

Media Network

Use Media Network to share this library and enable DLNA

Access Key

Authentication (user name

Add or configure DLNA servers

Legacy uPnP

Display name UpnP

Title Expression: blank

Audio

Mode: **Original**

Specified output format

Specified output format only when necessary

Format:

PCM L16 No header

PCM L24 No header

PCM 16 bit

PCM 24 bit

MP3 low bandwidth

MP3 medium bandwidth

MP3 high bandwidth

Advanced

Blank

Images (ignored)

Video (ignored)

Advanced

Bitstream DSD (requires DoPE compliant renderer

DLNA

DLNA Extra

Enable bitrate Field

Filter international characters

Include session ID

Playstation 3 compatible

Present Caption Resources

Present Small Artwork

Present Subtitle Resources

Skip Child count

Use flat URLs (checked)

Use full URLs instead of relative URLs

WMC compatible

MPEG video mimetype override

Video MimeType Override video/mpeg

Video DLNA Override MPEG-PS

Customize Views for JRemote, Gizmo, & Web Gizmo (defaults)

TCP Port 52199 (default)

Additional Share Paths (default)

DLNA Server (Share media w/ other DLNA devices)

DLNA Renderer (allow other DLNA devices to control MC)

DLNA Controller (control other DLNA devices)

Interfaces to ignore (list of network/bits):

Disable audio buffer to disk (for low powered systems)

Disable video buffer to disk (for low powered systems)

Web Gizmo (play and control your media from a web browser)

Appearance: Default

Open with web browser: enabled

MCWS (web service)

Client Options (when connected to a Library Server)

Auto synch with server

Play local file if match with Library Server found

Show playback zones from the server on the client

Audio Conversion

Conversion:

Convert audio if necessary

Don't convert audio

Always Convert audio

Convert audio if necessary

Encoder:

PCM 16 bit

PCM 24 bit

MP3 low bandwidth

MP3 medium bandwidth

MP3 high bandwidth

Image Conversion:

Original

JPEG (640 x 480)

JPEG (720 TV)

JPEG (1080 TV)

JPEG (2560 x 1600)

JPEG (2160 TV (UHD/4K)

Audio

Audio Device

Default Audio Device (Direct Sound)

Default Audio Device (Direct Sound)

Realtek Digital Output (4-Realtek High Definition Audio (WASAPI)

Realtek Digital Output (4-Realtek High definition Audio) (Direct Sound)

Disk Writer

Network Streamer

Null Output

Device Settings

Channels

Default Channels (recommended)

Left Front + Right Front

Center + Low Frequency (LFE)

Left Rear + Right Rear

Left Side + Right Side

All Channels

Hardware Direct (sound card chooses)

Do Not Specify Channels

Buffering

More Responsive (slide setting)

(Note: Increasing buffering makes playback more skip resistant, but also increases latency (the time it takes for pause, seek, volume, DSP, etc to take effect)

Settings

DSP & Output Format

Output Format (checked)

Output Encoding

None

Dolby Digital (requires external Dolby Digital decoder)

DSD in DoP format (requires DSD capable DAC)

2xDSD in DoP format (requires DSD capable DAC)

4xDSD in DoP format (requires DSD capable DAC)

1xDSD in native format (ASIO + 1xDSD capable DAC)

2xDSD in native format (ASIO + 2xDSD capable DAC)

4xDSD in native format (ASIO + 4xDSD capable DAC)

8xDSD in native format (ASIO +8xDSD capable DAC)

Channels

1 channel (mono)

2 channels (stereo)

2.1 channels

4 channels

5.1 channels

7.1 channels

10 channels

12 channels

14 channels

16 channels

18 channels

20 channels

22 channels

24 channels

32 channels

2 channels (inside 4 channel container)

2 channels (inside 5.1 channel container)

2 channels (inside 7.1 channel container)

5.1 channels (inside 7.1 channel container)

Sample Rate

Input

Less than 44,100 Hz

44,100 Hz

48,000 Hz

88,200 Hz

96,000 Hz

176,400 Hz

192,000 Hz

352,800 Hz

384,000 Hz

705,600 Hz

Greater than 768,000 Hz

Output

96,000 Hz (all)

Subwoofer

Silent (don't use subwoofer in downmix)

Downmix all frequencies (not recommended)

JRSS Subwoofer – various settings (5 Hz increments
from 20 to 300 Hz low-pass)

Volume Leveling (Checked)
Clip Protection
Flatline Overflows

Adaptive Volume (Checked)
Peak Level Normalize
Night Mode
Small Speaker Mode

Equalizer

Parametric Equalizer

Effects

Environment
(none)
Concert Hall
Arena
Jazz Club
Recording Studio
Living Room

Virtual Subwoofer
(none)
6" Subwoofer
8" Subwoofer
10" Subwoofer
12" Subwoofer
15" Subwoofer

Surround Field
(none)
Subtle enhancement
Medium enhancement
Pronounced enhancement
Maximum enhancement

Headphones
(none)
Subtle
Standard
Standard (increased spatialization)
Pronounced
Pronounced (increased spatialization)

Tempo & Pitch

Tempo – slider adjustment from -3.00x to +3.00x

Pitch – slider adjustment from -2.00x to +2.00x

Rate – slider adjustmetn from -3.00x to +3.00x

Room Correction

7.1 speaker correction – Distance, Volume Level, Bass Management, Polarity and Tools

Convolution

Parametric Equalizer 2 Analyzer

Zone Switch – directs playback to zones based on configurable rules

Bitstreaming

None (recommended)

HDMI

S/PIF

DSD

Dolby Digital (AC3)

Dolby Digital Plus (E-AC3)

Dolby True HDS

DTS

DTS-HD

DSD

Prebuffering

2 seconds

4 seconds

6 seconds (recommended)

10 seconds

20 seconds

Play silence at startup for hardware synchronization

None

Range of options (from 1/4 second to 10 seconds)

Play files from memory instead of disk (not zone-specific)

Load files to memory at the start of playback (not zone-specific)

Disable display from turning off (useful for HDMI audio)

Use SoX for resampling (experimental)

Track Change

Switch tracks

Standard (gapped)

Cross-fade (aggressive)

Cross-fade (smooth)

Gaped Fade

Gapless

Do not play silence (leading and trailing)

Use gapless for sequential album tracks

Use gapless of manual track changes

Stop, Seek & Skip

Seek

Standard

Gapless

Smooth (fast)

Smooth (normal)

Smooth (slow)

Stop

Immediate

Fadeout (fast)

Fadeout (normal)

Fadeout (slow)

Pause

Immediate

Fade (fast)

Fade (normal)

Fade (slow)

Jump behavior

Forward - **30 seconds** (options range from 5 to 180 seconds)

Backward - **10 seconds** (options range from 5 to 180 seconds)

Volume

Volume Mode

Application Volume

Internal Volume

System Volume

Disabled Volume

Volume Protection

Maximum volume: **100**

Startup volume: -1

Alternative Mode Settings

Use these alternate settings (Use Alt-M to toggle)

Switch Tracks

Standard (gapped)

Cross-fade (aggressive)

Cross-fade (smooth)

Gapped Fade

Gapless

Seek

Standard

Gapless

Smooth (fast)

Smooth (normal)

Smooth (slow)

Stop

Immediate

Fadeout (fast)

Fadeout (normal)

Fadeout (slow)

Pause

Immediate

Fadeout (fast)

Fadeout (normal)

Fadeout (slow)

Advanced

Auto configure output settings on playback error:

Ask

Yes

No

Configure input plug-in

(1) Wav and AIFF plug-in

Write tags to WAVE-AIFF files (may not be compatible with all players)

(2) CD Audio input plug-in

CD read speed

Max

8 x

4 x

(3) DSD input plug-in

Low-pass filter used for DSD-to-PCM Conversion

Safe (24Hz @ 48dB/octave)

Medium (30Hz @ 24dB/octave)

Permissive (50 Hz @ 24dB/octave)

Off (external low-pass strongly recommended)

Number of threads for SACD/DFF DST decompression

Auto

1 Thread

2 Threads

3 Threads

4 Threads

Increase volume of DSD to PCM by -6dB

(4) FLAC input plug-in

Decoding

Decode through errors

Tagging

Remove all images with tags

(5) MPC input plug-in

32 bit output (Not compatible with some encoders)

(6) MP-3 input plug-in

ID3v1 Mode

Save (create if necessary)

Save (if file has existing ID3v1 tag)

Don't Save (ignore existing)

Don't Save (remove existing)

ID3v2 Mode (note: disabling ID3v2 tags will greatly limit what can be stored inside your tags)

Save (create if necessary)

Save (if file has existing ID3v1 tag)

Don't Save (ignore existing)

Don't Save (remove existing)

Ignore ID3v2 tags during analysis

(7) WMA input plug-in

Play WM Audio Professional content over an S/PDIF digital output

(8) WavPack input plug-in

Use correction files (.wvc) for lossless hybrid playback

Dither Mode (not zone-specific)

No Dithering (not recommended)

JRiver Bit-exact Dithering

TPDF Dithering

Live Playback latency

10 milliseconds

20 milliseconds

50 milliseconds (recommended)

100 milliseconds

250 milliseconds

500 milliseconds

Write tool name and version