

# RME M-32 AD Pro Firmware Update

## 1. Firmware Revision History

*Firmware 1.2.4 (13/05/2020) m32ad\_1.2.4\_v92.swu*

- Supports more than 8 listeners per AVB stream

*Firmware 1.2.3 (31/01/2020)*

- Fixes a sample-offset in AD conversion

*Firmware 1.2.2 (02/07/2019)*

- Added a new fan preset "Off". Fan is only turned on when temperature at analog section rises above 70 deg Celsius. Should only be used when the device is installed with sufficient free space to ensure natural convection.
- Optimized fan curve for preset "Normal" (formerly "Silent"). Fan is running permanently at lowest speed.



When downgrading to an earlier firmware version, presets and current settings will get lost.

*Firmware 1.2.1 (08/04/2019)*

- Fixes compatibility issues if AVB and Dante™ devices coexist in the same network.
- Fixes an issue with configuration of outgoing AVB streams using the web interface.
- Adds the capability to switch presets using the MIDI remote interface.
- Support for 32 kHz sample rate was removed.
- Stream formats CRF and AAF were added.


## 2. Firmware Update

New and improved features for this device, as well as bug fixes, are published on the RME website in the download section as a firmware update. The update is provided as a compressed file with a **.swu** extension and can be uploaded via web remote over USB or network.

*To update the M-32 AD Pro:*

1. Connect the device by USB or network cable and open the Web Remote.

See: Section 2.1, "Finding the Device on a Network"

2. Download the current firmware from the RME website.
3. Unpack the compressed file.
4. Open the  **Settings** in the Web Remote.
5. Within the **Firmware Update** section, press the **Select .swu Firmware File** button and locate the unpacked file.
6. Press **Start Firmware Update**.



The unit retains all settings, including presets, when the firmware is upgraded.

## 2.1. Finding the Device on a Network

The M-32 AD Pro has two integrated network adapters (USB 2.0 and ethernet). The adapters can be used, individually or simultaneously, to control the device with HTTP ("web remote"). The web remote control works on any IP-based network, including wireless networks.

The ethernet connection additionally supports AVDECC 1722.1 remote protocol, which requires a physical connection (cables), but does not require AVB switches. Wireless routers are not supported for AVDECC.

*To enable web remote functionality over HTTP:*

1. Open the **remote** tab in the **STATE** section.



2. Ensure that the **HTTP Remote** setting is switched to  **ON**.

### 2.1.1. USB

When the device is connected with a USB 2.0 cable to a Apple macOS™ or Microsoft Windows™ computer, a network device is automatically installed in the background that assigns the M-32 AD Pro the following IP address:

http://172.20.0.1



Only **one** of the following products can be connected to the host computer via USB at a time: RME M-32 AD Pro, M-32 DA Pro, 12Mic, AVB Tool, M-1610 Pro.

### 2.1.2. Ethernet

The integrated ethernet adapter will join an IP network when connected. If no DHCP server is found, for example when connecting the M-32 AD Pro directly to a computer, an address is automatically self-assigned (in the 169.254.0.0/16 subnet).

*To find out the current IP address:*

1. Open the **remote** tab in the **STATE** section.



2. The current IP address is displayed.
3. Enter the IP address in the address bar.

### 2.1.3. Connecting to the Remote Interface without IP address

Instead of using the IP address, the **device name** can be entered in the browser window, followed by **.local/**.

By default, the name is m32-ad-pro, and the corresponding URL is therefore:

**http://m32-ad-pro.local/**



The length of the custom name should not exceed 63 characters. Spaces in the device name should be written as hyphens ("-") when entering the URL.



on some operating systems or browsers, a trailing dot "." may be required after the 'local' domain: http://m32-ad-pro.local./



The device name is stored in a preset. Loading a preset can therefore change the device name and require a different address.