenue	50.6%	✓
US$46.7M	US$ Revenue	40.0%	✓
72.1%	Gross Margin %	(2.7%)	–
A$11.0M	EBITDA	156.4%	✓
A$40.0M	Cash & Term Deposits	($4.4M)	–
A$1.4M	Net Profit Before Tax	$5.8M	✓

Leading Global Supplier of AV Networking

>A$1bn
Total addressable market[1]

400
OEM brands shipping Dante enabled products

3,853
Dante enabled products available on the market

12x
Market adoption of Closest competitor

>220,000
Professionals trained on Dante

Total audio products per protocol

Dante — 3,853
Ravenna — 333
AVB/Milan — 138
Others — 87

Legend: Dante, Ravenna, AVB/Milan, Others

1) Management estimate of total addressable market of audio, video and Pro-AV software products
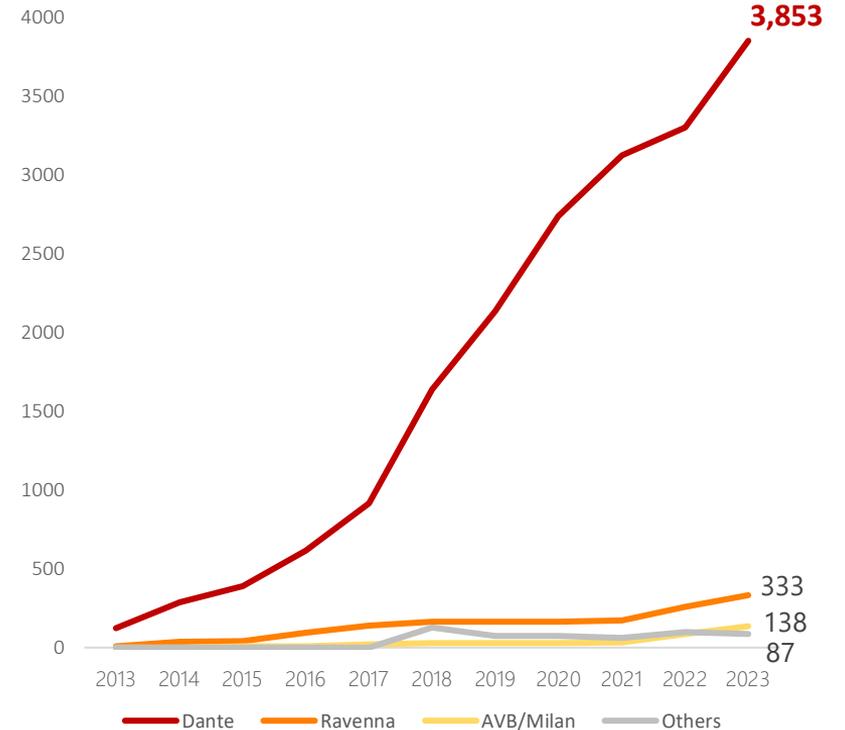
1) RH Consulting, Networked Audio Products 2023 and Audinate company data

Covid related supply chain impacts ~~FINISHED~~

|		
Chip shortages	Supplier price increases	Dante price increases (10-25%)
Spot inventory buys	Factory closures	Record design wins
Variable delivery dates	Dante product redesign	Record demand (backlog)

Over the three-year period impacted by COVID and supply chain disruption (FY21 – FY23) Audinate delivered USD revenue CAGR of 31.8%

Supply chain normalised → *Supply chain challenges have eased* — *Completed Brooklyn-II to Brooklyn-III product transition* — *Residual temporary margin pressure, (Brooklyn III)* — *Revenue no longer gated by chip supply* ✓

FY23 objectives achieved

FY23 Objectives

1
Support customer transition to more available chips & away from legacy products

2
Manufacturers to release Dante video products

3
Generate >US$3 million in video revenue

4
Drive adoption of new Dante products

5
Continued focus on Operational Efficiency

Actions

Successful launch of next-gen Brooklyn 3 > last Brooklyn 2 orders

Broadway chip "end of life" with last buy orders

Reference design transitions prolonged by chip availability

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34 Dante AV video licensees

48 Dante AV video products now in market

Flagship AJA product launched using Dante AV Ultra

>US$3m revenue in FY23

> 10,000+ video end-points shipped in FY23

New revenue streams from Dante AV-H and Dante AV-A for FY24

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261 new Dante-enabled products released

Record 142 design wins

Android compatibility to unlock further adoption of Dante Embedded Platform

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Strong capability built in Philippines (headcount now 22 – QA function to be established)

Cost, Price, Quote (CPQ) module implemented for sales efficiencies

Sales & Support consolidated under new leadership to drive video

Success in Dante Video

During FY23 all video objectives were achieved

- ✓ **Dante AV-H** released (uses H.264 codec)

- ✓ **Dante AV-A** launched and released (uses ASPEED codec)

- ✓ **Dante Studio software** released for AV professionals

- ✓ Video support added to **Dante Domain Manager**

- ✓ **26 design wins** for Dante video products

- ✓ **34 OEM brands** have now licensed Dante video products

- ✓ **48 Dante video products launched** by customers
  (up from seven at 30 June 2022)

- ✓ **>10,000 video endpoints shipped**

- ✓ **>US$3m in revenue from video products**

More growth for Dante Video

In the FY24 year ahead

⊙ **Enhancements to Dante AV-H and Dante AV-A**

⊙ **Transition legacy Viper board customer to virtual ASSP model** – per unit moderation in gross profit dollars

⊙ **Release next generation Dante AV Ultra product** – building upon initial product combined with elements of Viper board

⊙ **Dante Connect** – development of video functionality to complement audio

⊙ **More Dante video products** launched by customers

⊙ Drive adoption of **Dante Studio**

⊙ **Finish FY24 with an ecosystem of >30k video products in-field or shipped**

Audinate continues to innovate

Example Sports Broadcast

Dante Connect

Dante Professional Services
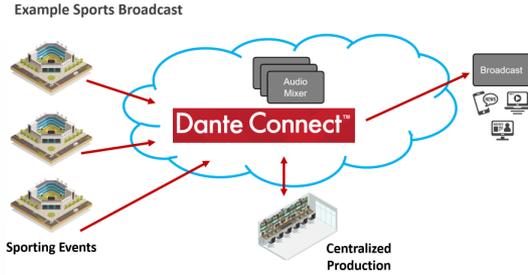
	Dante Connect	Dante Professional Services
What is it?	Dante Connect delivers in-sync audio directly from Dante networks to cloud services for seamless online production anywhere, reducing the need for mobile studios and trucks	Dante Professional Services team provides system design, design review & consulting, advanced troubleshooting, deployment support & training
Availability	Commercial launch April 2023	Commercial launch June 2023
Market	Broadcast & Corporate Production (via Tier 1 integrators)	Professional AV consultants, integrators and end users
Strategic rationale	Dante Connect delivers audio directly from location into cloud services that enable seamless online production	Provides AV professionals with an easy path to access Audinate's deep networked AV expertise
Impact on TAM	Unlocks Software Services TAM	Additional to existing TAM
Revenue model	Subscription based	Consulting time & materials

More details: Dante Connect

More details: Dante Professional Services

FINANCIAL PERFORMANCE

Revenue growth continues

Revenue (US$M)

	FY18	FY19	FY20	FY21	FY22	FY23
Total	$15.2	$20.3	$20.4	$25.0	$33.4	$46.7
Software (2)	$2.3	$3.2	$4.2	$6.8	$8.7	$11.6
CCM (1)	$12.5	$16.6	$15.8	$17.9	$24.4	$34.6

■ CCM (1) ■ Software (2) ■ Other
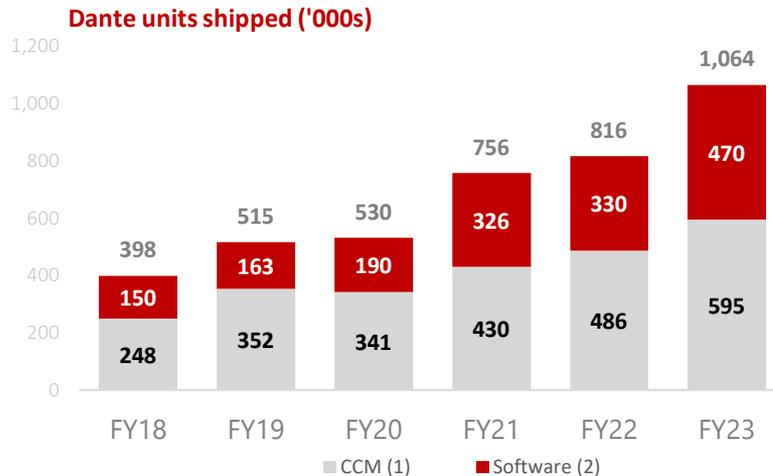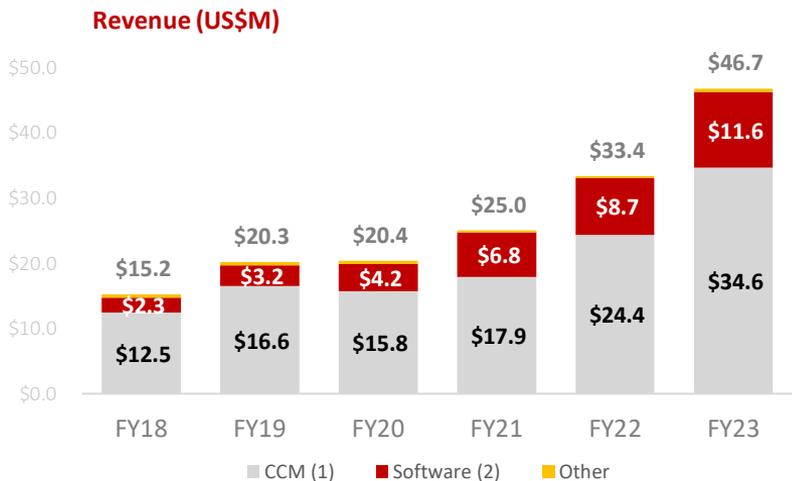
US$ Revenue increased 40% in FY23

GP margin has reduced from 74.7% in FY22 to 72.1% in FY23 as CCM growth outperformed software product and higher priced spot raw material purchases

Audinate invoices customers & pays COGs in USD

Dante units shipped ('000s)

	FY18	FY19	FY20	FY21	FY22	FY23
Total	398	515	530	756	816	1,064
Software (2)	150	163	190	326	330	470
CCM (1)	248	352	341	430	486	595

■ CCM (1) ■ Software (2)

Units shipped grew 30% compared to FY22, with CCM units up 22% and Software units up 42%

CCM
- Growth in units shipped primarily driven by Ultimo recovery in 2H23
- Revenue growth driven by Brooklyn (>30%), Viper boards and Ultimo (>50%)

Software
- Growth in units shipped due to 2H recovery in Reference Designs and, to a lesser extent, ongoing growth in Dante Embedded Platform (DEP)
- Revenue growth driven by Reference Designs (>50%), DEP (>30%) and Dante IP Core (>45%)

(1) CCM includes Brooklyn 3, Ultimo, Broadway, Dante AV Ultra, Viper & AVIO Network Adaptors
(2) Software includes Dante Domain Manager (DDM), Dante Director, AV software tools (Dante Studio, Dante Virtual Soundcard, Via), Dante Embedded Platform (DEP), Dante Application Library, Dante Ready, IP Core and Dante AV-H, Reference Designs

Income Statement

US$ revenue increased 40.0% to US$46.7M - A$ revenue increased 50.6% to A$69.7M

Gross margin relatively strong in FY23 at 72.1% - movement due to product mix (Viper) and temporary Brooklyn III costs

Employee expenses were higher than PY with cost increases and headcount increasing from 178 (FY22) to 197 (FY23).

Sales & Marketing expenses increased due to more travel ($0.8m) and recommencement of trade shows ($0.7m)

Other operating expenses were higher than PY due to increased software subscriptions ($0.5m), travel ($0.3m) and professional costs ($0.2m)

Depreciation and amortisation expenses are higher than PY due to increasing balance of capitalised development costs

Other income higher than PY due to increased interest income and revaluation adjustment for Silex earnout payment ($0.4m)

Income tax benefit reflects $7.7M of re-recognition of Deferred Tax Asset for accumulated Australian tax losses

(A$'000)	FY23	FY22	Change	Change
Revenue	69,699	46,292	23,407	51%
Gross profit	**50,228**	**34,591**	**15,637**	**45%**
Gross Margin %	72.1%	74.7%		
Employee expenses	(29,456)	(23,890)	(5,565)	23%
Sales & marketing expenses	(4,385)	(2,614)	(1,771)	68%
Other operating expenses	(5,375)	(3,791)	(1,584)	42%
Operating expenses	**(39,215)**	**(30,295)**	**(8,920)**	**29%**
EBITDA	**11,013**	**4,296**	**6,717**	**156%**
Depreciation & amortisation	(10,576)	(8,658)	(1,919)	22%
Interest expense	(239)	(173)	(66)	38%
Foreign currency loss	67	(34)	101	
Other income	1,129	185	944	511%
(Loss)/profit before tax	**1,393**	**(4,384)**	**5,777**	
Income tax (expense)/benefit	9,250	(73)	9,323	
(Loss)/profit for the year	**10,643**	**(4,457)**	**15,100**	

Additional gross profit drives EBITDA growth

EBITDA Waterfall (A$M)

	FY22 EBITDA	FX tailwind	Gross Profit	Employee costs	Direct Marketing	Other Opex	FY23 EBITDA
Value	4.3	2.0	13.0	(5.1)	(0.9)	(2.3)	11.0

1 FX tailwind due to strengthening USD against AUD

2 Gross profit dollars improved due to US$13.4M increase in revenue

3 Headcount up from 178 (FY22) to 197 (FY23) plus annualisation of FY22 hires

4 Mainly incremental travel ($1.1m) and software subscriptions ($0.5m)

EBITDA (A$M)

FY18	FY19	FY20	FY21	FY22	FY23
0.6	2.8	2.0	3.0	4.3	11.0
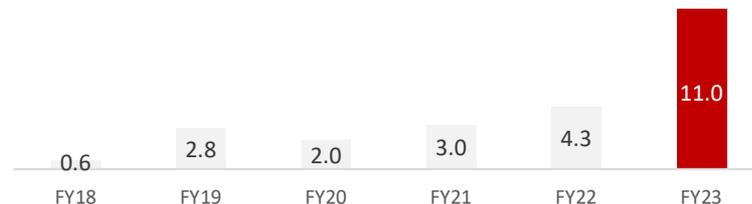
Profitability evident in scalable cost base

Ongoing focus on **innovation and R&D** to maximise future growth opportunities

Operating leverage in the cost base is once again evident as **additional gross profit drives profitabilty**

Research and Development (A$M)

	FY18	FY19	FY20	FY21	FY22	FY23
Total	5.7	6.7	9.1	10.7	14.3	16.9
R&D as % of revenue	29%	24%	30%	32%	31%	24%
Research	2.8	1.4	2.1	2.1	2.8	2.7
Initial Cambridge Research				1.1		
Internal Development	2.9	4.5	5.9	7.4	10.5	12.1
External Development		0.8	1.1		1.1	2.1

Legend:
- Research
- Initial Cambridge Research
- Internal Development
- External Development
- R&D as % of revenue

Revenue, cost trends (A$M)

	FY18	FY19	FY20	FY21	FY22	FY23
Opex as % of revenue	72%	65%	70%	67%	65%	56%
Revenue						69.7
Gross Margin $						50.2
Opex						39.2

Legend:
- Revenue
- Gross Margin $
- Opex
- Opex as % of revenue

Cash-flow Statement

FY23 Operating Cashflow to EBITDA Bridge

EBITDA	**$11.0m**
Reverse non-cash Share-based payments	$2.5m
Investment in working capital	($1.1m)
Cash from operating activities	**$12.4m**

>100% cash conversion in FY23

Payments for intangible assets primarily represent internal employment and overhead expenses capitalised to development costs.

Initial cash consideration of $9.1M paid in FY22 and subsequent earnout payment of $0.8M paid in FY23 for the **acquisition** of the Silex video business

Free cash flow outflow of $6.8M in 1HFY23 and with **positive free cash inflow of $2.5M in the 2H FY23**

(A$'000)	FY23	FY22
Receipts from Customers *	71,171	43,021
Payments to suppliers and employees *	(59,123)	(41,935)
Interest received	617	182
Interest paid	(97)	(91)
Income Tax Paid	(145)	(196)
Operating activities	**12,423**	**981**
Payments for property, plant and equipment *	(1,199)	(897)
Payment for intangible assets *	(14,163)	(11,160)
Payment for acquisition of business	(843)	(9,104)
Investment in Term Deposits	11,000	-
Investing activities	**(5,205)**	**(21,161)**
Proceeds from the issue of shares	2	52
Share issue transaction costs	(12)	(23)
Principal elements of lease payments *	(939)	(767)
Financing activities	**(949)**	**(738)**
Net increase / (decrease) in cash	**6,269**	**(20,918)**
Free Cash Flow (sum of *)	**(4,254)**	**(11,738)**

Balance Sheet

(A$'000s)	30-Jun-23	30-Jun-22	Change ($)
Cash	24,031	17,465	6,566
Term deposits	16,000	27,000	(11,000)
Trade and other receivables	6,267	6,513	(246)
Inventories	6,707	5,601	1,106
Property, plant and equipment	2,096	1,737	359
Right-of-use assets	2,395	1,784	611
Intangibles	34,451	28,542	5,909
Deferred tax asset	10,748	90	10,658
Other current & non-current assets	3,907	1,706	2,201
Total assets	**106,602**	**90,438**	**16,164**
Trade and other payables	3,834	3,496	338
Other liabilities	494	1,862	(1,368)
Contract liabilities	2,616	2,259	357
Income tax payable	225	35	190
Employee benefits & other provisions	6,638	5,535	1,103
Lease liabilities	2,599	1,967	632
Total liabilities	**16,406**	**15,154**	**1,252**
Net assets	**90,196**	**75,284**	**14,912**
Contributed capital	129,307	128,266	1,041
Reserves	5,056	1,828	3,228
Accumulated losses	(44,167)	(54,810)	10,643
Total equity	**90,196**	**75,284**	**14,912**

Cash & term deposits of $40.0M, with no debt

Inventory increased to $6.7M from $5.6M due to expanding business

Intangibles primarily represent development costs capitalised ($23.3m) & Silex goodwill ($9.3m)

Deferred tax assets includes $12.3M for tax losses in Australia

Other assets increased due to increased deposits ($1.1m) with contract manufacturers and increased prepayments ($1.1m)

Other liabilities decreased as we paid out the contingent consideration for Silex revenue earn-out

Contributed capital movement in the current includes impact of issuing shares to employees

Accumulated losses includes accounting for fair value of preference shares at IPO of $18.5m

OUTLOOK

Continuing growth

FY24 Priorities

1

Double the video ecosystem *>30k video units in-field or shipped*

2

*Release additional **video and cloud products***

3

*Success with **Dante Connect** cloud offering*

4

*Deliver initiatives to improve **scalability of cost base***

5

Improve profitability** and **cashflow
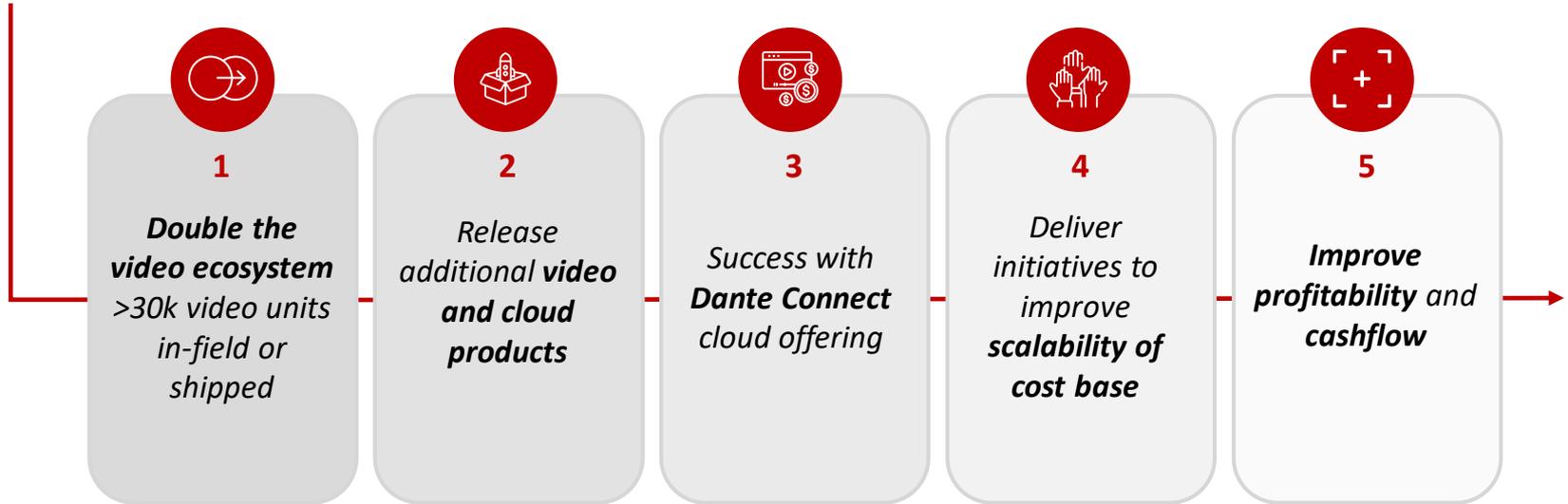
FY24 Outlook

➡️ **Easing of supply chain challenges** means a return to business as usual

➡️ **Backlog at near-record levels** provides good revenue visibility

➡️ **Global macro-economic uncertainty**

➡️ **M&A opportunities** surfacing to accelerate organic growth plans in video and cloud

➡️ **Additional headcount of 15%** between core and growth opportunities in video, cloud & professional services

➡️ **Improved profitability & cashflow**

➡️ **Transition to software by OEMs** expected to recommence but likely neutral for gross profit

➡️ **Growth in US$ gross profit dollars consistent with historical performance**

Global AV Industry Size

2022
US$285
BILLION

2023
US$307
BILLION

2028
US$402
BILLION

AVIXA

The pro-AV industry is expected to grow

8% in **2023,**

to hit a new high-water mark of **US$307 billion globally**.

AVIXA estimates the industry will grow nearly

41% over **6 years**

to **US$402 billion** in **2028**

Source: AVIXA 2023 Industry Outlook and Trends Analysis

Investment Highlights

Global Market Leader

Dominant position as de-facto standard in audio networking

12x market adoption of its closest competitor

Attractive Financial Profile

Gross margins >72% supported by strong IP

Consistent historical revenue growth from repeat orders

>$40M cash & term deposits

Innovative Products

Broad intellectual property portfolio developed in Australia

Extensive investment in R&D

Large Market Opportunity

AV just starting digital networking conversion

Audinate is just entering a fragmented video market

Balance sheet capacity for strategic M&A

Strong Customer Base

Existing customer base of leading global AV companies

Customer base is broad and expanding

Experienced Management

Founder-led

Strong executive team with extensive industry experience

Built Audinate into a market leadership position

ESG Highlights

Employee Engagement & Wellbeing

Top quartile employee engagement

Employee Assistance Program, monthly wellbeing themes, mental health first aiders and wellbeing support tools

Supporting Families

Implemented Paid Parental Leave policy with industry leading leave allowances for primary & secondary carers

Diversity & Inclusion

29% female representation on board

Females represent 21% of workforce and 25% of the Senior Executive Team

Supply Chain Management

Regular audit of key suppliers completed - no substantial ESG risks in our supply chain

Launched Audinate Supplier Code of Conduct

Cyber Security Management

Strengthened IT, privacy and cyber security protection

Global training on cyber security

Environment

Completed initial baseline of global carbon footprint for scope 1 & 2 emissions

Reduced head office impact: sensor lighting, recycling & end of trip facilities

QUESTIONS

APPENDICES

Audinate is Driving the Transformation of AV

Networked digital connectivity is replacing traditional, point-to-point analogue cabling in the AV industry

Software-based AV systems are replacing hardware AV systems, in the next wave of industry transformation

Transformation analogous to the **impact of VOIP on the telecom industry**

Project underway to **refresh TAM calculation** to reflect additional industry growth

Audinate Total Addressable Market ('TAM')*

Audinate share of Audio Market estimated at 10%

Audio Networking

Software Services for Pro-AV

Video Networking

The TAM for digital audio networking is A$400m annually for chips, cards, modules & software
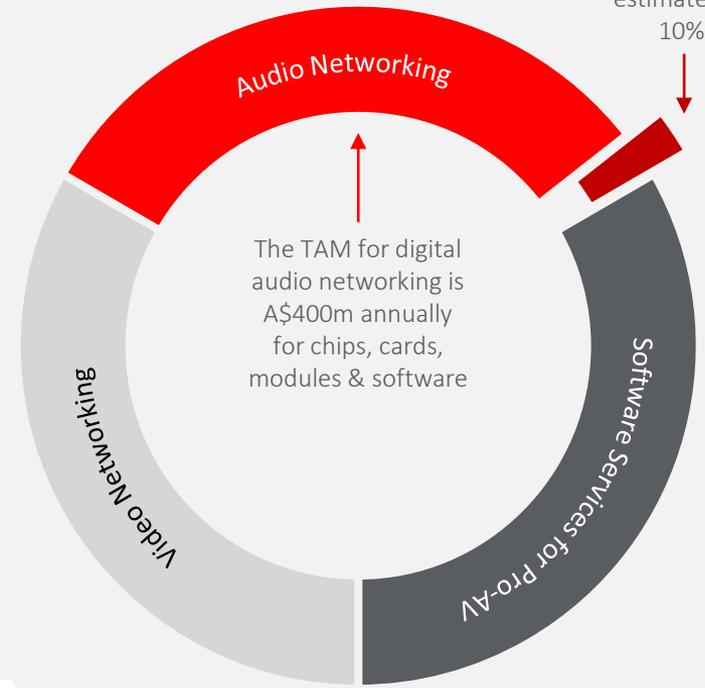
* Management estimate total addressable market exceeds A$1bn

OEM business model

Dante comprises chips, cards, modules and software that resides inside the audio and video products of Audinate's Original Equipment Manufacturer (OEM) customers

Audinate products

Chips

Modules

Cards

Software

OEM customers

YAMAHA   BOSE

SHURE   BOSCH

biamp.   SENNHEISER

QSC   SONY

Focusrite   Roland

HARMAN   LAWO

BOLIN TECHNOLOGY   CRESTRON

OEM products

OEM Design Wins drive future revenue growth

Pre-sales → **DESIGN WIN** → OEM Product Design → Buy Prototype Dante Units → Release New Product

Design wins are a key step in the OEM sales cycle

Customer commits to use Dante in new products

From design win to product release **takes 18-24 months**

Once a new Dante-enabled product is released the **OEM keeps buying more Dante units** as long as they keep selling their product

Dante units may be in the form of **chips, cards, modules or software**

REPEAT REVENUE MODEL

- OEM Manufactures more AV products
- OEM sells Dante-enabled AV products
- OEM buys more Dante units
- OEM Manufactures more AV products
- OEM sells more Dante-enabled AV products
- OEM buys more Dante units

OEM Design wins through to product launch

Design Wins

FY19	FY20	FY21	FY22	FY23
78	82	95	126	142
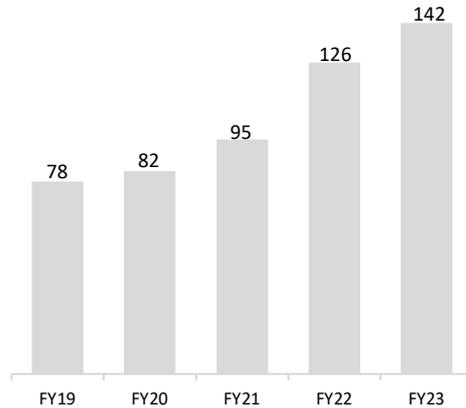
- Moved from an up-front fee to an annual subscription pricing model in mid FY21
- FY22 design wins favourably impacted by chip shortages as customers signed up to DEP and Brooklyn 3 to address constraints

OEM Brands shipping & developing Dante-enabled Products

	FY19	FY20	FY21	FY22	FY23
Total	440	506	500	513	538
Grey	170	178	129	103	138
Red	270	328	371	410	400
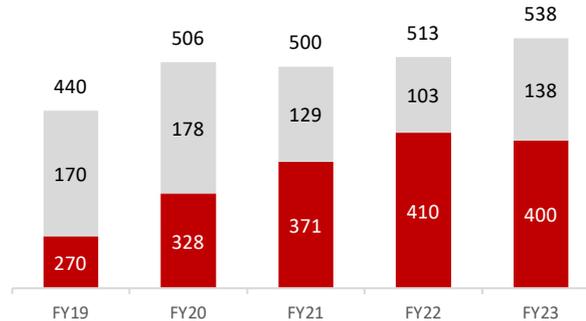
- 400 OEM brands have announced products in the market
- 138 OEM brands currently developing their first Dante-enabled products
- In FY23 Supply chain challenges resulted in rationalisation of OEMs shipping product
- In total 575 OEM brands have licensed Dante

Dante-enabled Products Ecosystem

FY19	FY20	FY21	FY22	FY23
2,134	2,738	3,123	3,610	3,853
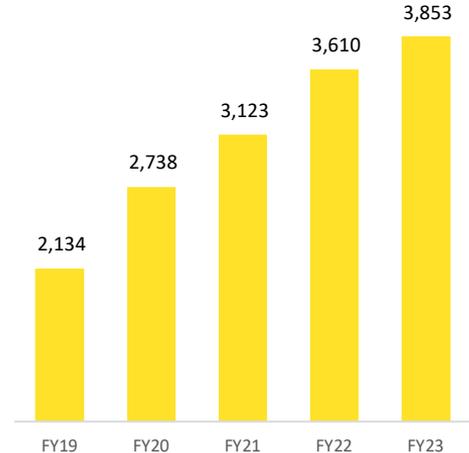
- Product ecosystem includes 3,853 Dante-enabled products and growing, with 575 OEMs licensees in total
- 12x number of products than the next digital audio networking technology

OEM Design Wins drive future revenue growth

Dante Controller

Free system setup tool
- Downloadable from Audinate homepage
- Registration required
- Define virtual wires across the network
- > 250,000 downloads

Manages audio and video signals
Simple & easy to use
- Standard industry matrix view
- Training provided via Dante Certification

Devices appear automatically
- Intuitive device names
- No magic numbers, MAC or IP addresses

Devices remember configuration
- No need for Dante Controller to remain connected to the network

Provide performance logs
- Details of each device on the network for trouble-shooting

More background available (hyperlinks): **Dante Controller**
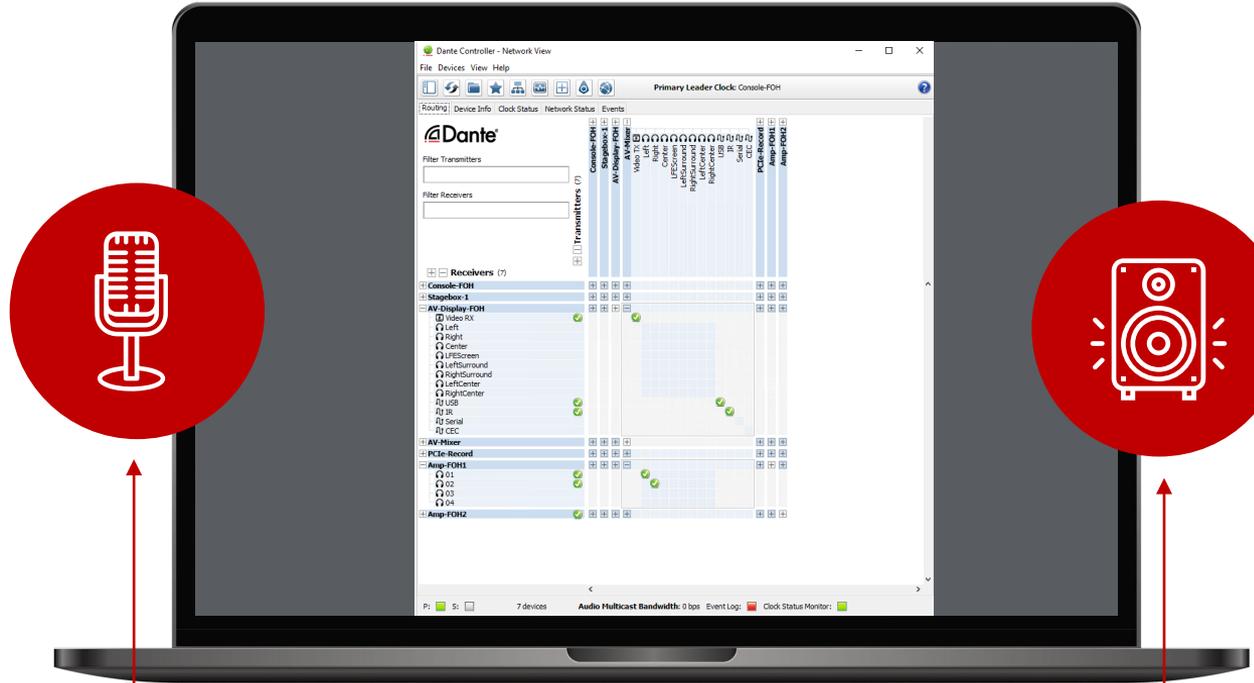
Dante Controller is the free configuration tool integrators use to create the "virtual wiring" between **transmitting devices** (e.g. microphones) and **receiving devices** (e.g. speakers)

Dante Audio and Adaptors

Dante Audio Chips & Modules

- Hardware based implementations for a range of product counts and price points
- Transports uncompressed audio signals across standard computer networks

Dante Adaptors

- Connects legacy equipment to Dante (mostly analogue)
- Adds Dante to existing audio products (analogue, USB and AES3)
- Pulls through other Dante products and software
- Established a global distribution channel of online retailers and country distributors
  - 80 resellers and growing
  - Strong initial demand with sales performance and repeat orders
- Adapter modules sold direct to OEMS

Brooklyn

32 & 64 audio channel counts

Used in Mixing Consoles & Signal Processors

Repeat revenue model

Broadway

8 & 16 audio channel counts

Used in networked Amplifiers and Ceiling Microphones

Product now End of Life

Repeat revenue model

Ultimo
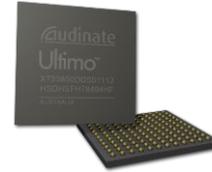
2 & 4 audio channel counts

Used in networked Speakers and Microphones

Repeat revenue model

Adaptors

Dante Audio Software

Dante audio device software

- Software based implementations for a range of product counts and price points
- OEM customers, based on per unit royalty model
- Transports uncompressed audio signals across standard computer networks
- Provides perfect inter-operability with Dante chips, cards & modules and other software products
- Used in a wide variety of audio products, including speakers, microphones, amplifiers, digital signal processors and mixing consoles
- Configured using Dante Controller and can be managed via Dante Domain Manager

More background available (hyperlinks):

Dante IP Core

Dante Embedded Platform

Dante Application Library

Reference Design

Legacy product

Up to 512 audio channels

Small number of high-volume customers

IP Core
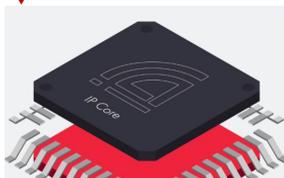
Next generation high performance product

Up to 512 audio channels

For FPGA-based OEM products

BOM savings for OEM by sharing chip

Embedded Platform

Up to 128 audio channels

For Linux-based OEM products

Supports Intel/x86 & ARM processors

BOM savings for OEM by sharing chip

Application Library

For OEMs & Software Developers

Simple way for software developers to add Dante to their products

"Dante Ready" available

Device Software

| Repeat revenue model | Repeat revenue model | Repeat revenue model |

Dante Video Products

Dante AV Chips & Modules

- Dante AV Ultra and Viper are premium products targeting live venues, broadcasters, corporate board rooms and university lecture spaces.

Dante Software

- Dante AV-H enables existing mainstream products targeting corporate meeting rooms, lobbies, education classrooms, hospitality etc.
- Provides a lower cost Dante AV endpoint for price sensitive applications
- Dante Studio enables both PC to/from devices and PC to PC use cases (Mac compatibility will follow in future releases)
- Enables future cloud Dante AV offerings

Dante AV Ultra

Premium Dante AV offering:
- high resolution
- visually lossless quality
- audio/video synchronization
- subframe latency

Repeat revenue model

Viper

NOW 2x HDMI + 1x USB-C SUPPORT

Fully integrated AV over IP board:
- Provides a foundation for ODM designs
- From Silex acquisition
- Foundation of Dante AV Ultra v2

Repeat revenue model

Dante AV-H
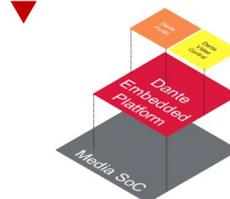
Simple Dante AV offering:
- Enables Dante audio and video routing & configuration
- Targets existing ODM hardware designs
- H264 is the dominant codec used in PTZ IP cameras

Repeat revenue model

Dante AV-A

Dante AV-A

Dante AV-A:
- Uses the ASPEED codec
- Low video latency perfect for distributed video applications eg higher education, venues, workplaces

Repeat revenue model

# Dante Via & DVS for AV Professionals

Dante Virtual Soundcard (DVS)

- Turns a computer into a Dante-powered workstation, integrating a Mac or PC with Dante-enabled audio equipment on a network
- Connects to record, process and playout using any audio application and any combination of Dante-enabled devices
- Up to 64 audio channels
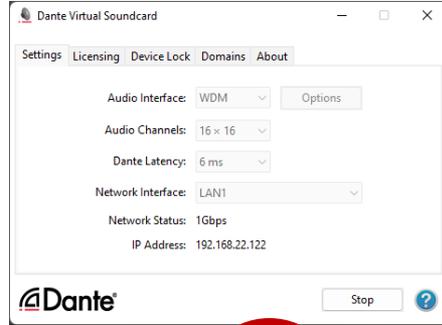
More information available here (hyperlinks):

Dante Virtual Soundcard

Dante Via

- Routes audio from devices and applications to one another – up to 16 audio channels
- Connects devices and applications to an existing Dante network
- Enables the connection of USB and FireWire devices to Dante networks

More information available here (hyperlinks):
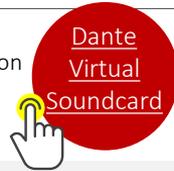
Dante Via

Dante Virtual Soundcard is a robust, high channel count application with the single purpose of getting large numbers of audio channels in and out of computers while **Dante Via** allows for a more diverse set of devices and applications, but at a lower channel count.
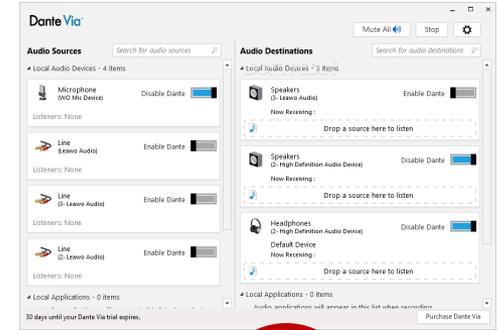
Permanent License
$59.99 USD
(Activates one computer, transferable)

Combo Pack
$69.99 USD
Save $39.99 on Dante Via and Dante Virtual Soundcard when bought together

Get Dante Via

Buy a Dante Via License

Local currency, tax and payment methods apply where applicable. Prices may fluctuate due to exchange rates.

Dante Domain Manager for AV Professionals

Dante Domain Manager

Security
- User logins and roles
- Prevent unauthorised changes

Scalability
- Create Dante systems spanning campus networks
- Group Dante devices into logical managed systems

Visibility
- Centralise Dante system management
- Monitor system status and changes remotely
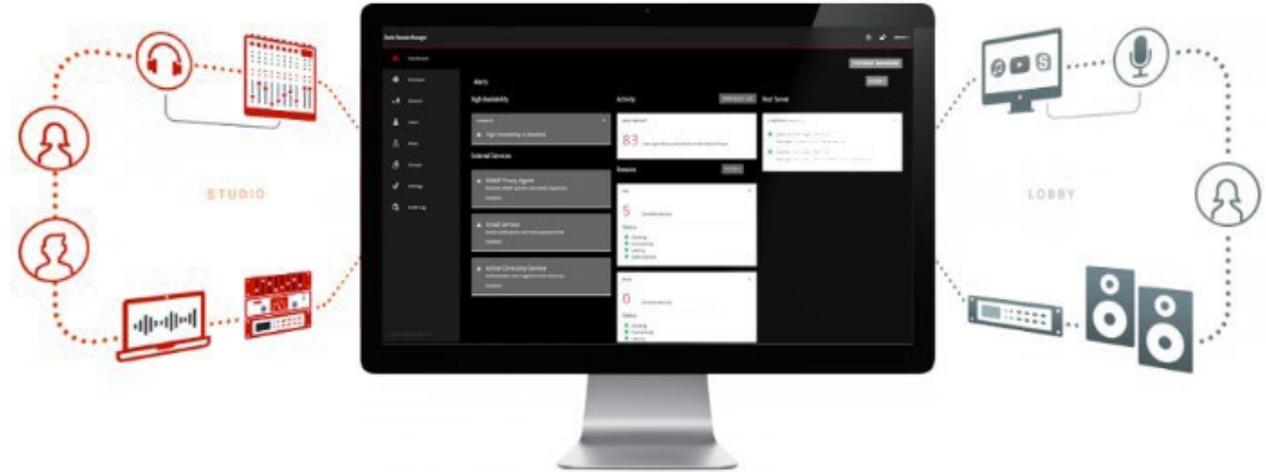
More information available at:

Dante Domain Manager

Dante Domain Manager offers crucial management capabilities, further differentiating Dante audio & video

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