

## Stream from Winamp to Dreambox/pc.

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### 1. Purpose

Winamp (© Nullsoft, Inc.) is often used as default PC media player and many people have



organized their audio library using this program. Then it of course could be nice to use your playlists on Winamp and on the same time listen to your music using one or more PCs or Dreamboxes on your local network. This little how-to will show you how this in fact can be done.

### 2. Prerequisites and installations

This streaming is done using a special plugin for Winamp, here we use the 'Oddcast' freeware plugin. This plugin is suitable for different audio formats and using the right encoder, it can convert the played audio into the mp3 format, directly playable by the Dreambox. And then Oddcast sends the stream further to the server managing the final broadcast of the stream to the network.

We use Shoutcast as server, this is a neat little program enabling multicast, i.e. streaming to more clients on the same time. Just like Winamp is Shoutcast made by Nullsoft and the use of the server is free.

You have to install the following software (Just follow the general installation instructions given by the installation programmes):

- Winamp, available at <http://www.winamp.com/>
- Oddcast plugin, which you can get here [http://www.oddsock.org/tools/oddcastv2\\_wa2/](http://www.oddsock.org/tools/oddcastv2_wa2/) and
- Shoutcast server to be downloaded from <http://www.shoutcast.com/download/serve.phtml>

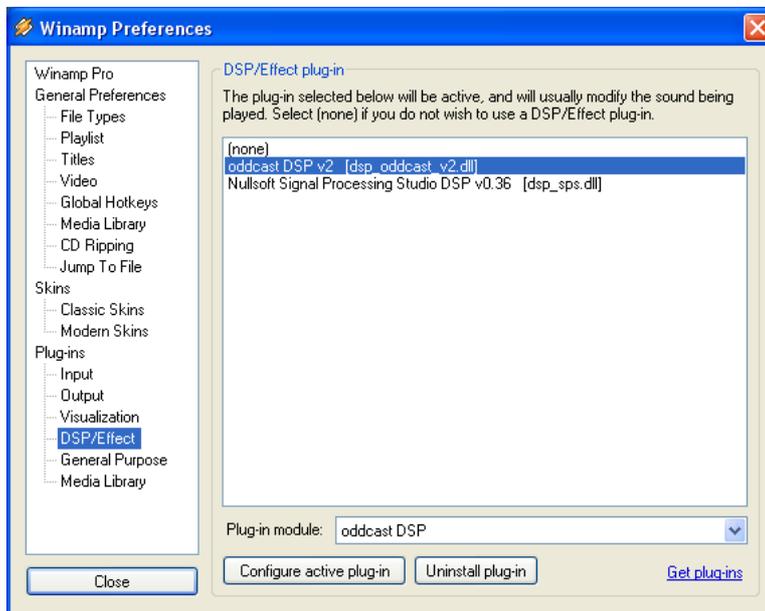
Additionally you have to get hold of the file lame\_enc.dll in order to encode a media file to mp3. Lame\_enc.dll must be installed in the winamp installation directory, where the Oddcast plugin was installed, too. If you not have this file already, just make a search on the Internet, it's available from a lot of places.

### 3. Settings

Start opening Winamp. In menu "Options" choose "Preferences.."



Then in the preference window under DSP/Effect you can click on "oddcast DSP v2" ...

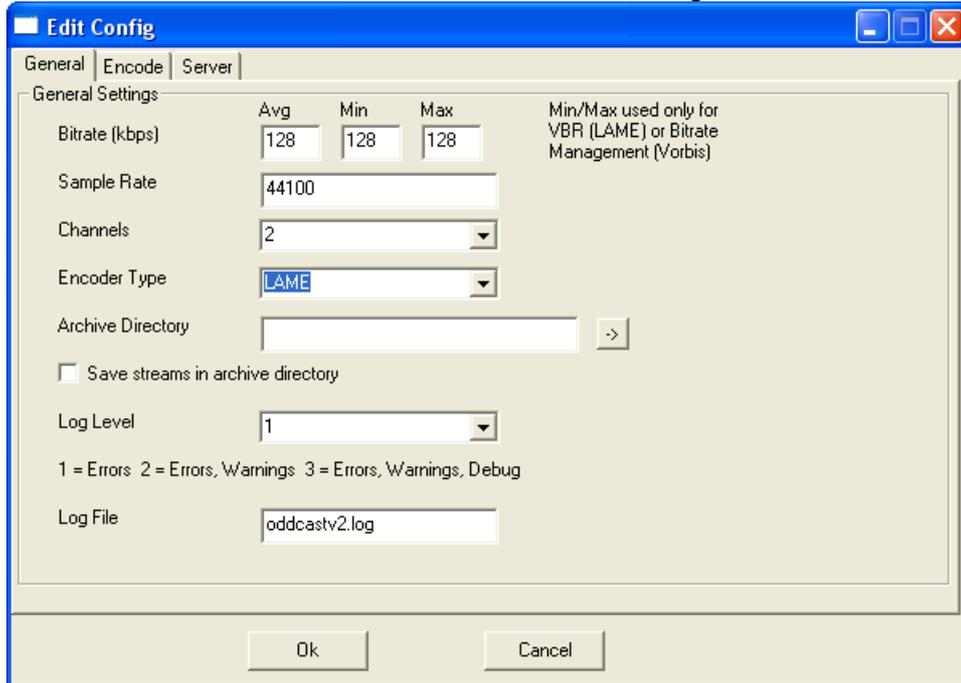


... revealing the GUI for Oddcast:



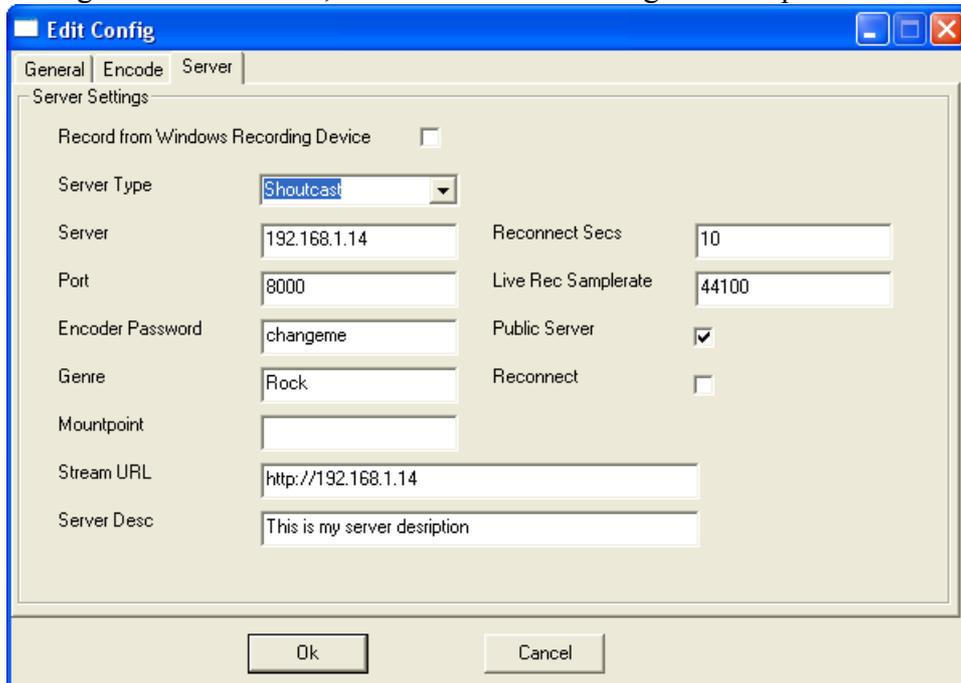
Now we have to do the settings in order to make them correspond to the set up of the

ShoutCast server. Start to click on the Oddcast Config button:



On the General tab you can set the bitrate sample rate, but what more important here is to ensure, that the encoding is made by LAME, i.e. that the output is in mp3 format.

Next go to the server tab, where we have to manage the setup to match the ShoutCast server:



As *server type* choose "Shoutcast".

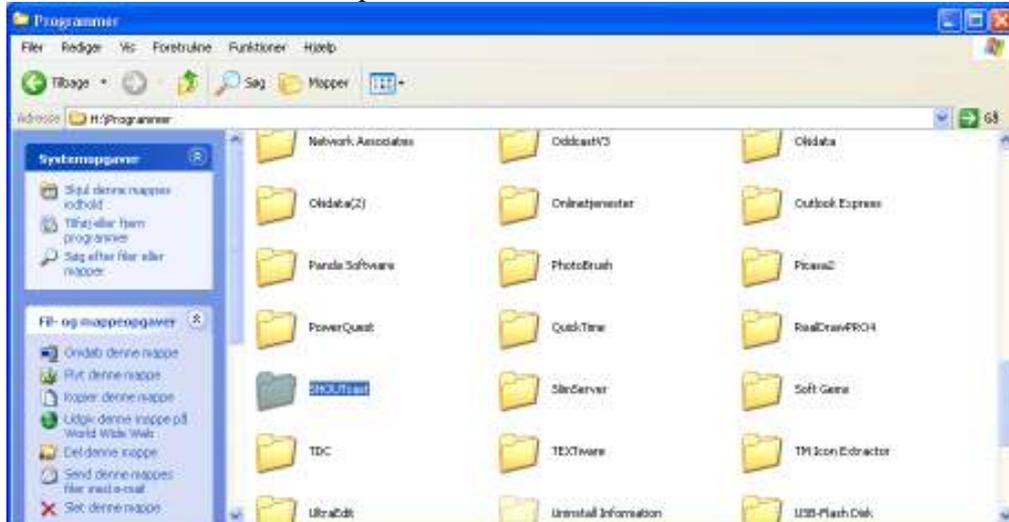
In the server field you have to write the IP number/web URL to the computer hosting the shoutcast server, like [www.yourserver.com](http://www.yourserver.com) or [192.168.1.125](http://192.168.1.125).

Port is the port number enabling access to the server. ShoutCast default is 8000.

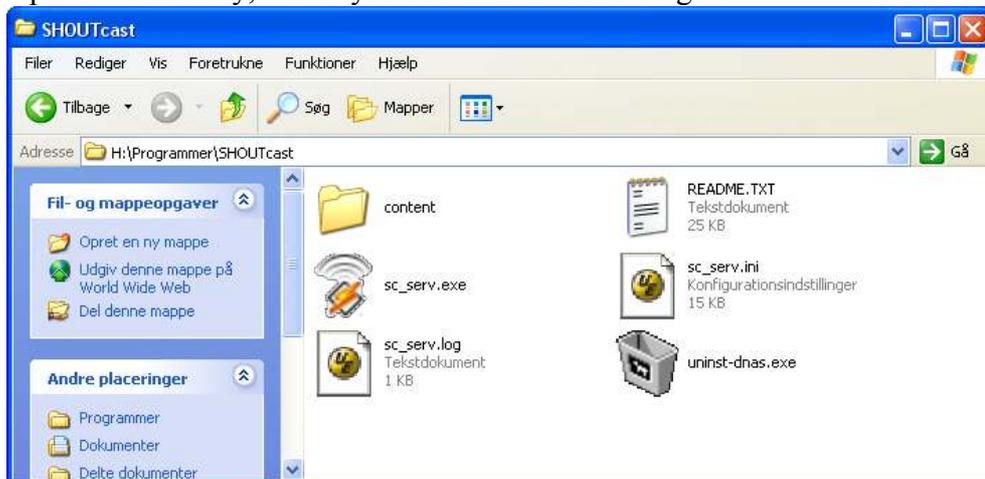
You have to enter an *encoder password* which has to correspond to the password on the shoutcast server. I have entered "changeme" as a reminder to choose a more safe password.

The *StreamURL* is entered with the “http://...”  
Finish the Oddcast plugin setup by clicking the OK button.

Then we have to get going and set up the shoutcast server. Start finding the directory, where the shoutcast server was unpacked:

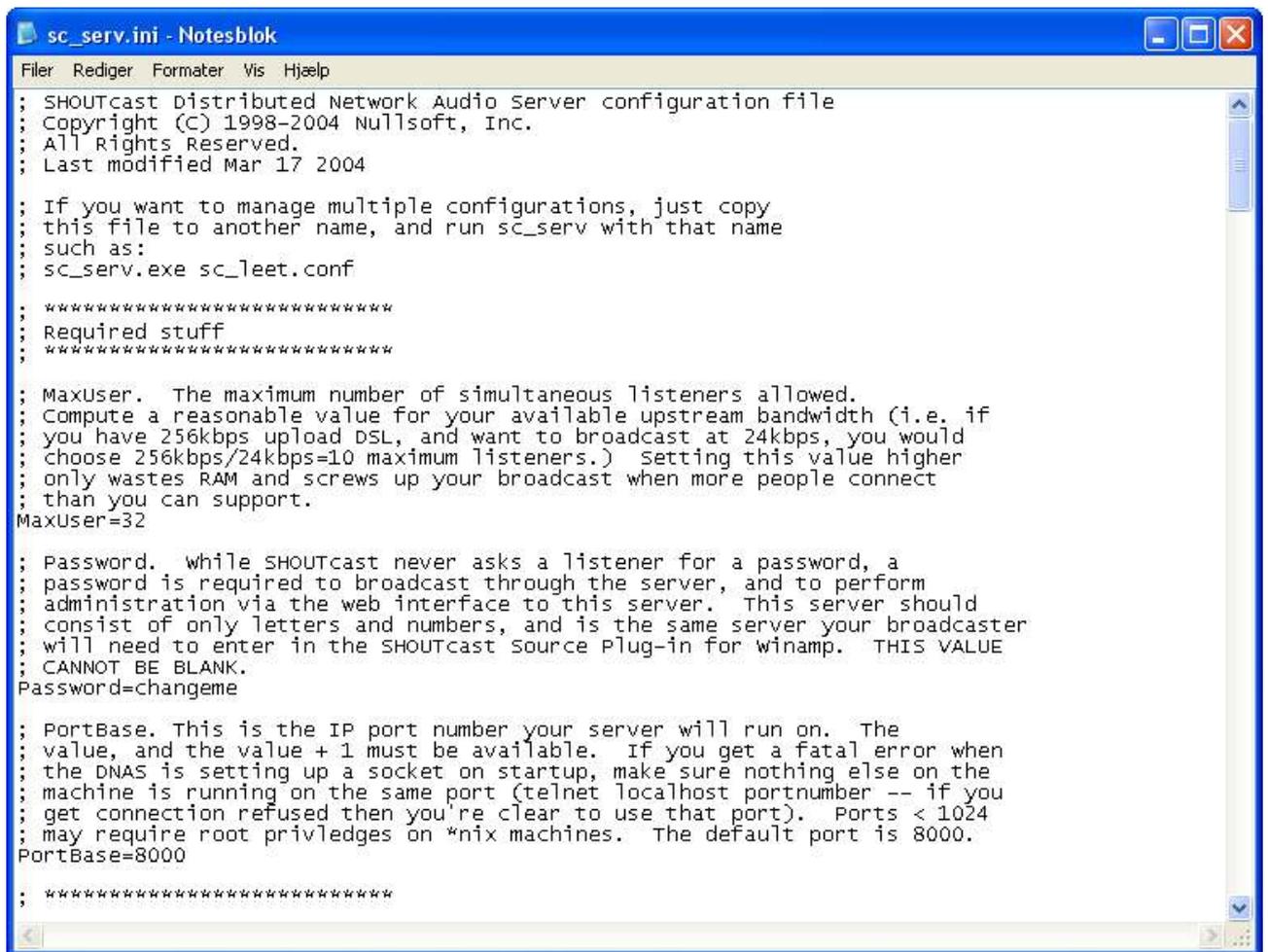


Open the directory, where you can find the following files:



The README.TXT file is in English and here you can read about the server.

The server settings are stored in the `sc_serv.ini` file. Let's start to edit this file using a text editor like Notepad (The file can be edited using the server GUI where you can find the menu “Edit Config”, but then the program just launches Notepad and gives you the message, that the changes only will appear after a server restart):



```
sc_serv.ini - Notesblok
Filer Rediger Formater Vis Hjælp
; SHOUTcast Distributed Network Audio Server configuration file
; Copyright (C) 1998-2004 Nullsoft, Inc.
; All Rights Reserved.
; Last modified Mar 17 2004
;
; If you want to manage multiple configurations, just copy
; this file to another name, and run sc_serv with that name
; such as:
; sc_serv.exe sc_leet.conf
;
; *****
; Required stuff
; *****
;
; MaxUser. The maximum number of simultaneous listeners allowed.
; Compute a reasonable value for your available upstream bandwidth (i.e. if
; you have 256kbps upload DSL, and want to broadcast at 24kbps, you would
; choose 256kbps/24kbps=10 maximum listeners.) Setting this value higher
; only wastes RAM and screws up your broadcast when more people connect
; than you can support.
MaxUser=32
;
; Password. While SHOUTcast never asks a listener for a password, a
; password is required to broadcast through the server, and to perform
; administration via the web interface to this server. This server should
; consist of only letters and numbers, and is the same server your broadcaster
; will need to enter in the SHOUTcast source Plug-in for Winamp. THIS VALUE
; CANNOT BE BLANK.
Password=changeme
;
; PortBase. This is the IP port number your server will run on. The
; value, and the value + 1 must be available. If you get a fatal error when
; the DNAs is setting up a socket on startup, make sure nothing else on the
; machine is running on the same port (telnet localhost portnumber -- if you
; get connection refused then you're clear to use that port). Ports < 1024
; may require root privileges on *nix machines. The default port is 8000.
PortBase=8000
;
; *****
```

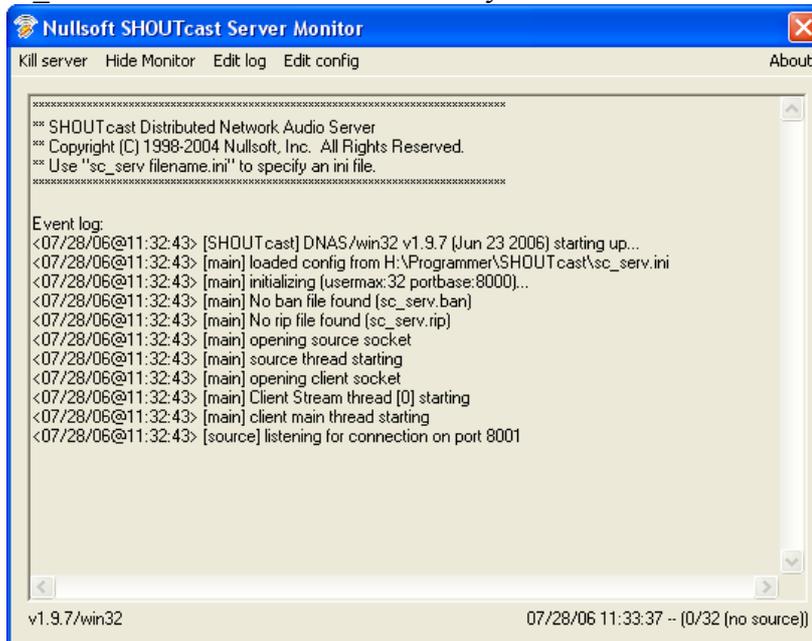
The file is made with lots of commented lines, i.e. all lines starting with a semicolon (;). The parameters are described in English and some MUST be edited while others are optional. The parameter itself is written on a line without any starting semicolon. The parameter is changed by editing the value on the right side of the equal sign:

- |                   |  |
|-------------------|--|
| MaxUser=32        | How many listeners at the same time are allowed.<br>Should reflect your bandwidth.   |
| Password=changeme | The server password to be used on connection<br>Look above under Oddcast plugin, where we entered the<br>matching password   |
| PortBase=8000     | The port number used to communicate through. The<br>chosen port number (here 8000) and the next port (here<br>8001) Must be available and cannot be used by other<br>services. |

Other parameters are optional and will not be commented here. Please refer to the file.

#### 4. Start streaming

Now we are ready to start streaming. Start the ShoutCast server by clicking on the file `sc_serv.exe` in the ShoutCast directory and then the ShoutCast monitor will appear:



with some messages from the Event log. The server is available from a little icon in the taskbar and if you press on the menu "HideMonitor", the server GUI will be removed from the screen. You can get the monitor back, when you click on the icon in the task bar.

Then just open your Winamp player and start playing, for instance local media files or an CD loaded in your CD drive,



and the connect Oddcast using the Connect button:



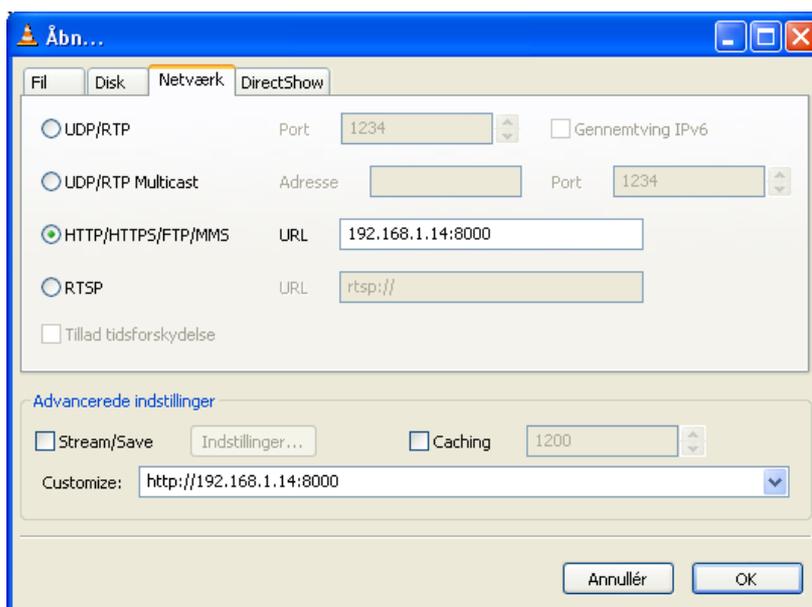
Now your streaming has begun! You can control what bitrate you are streaming at – view metadata (information’s on the streamed file) and finally a VU-meter (showing left-right audio channel volume. You may switch the meter off)

## 5. Play stream

### a) On PC

You can listen to your stream from any computer on your network (or eventually from the Internet) if you read the stream from your ShoutCaster server by entering the server URL and port number. In our example just like this: <http://192.168.1.14:8000>

If you for instance uses VLC, then choose the menu “File” => “Open Network stream”. Then you can enter the url under http like this:



and when you have hit the OK button, the playing will start after a short momen:



In the same way you can use other media player like Winamp or Windows Media player.

Please notice: When you play the stream it will be delayed about 5-10 seconds. (It takes some time to recode and stream to and from the shoutcast server). If you both can listen to the music from the initial used Winamp player and another player on the network, it will appear cacophonous.

#### *b) On Dreambox*

The stream also can be played by the various Dreamboxes, if you establish a link to your ShoutCast server. The method will vary depending on which Dreambox you are using and of eventually installed plugins, but here I will show two methods, one applying to a DM7000 and one applying to the DM7025:

#### **DM7000**

You have to make a play list \*.m3u file. The file can be like this:



Save the file any place on your Dreambox, why not in the /hdd directory.

Now just open this file from your Dreambox by entering file-modus and browse to the file, highlight it and press OK. Then the playing will start.

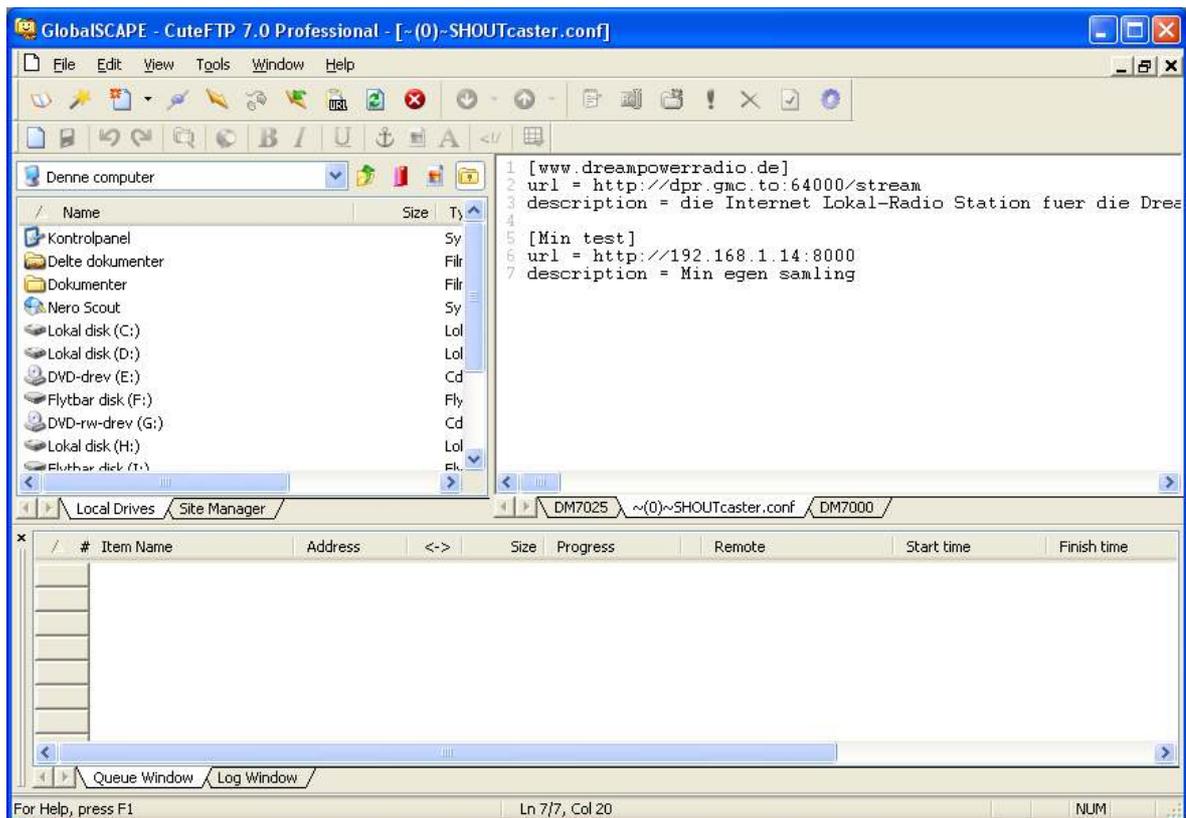
Instead of the \*.m3u file you may also use a \*.pls play list file using this template:

```
[playlist]
NumberOfEntries=1
File1=http://192.168.1.14:8000
```

#### **DM7025**

On this box the playing (for now) only can be done using the ShoutCaster plugin. Again you have to enter the link in a file to be read by the Dreambox, now you must find the SHOUTcaster.conf file, which is located in the /var/etc directory.

This is a sample on my SHOUTcaster.conf file after finished editing in at FTP programme:



The stream is played in DM7025 when you choose the file now shown in the ShoutCaster Plugin:





Just hit the green play button and the music is on ....

## 6. Contact

This how-to is made by <http://dreambox.ingmar.dk>

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