

**Open architecture Dante 64 In 64 out DSP audio processor**

**Description:**

The DSP-6464 LD+ intelligent digital audio processing server uses two processing chips with a main frequency of 1GHz, which is the core device of the thermal computing system platform. The thermal computing system platform is based on the real-time Linux operating system. All input channels can be configured with AEC cards to build a 96-channel AEC input channel system. The system server supports 64\*64 network transmission, and the control function is intuitive. It is suitable for various applications such as medium and large-scale conference applications, theme parks, airports, railway stations, and large supermarkets.

**Features:**

- ▶ Gigabit network transmission, with network transmission backup
- ▶ 8 AEC channels, and supports user-defined addition of independent AEC modules, Support up to 32 channels Dual host backup (Active/Standby) mode
- ▶ 16-channel audio player, 64G memory, playback format WAV MP3 supports scheduled playback Provides operation interface for customers to realize centralized control of multiple devices
- ▶ Built-in Lua script, providing flexible extension and customization functions for users
- ▶ Dual power redundancy (AC/DC)



SPECIFICATIONS	DSP-6464 LD+
Network channel	64*64
Local channel	two 4-channel AEC input cards, microphone / line input
Audio I/O capability	6 audio I/O card slots
Multitrack player capability	16 tracks
Media storage capacity	64G
Dynamic range	>118dB
Frequency Response (±0.2dB)	20Hz~20kHz
Input Impedance	5.5k ohm
THD+N	<0.002%
Maximum input level	+22dBu
RS232/485	6Pin3.81mm Phoenix
GPIO	12Pin381mm Phoenix
Dante Primary	RJ45 1000Mbps
Dante Secondary	RJ45 1000Mbps
AC Main Power	IEC Connector
DC backup power supply	24VDC 2A 2pin 5.81mm Phoenix
Voltage	220VAC-240VAC, 50Hz/24VDC
Current	4A max@100VAC (actual current depends on specific configuration)
Product size (WxHxD)	configuration, such as I/O card
Shipping Package Dimensions	483x88x364mm
Shipping weight	618x153x473mm
	10KG