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1 <!DOCTYPE RULES PUBLIC "-//BECOMM//DTD Rules V0.9//EN" '' [  
2  
3 ]>  
4 <RULES>  
5   <RULE>  
6     <DESCRIPTION xml:lang="en">Port 9012 : unsync A+B</DESCRIPTION>  
7     <PREDICATE value="query:(Content-Type=='TCP/Decode/Output' OR  
... Content-Type=='UDP/Decode/Output') AND Network-Port-Local==9012"/>  
8     <ROUTE>  
9       <STEP>  
10        <BEAD name="framer"/>  
11        <EDGE name="decode"/>  
12        <SEED  
... value="namespace:Content-Type='audio/pcm',AudioContext=pcmcontext:"/>  
13        </STEP>  
14        <STEP>  
15          <BEAD name="fanout"/>  
16          <EDGE name="decode"/>  
17          <SEED value="namespace:FanoutCount=2"/>  
18        </STEP>  
19      </ROUTE>  
20    </RULE>  
21    <RULE>  
22      <DESCRIPTION xml:lang="en">Fanout0 : master audio</DESCRIPTION>  
23      <PREDICATE value="query:FanoutIndex==0 AND  
... Network-Port-Local==9012"/>  
24      <ROUTE>  
25        <STEP>  
26          <BEAD name="speaker"/>  
27          <EDGE name="encode"/>  
28        </STEP>  
29      </ROUTE>  
30    </RULE>  
31  
32    <RULE>  
33      <DESCRIPTION xml:lang="en">9012 Fanout1: broadcast</DESCRIPTION>  
34      <PREDICATE value="query:FanoutIndex==1 AND  
... Network-Port-Local==9012"/>  
35      <ROUTE>  
36        <STEP>  
37          <BEAD name="framer"/>  
38          <EDGE name="encode"/>  
39        </STEP>  
40        <STEP>  
41          <BEAD name="UDP" />
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42         <EDGE name="encode"/>
43         <SEED
... value="namespace:Network-Port-Remote=9001,Network-Address-Remote=ipv4:10.1
... .1.55,Network-Port-Local=0,Network-Address-Local=0"/>
44     </STEP>
45     <STEP>
46         <BEAD name="IP"/>
47         <EDGE name="Encode"/>
48     </STEP>
49 </ROUTE>
50 </RULE>
51
52 <!--
53 *****
54 -->
55
56     <RULE>
57         <DESCRIPTION xml:lang="en">Port 9013 : sync A+B</DESCRIPTION>
58         <PREDICATE value="query:(Content-Type=='TCP/Decode/Output' OR
... Content-Type=='UDP/Decode/Output') AND Network-Port-Local==9013"/>
59         <ROUTE>
60             <STEP>
61                 <BEAD name="framer"/>
62                 <EDGE name="decode"/>
63                 <SEED
... value="namespace:Content-Type='audio/pcm',AudioContext=pcmcontext:"/>
64             </STEP>
65             <STEP>
66                 <BEAD name="fanout"/>
67                 <EDGE name="decode"/>
68                 <SEED
... value="namespace:FanoutCount=2,MasterClock=sampleclock:MASTER"/>
69             </STEP>
70         </ROUTE>
71     </RULE>
72     <RULE>
73         <DESCRIPTION xml:lang="en">Fanout0 : master audio</DESCRIPTION>
74         <PREDICATE value="query:FanoutIndex==0 AND
... Network-Port-Local==9013"/>
75         <ROUTE>
76             <STEP>
77                 <BEAD name="speaker"/>
78                 <EDGE name="encode"/>
79                 <SEED value="namespace:RenderClock=sampleclock:MASTER"/>
80             </STEP>
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81     </ROUTE>
82 </RULE>
83
84 <RULE>
85     <DESCRIPTION xml:lang="en">9013 Fanout1: broadcast</DESCRIPTION>
86     <PREDICATE value="query:FanoutIndex==1 AND
... Network-Port-Local==9013"/>
87     <ROUTE>
88         <STEP>
89             <BEAD name="clocksync"/>
90             <EDGE name="encode"/>
91             <SEED value="namespace:RenderClock=sampleclock:"/>
92         </STEP>
93         <STEP>
94             <BEAD name="framer"/>
95             <EDGE name="encode"/>
96         </STEP>
97         <STEP>
98             <BEAD name="UDP"/>
99             <EDGE name="encode"/>
100            <SEED
... value="namespace:Network-Port-Remote=9002,Network-Address-Remote=ipv4:10.1
... .1.55,Network-Port-Local=0,Network-Address-Local=0"/>
101        </STEP>
102        <STEP>
103            <BEAD name="IP"/>
104            <EDGE name="Encode"/>
105        </STEP>
106    </ROUTE>
107 </RULE>
108
109
110 </RULES>
111
```