



Com Audio

The User Manual

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Running the Server

To start the server, run the program and select the 'Server' option from the 'Mode' drop-down menu. This will run the program as the server.

If you wish to stream via multicast, select the 'Set Multicast On' option from the 'Server' menu. Otherwise, you will stream via peer-to-peer by default.

Next, to begin streaming, select the 'Start Server' option in the drop-down-menu. This will enable the server to begin streaming.

Finally, select a song from the list on the right, and select the 'Stream' button to begin streaming.

If you choose to stream microphone instead, click the 'Start MIC Stream' button instead of a song, and the program will begin streaming microphone. This will either be peer-to-peer or multicast depending on the setting chosen above.

To stop streaming microphone, select the 'Stop MIC Stream' button.

To stop the server completely, select the 'Disconnect' option from the drop-down-menu and close the program.

Running the Client

To start running the client, select the 'Client' button from the drop-down-menu after running the program.

To join a server's multicast session, first turn on multicast with the 'Set Multicast On' option in the menu, and click on the 'Connect to IP' button in the menu. You will now have joined the multicast session (if it exists) on the LAN.

To connect to the server peer-to-peer instead, choose the 'Connect to IP' button in the menu and leave the multicast setting off. This will bring up an IP menu where you should enter the IP address of the server you wish to connect to. Once connected, streaming will begin as normal.

To stream microphone on the client, select the 'Start MIC Stream' button when connected to the multicast or peer-to-peer session. This will begin streaming microphone to the server.

When finished with streaming, select the 'Disconnect' button from the menu, and exit the program.

Compiling with Visual Studio

To compile on Visual Studio, copy the project into a directory on your computer. Then open the project and change the project include and library directories. To do this, go to Project->Properties or right-click the project in the solution explorer, then select Properties, and under Configuration Properties->VC++ Directories change the Include Directories and Library Directories to the `base\c` folder in your project folder. You may need to upgrade the solution if you are running Visual Studio 2013, and to do this, right click the project in the solution explorer and select 'Upgrade Solution'. Next rebuild the project and it is ready to run.