

**µScoop** is a low cost, stripped to the bone IP codec that allows you to easily and efficiently perform IP connections over wired networks (Ethernet)

Available in Analog or Digital Version, **µScoop** integrates AETA Audio System expertise and meets professional broadcasting requirements (wide range of coding algorithms including OPUS and MPEG Layer 2, SIP account, interoperability)

Compact and lightweight (1/3 of 19"), **µScoop** will ideally find its place in light infrastructures that require to establish professional IP communications.

# +OPUS / AAC / HE-AAC / HE-AAC v2 / MPEG Layer 2 / Linear 16/20/24 bits / G722 / G711

+Full-Duplex

+Interoperability

+SIP or Direct RTP

+Multicast

+N/ACIP (UER Tech 3326) compliant

+Compact design (1/3 of 19")

+Low consumption

+Easy-to-use

2 versions : analog and digital Table top or rackmount codec Embedded HTML server Remote control via Ethernet/ IP. GPIO Power over Ethernet







TECHNICAL FEATURES

**µScoop** is a full-duplex IP audio codec available in analog or digital version designed to easily and efficiently perform IP connections over a wired network access (Ethernet).

Aimed at broadcasters for STL use (studio to transmitter connections) or outsourced contribution,  $\mu$ Scoop is also suitable for all cases of long-distance IP communications with professional quality requirements (Sound system / Event).

Lightweight and compact (1/3 of 19 ''), boasting low power consumption,  $\mu$ Scoop is the most simple and cost effective solution to establish audio over IP professional communications.

In addition to its attractive price, a great asset of **µScoop** is its packet duplication technology, which provides effective protection against audio drop outs.



Analog version



Digital version

Using a **SIP server** greatly simplifies the setting up of a connection.

However, **Direct RTP** mode allows you to setup an audio call over an IP network without using the Session Initiation Protocol (SIP).

Ability to setup an audio call over an IP network in **"Multicast" mode**. The "Multicast" feature is available in the "Setup / Network / AoIP Parameters" menu from the "AoIP" page of the web interface.

It is also possible to control **µScoop** via codec management software, such as **Scoop Manager**, edited by AETA Audio Systems.

# **Operational benefits**

**µScoop** is controlled via its dedicated web page. The product is detected by its MAC address when connected to Ethernet.

AETAScan scans your LAN to look for AETA codecs and displays MAC and IP addresses. http://www.aeta-audio.com/fileadmin/downloads/software/AetaScan.jar (Java needed, works on any OS).

A double click on the selected codec opens its dedicated web page, enabling the configuration and control of the codec.

STATUS CONNECTIONS	PROFILES NETWORK	AUDIO CODING MISC	MAINTENANCE	
Refresh All				dBFS
GENERAL		ETHERNET		
Current Network:	Ethernet	Mode:	DHCP	
Codina:	OPUS 48kHz 128kbit/s	IP Address:	10.0.20.69	
overig.	Stereo	Subnet Mask:	255.255.255.0	
		Gateway:	10.0.20.254	
AUX. FUNCTIONS		DNS Server 1: DNS Server 2:	10.0.20.3	
Relays:	Off	DNS Server 2: Link Mode:	100BaseT-FD	
		Link mode.	100base1+PD	
AOIP				
Default Protocol:	Direct RTP			
SIP Registration:	Off			
SIP Registrar:	10.0.20.40			
SIP User:	1002			
SIP Status:	Registration Disabled			
CONNECTION STATE				
Status:	Idle			
Network	Ethernet			
				Tx Ro

# AUDIO INTERFACES

**Analog version:** 2 balanced line inputs - 2 balanced line outputs. Max. level: adjustable from +4 dBu to +22 dBu **Digital version:** AES/EBU input (female XLR) - AES/EBU output (male XLR). Sampling rate: 28 to 96 kHz

#### AUDIO PERFORMANCE

THD+N < -78 dB - Frequency response: +/- 0.3 dB (20 - 20000 Hz)

# CONTROL and SUPERVISION

Embedded HTML server, remote control via Ethernet / IP Configurable status and control relays (GPIO)

# NETWORK INTERFACE

Ethernet 10/100BaseT

# GENERAL

Power Supply : 12 V DC or PoE 48 V Dimensions: 145 x 118 x 39 mm (LxPxH) - Weight: 273 g (digital version) and 288 g (analog version) Operating temperature range:  $0^{\circ}$ - 45°C