Listen 2 MyRadio™

ShoutCast v2 - Broadcasting with Winamp & ShoutCast DSP Plugin

In this tutorial we are going to explain how to broadcast using the ShoutCast DSP Plugin with Winamp to our ShoutCast v2 running under CentovaCast 3.

Differences Between ShoutCast v1 and v2 And Broadcasting Modes

Live Source Connections

Enter this information into your live source software to perform a live broadcast:

Server hostname: **50.22.211.228**
Maximum bit rate: **32**

If your live source client supports modern SHOUTcast v2-style source connections:

Server type: **SHOUTcast v2**
Server port: **8006**
Username: (The username of one of your **DJ accounts**)
Password: (The password for your DJ account)

If your live source client only supports old-style SHOUTcast v1-style source connections:

Server type: **SHOUTcast (v1)**
Server port: **8004**
Password: (The username and password of one of your **DJ accounts**, separated by a colon)
          Example: **jsmith:secret**

There are several differences when it comes to broadcasting between ShoutCast 1 and ShoutCast 2. With ShoutCast 1 there were 2 broadcasting modes - live and AutoDJ. If you didn't want to use AutoDJ at all you could just broadcast live and if you wanted to use AutoDJ you would have to disable it when you wanted to broadcast live and then re-enable it when you stopped broadcasting live.

With ShoutCast 2 you can have AutoDJ enabled and if you start broadcasting to a dedicated port it will automatically turn off AutoDJ while you are broadcasting live and once you stop broadcasting AutoDJ will automatically start again. If you don't want to use AutoDJ at all you can just broadcast as you would in ShoutCast 1, while you are broadcasting live that stream can be heard on your station and when you're not broadcasting there is nothing to be heard.

ShoutCast 2 also comes with backwards compatibility. What that means is that if you're using a software that doesn't support ShoutCast v2 broadcasting yet you can still broadcast with it but you have to use a special port that is dedicated to the backwards compatibility for v1.

Because of these additions there are now 3 ports in ShoutCast 2 compared to the one port in ShoutCast 1, this can lead to some confusion so we are going to explain here what port serves for what

There are two ports in **Quick Links -** SHOUTCast v2 and SHOUTcast v1 and these ports are **ONLY** used when AutoDJ is ON, they **won't** work if you don't have AutoDJ enabled and on.

If you want to make use of the feature that automatically turns AutoDJ on and off when you start/stop broadcasting these are the ports you need to use. The SHOUTcast v1 port is for the broadcasting software that hasn't been upgraded to support SHOUTcast v2 broadcasting that we mentioned before. If you are using such a software you will need to use the port listed under SHOUTcast v1, 8004 in this case.

If you are using a software that does support SHOUTcast v2 streaming you will be using the SHOUTcast v2 port. Another thing you need to do before you can start broadcasting using these ports is creating DJ accounts, when you have AutoDJ enabled you can't use the default source password for broadcasting, you have to create a separate DJ account for that. For instructions on how to create a DJ account please see the DJ Management tutorial in our knowledgebase.

Live Broadcasting Only
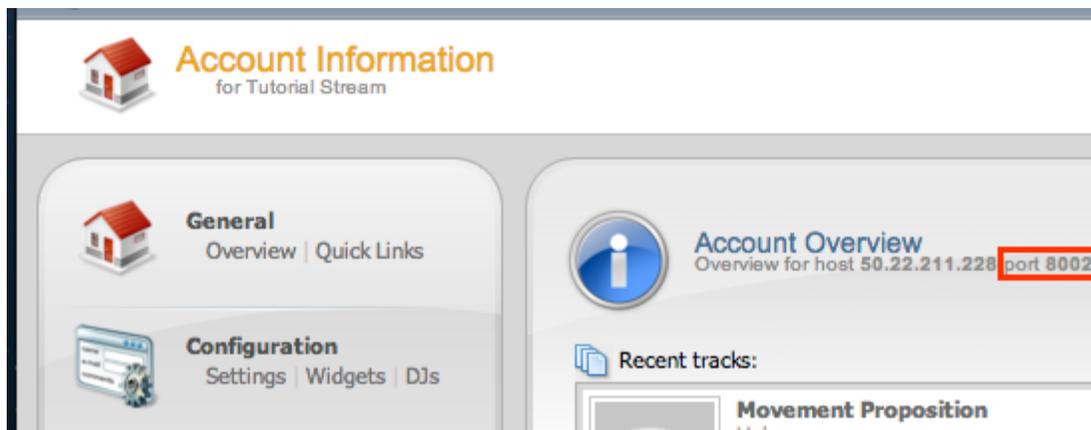
The ports located under Quick Links are **only** meant for broadcasting when you have AutoDJ enabled. If you try to connect using those ports when AutoDJ isn't enabled you won't be able to. If you don't want to use AutoDJ you can broadcast in live only mode and you will need to use a special port for that as well. To get that port go to the overview page of your account (click on **Overview under General**) and to the right under **Account Overview** you will see the port

(highlighted in the red rectangle in the image above). You will need to use that port if you want to broadcast live with AutoDJ **disabled**.

You can also broadcast to this port using SHOUTcast v1 software.

Setting Up AutoDJ

In this tutorial we are going to be explaining how to broadcast live using the SHOUTcast DSP plugin while AutoDJ is enabled. If you want to only broadcast live without using AutoDJ just don't enable the AutoDJ and instead of using the port listed under Quick Links (Port 8006 in our example) use the one listed under **Account Overview** (Port 8002 in our example).

For complete instructions on how to enable and use AutoDJ please see the AutoDJ tutorial in our knowledgebase.

After you have completed the AutoDJ setup and it is broadcasting come back to this tutorial.

Now that AutoDJ is up and running the first thing we need to do is get the broadcasting tools. In this tutorial we are going to be using the SHOUTcast DSP plugin with Winamp.

First we need to download and install Winamp. For the download go to http://www.winamp.com/media-player/ and download the free version of Winamp.

Install Winamp

Now that you have downloaded the installer go through the installation, at one point it will give you the option to install a bunch of extra software like the Winamp Toolbar and set AOL as your search engine, you can just disable all of those, they don't have any effect on the software and most people find them bothersome, same goes for TuneUp which will also be offered during the installation.

On the last step **Launch Winamp after install** will be checked, uncheck it and click on **Finish.**

Downloading the SHOUTcast DSP plugin

SHOUTcast DSP Plug-In for Winamp

Use Winamp media player along with the SHOUTcast DSP plug-in to program and manage your SHOUTcast station in real-time. This plug-in will broadcast whatever is playing in your Winamp playlist in real time. Use Winamp's industry-leading playlist tools to manage your SHOUTcast station. Dont have Winamp? Download it here.

⊞ Windows	Latest Release: DSP 2.3.2	**DOWNLOAD**

Note This version of the DSP plug-in will only work on **Winamp 5.5** and higher and requires Windows 2000 and higher.

Now go to http://www.shoutcast.com/broadcast-tools and scroll to the bottom of the page. There you should see the **SHOUTcast DSP plugin** download option. Download that file.

Installing the SHOUTcast DSP plugin

Now run the installer you downloaded in the last step and go through the installation, you can just click Next and Finish in the end.

Winamp Setup
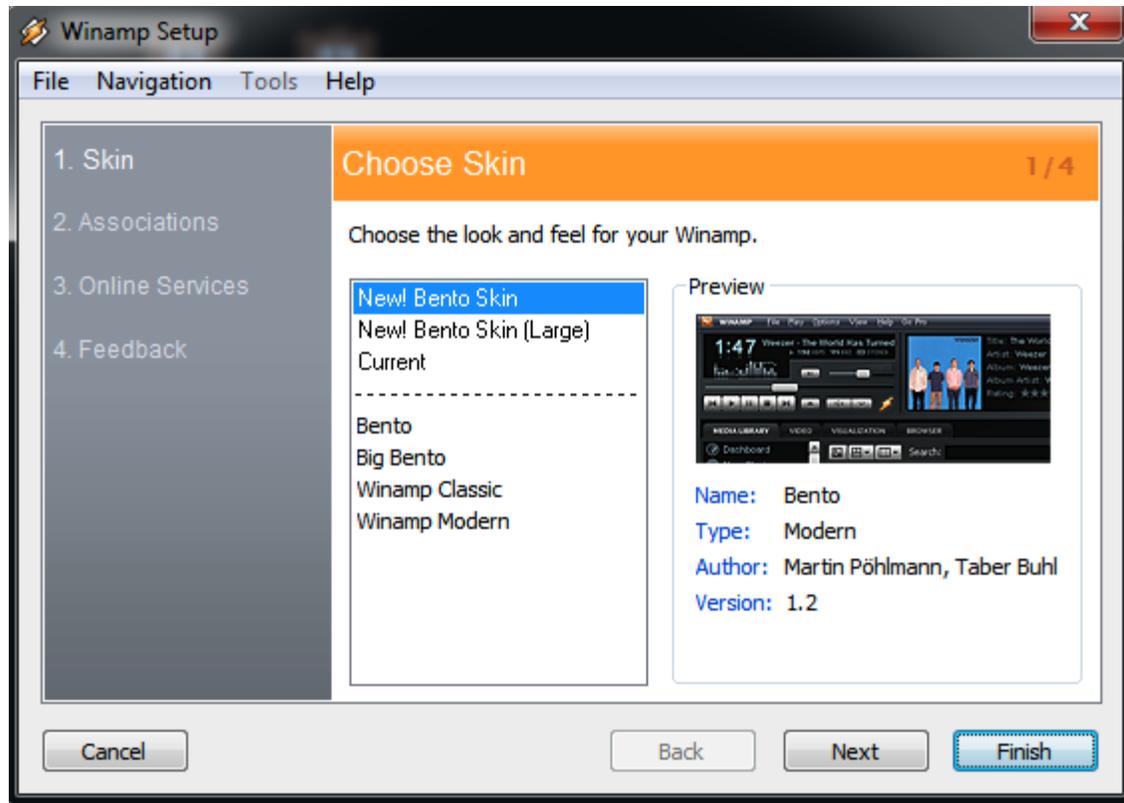
After you click **Finish** in the SHOUTcast DSP plugin installation it will start Winamp. On the first page you need to select a skin for Winamp. We recommend the Bento Skin. Then just click **Finish**.

Bringing The DSP Plugin To Front

Now the DSP plugin should be started but you probably can't see it because it's behind Winamp. To see it bring Winamp to Window shade Mode by clicking on the icon shown above. If you still can't see the DSP plugin it probably isn't enabled. To enable it manually press **CTRL+P** and in the menu on the left choose the **DSP/Effect** option, now a list will appear on the right and there click **once** on Nullsoft Shoutcast Source DSP. Close the options window and you should see the

Nullsoft SHOUTcast Source window. If you don't see the Nullsoft Shoutcast Source DSP option under DSP/Effect most likely you haven't installed it correctly in which case you should close Winamp and try installing the Nullsoft Shoutcast Source DSP again.

DSP Plugin Window
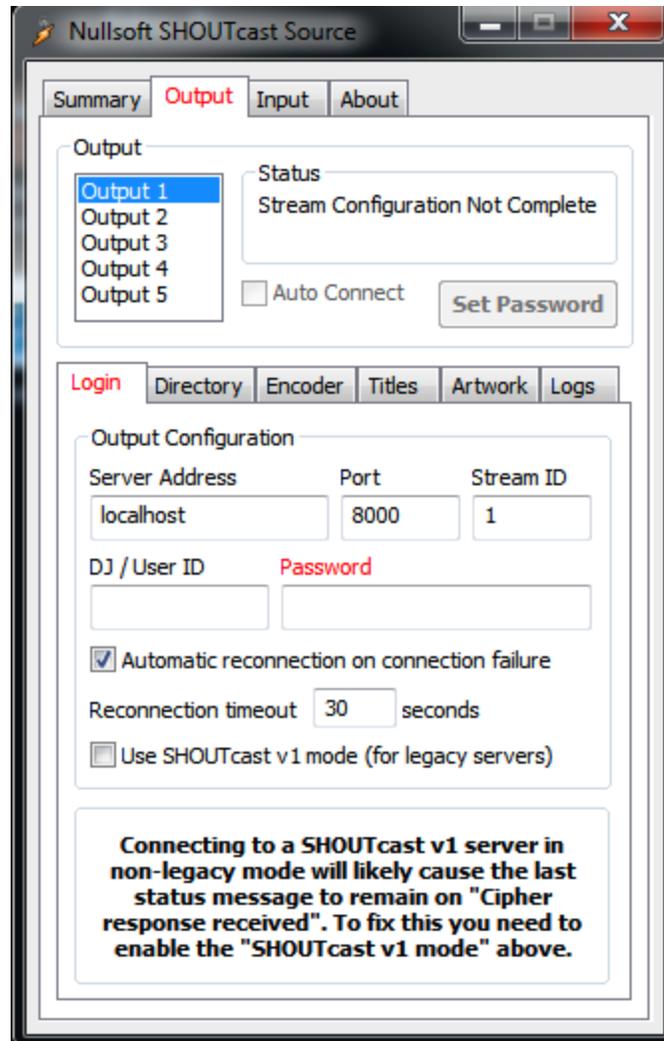
You should now see the DSP plugin window. Now we need to enter all of the required details to be able to connect to the server. To get the details head over to CentovaCast.

Broadcasting Details - IP, Port, Password and User ID

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Server port: **8006**
Username: (The username of one of your **DJ accounts**)
Password: (The password for your DJ account)

If your live source client only supports old-style SHOUTcast v1-style source connections:

Server type: **SHOUTcast (v1)**
Server port: **8004**
Password: (The username and password of one of your **DJ accounts**, separated by a colon)
Example: **jsmith:secret**

This step is gonna depend on whether you want to just broadcast live or with AutoDJ enabled. If you want to broadcast live you need to have AutoDJ disabled and you need to use the port located on Account Overview, you also need to use the Source Password that is configured under Settings in CentovaCast because only SHOUTcast 2 connections can use DJs created with DJ Management.

We are going to explain how to broadcast with AutoDJ enabled.

In CentovaCast click on **Quick Links** located in the left hand menu under General. Scroll down to Live Source Connections. You will need three details from this page - the IP (Server Hostname), the maximum bit rate your package supports and the server port.

In our case the IP is 50.22.211.228, the port is 8006 and the maximum bit rate is 32.

You will also need the DJ User ID and password, if you haven't already head over to DJ Management and create a DJ account first. For instructions on how to create DJ accounts please see DJ Management in our knowledgebase.

Once you have the IP, Port, Bit Rate, User ID and Password return to the DSP plugin window.

Filling In The Details - Output
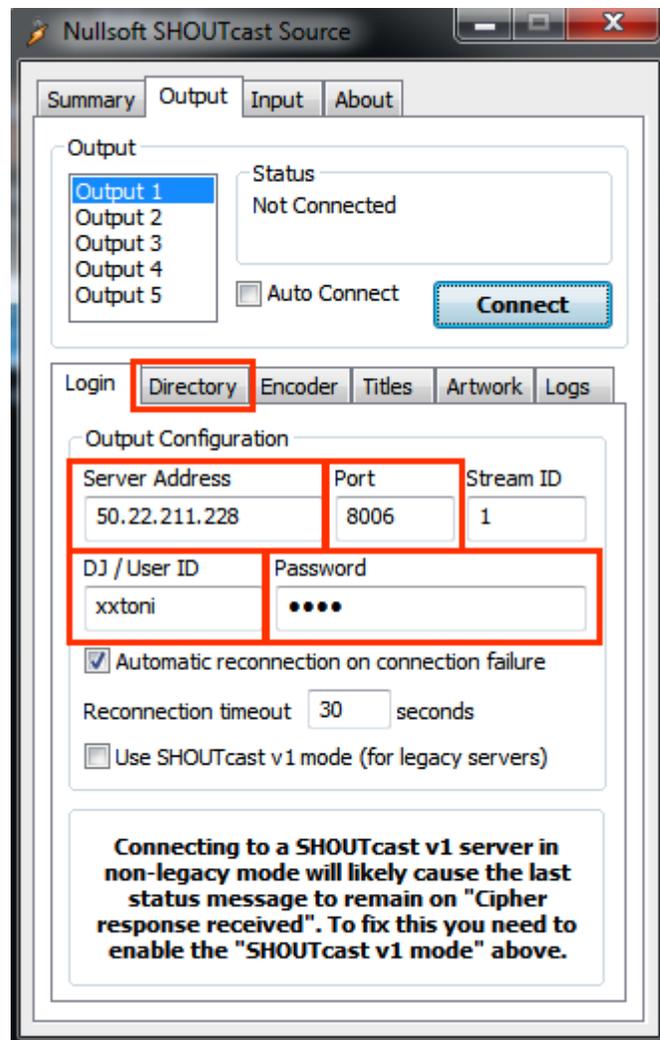
In the DSP plugin window go to the Output tab and start filling in the details.

Into Server Address fill in the IP, in our case that's 50.22.211.228.
Into the port field fill in the SHOUTcast v2 port, in our case that's 8006.
Stream ID - You should leave this at 1 unless you have made changes to the mount points, if you haven't just leave it at 1.
User ID - Under User ID fill in the username of the account you created under DJ Management.
Password - Here fill in the password of the username you created in DJ Management.

Once you have filled in all of these you can proceed Login tab. Now go to the Directory tab.

Output - Directory
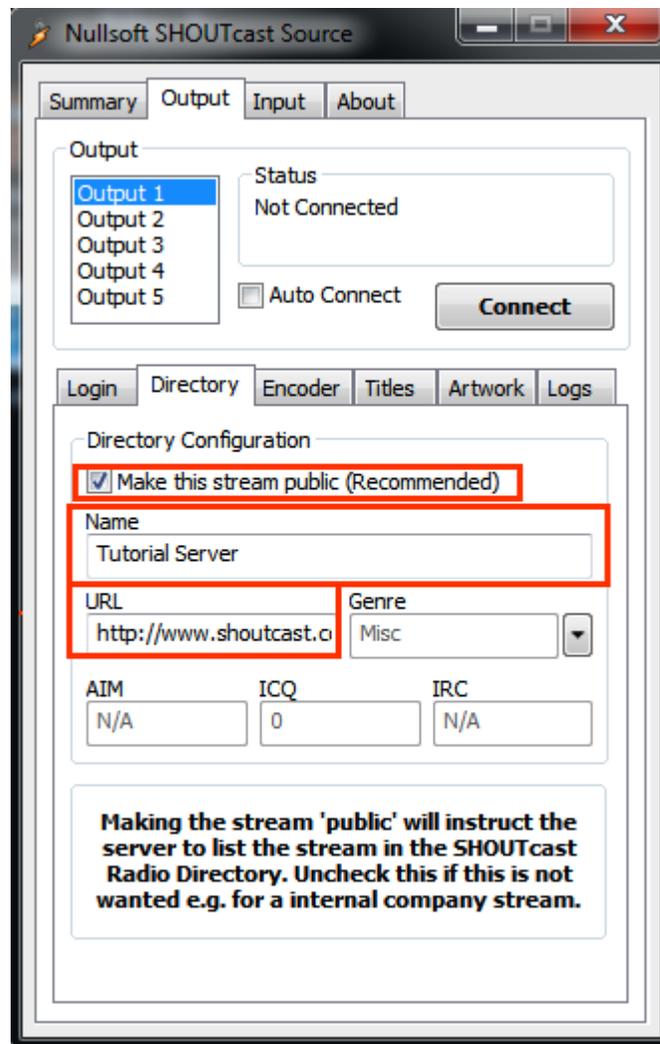
Before doing anything else the first ting you need to do is read the **Radio Directory** tutorial in our knowledgebase, if you don't read the tutorial no matter what you do in this step, your station won't show up on SHOUTcast.com

In the **Directory** tab we have several options. Most of them are related to whether and how your radio will be listed on the Shoutcast.com Radio Directory.

The first option, **Make this stream public** determines whether or not your station will be shown on the SHOUTcast radio directory.

Name - This option determines your station's name

URL - Here you can fill in the address of your web site, if your station has one, if not you can empty this field.

You can now move on to the **Encoder tab.**

Output - Encoder
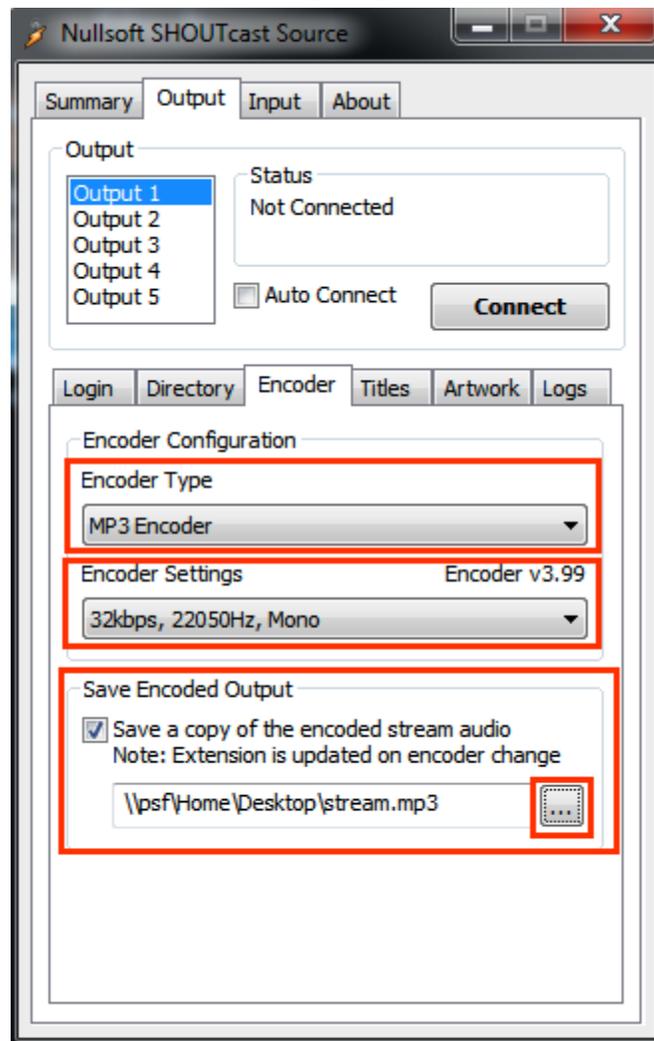
The encoder tab is important because it determines the quality of your stream as well as the type of stream it is. The DSP plugin supports AAC and MP3. AAC usually provides better quality at lower bit rates but it's not as widely supported in media players as mp3 is. In this tutorial we are going to be using mp3.

One of the details we got from Quick Links was a bit rate, that's the bit rate that we need for this

step. Under **Encoder Settings** set the bit rate to the maximum bit rate of your package, in our case that's 32kbps.

Save Encoded Output

If you want to archive a copy of your stream you can do so by checking the **Save a copy of the encoded audio stream** checkbox and selecting a location where it will be saved by clicking on the icon with the three dots (...).

Once you have set all of these proceed to the **Titles** tab.

Output - Titles
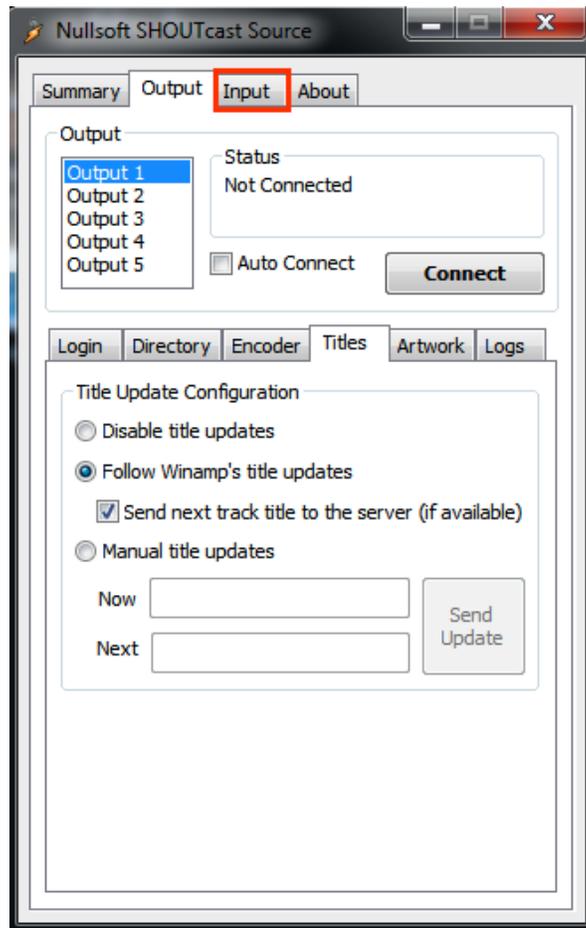
We recommend that you leave everything at default at titles but also wanted to explain what this option does. At it's default settings it will send the title data of the song that is currently playing so that when someone is listening to your stream they can see the name of the song and artist (if the

player they are using actually supports it).

We recommend that you leave the settings here at default.

For the next step go to the **Input** tab.

Input
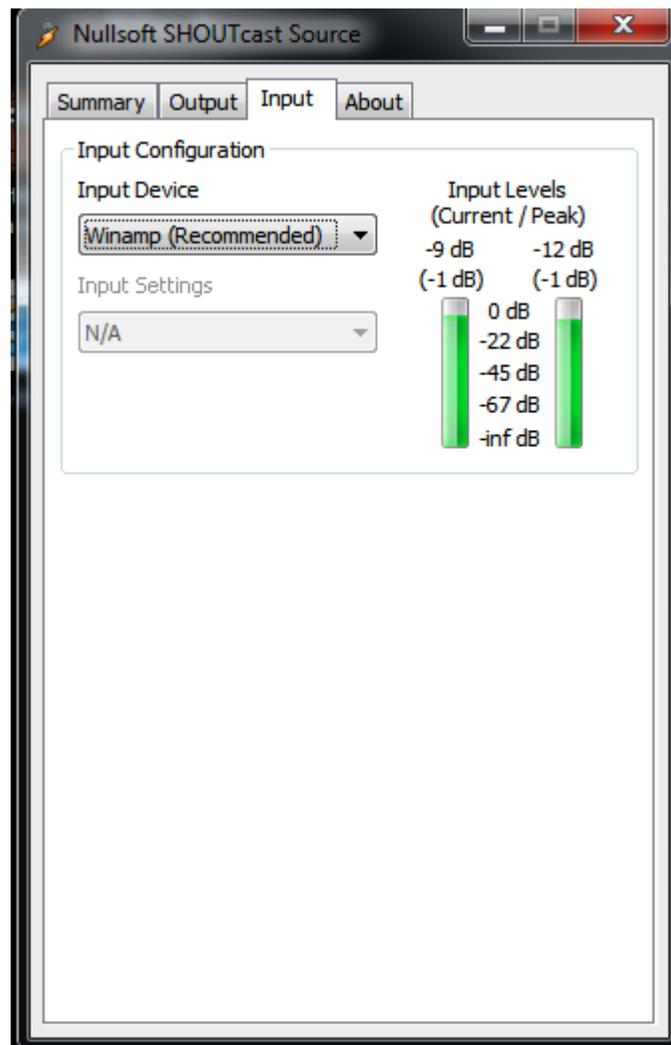
The input tab determines the source of the audio that you will be playing. This broadcasting software supports two modes, Winamp and Soundcard Input. If you choose Winamp any music that is played in Winamp will be broadcast to your server, if you choose soundcard input you can plug in some other audio device into the Line in or use a microphone with the microphone jack on your soundcard. The most common use of the Soundcard Input is to use it with a microphone.

We will leave the it at **Winamp** for now but if you want to use a microphone doing so is very simple. Under **Input Device** you would select **Soundcard Input** which will give you several more options. Under **Choose Capture Device** you would need to select your Microphone and then click and hold **Push To Talk** which will only broadcast the microphone as long as you're holding this button or you can also click on **Lock** once which will broadcast until you "unlock" this button by clicking on it again.

Starting The Broadcast
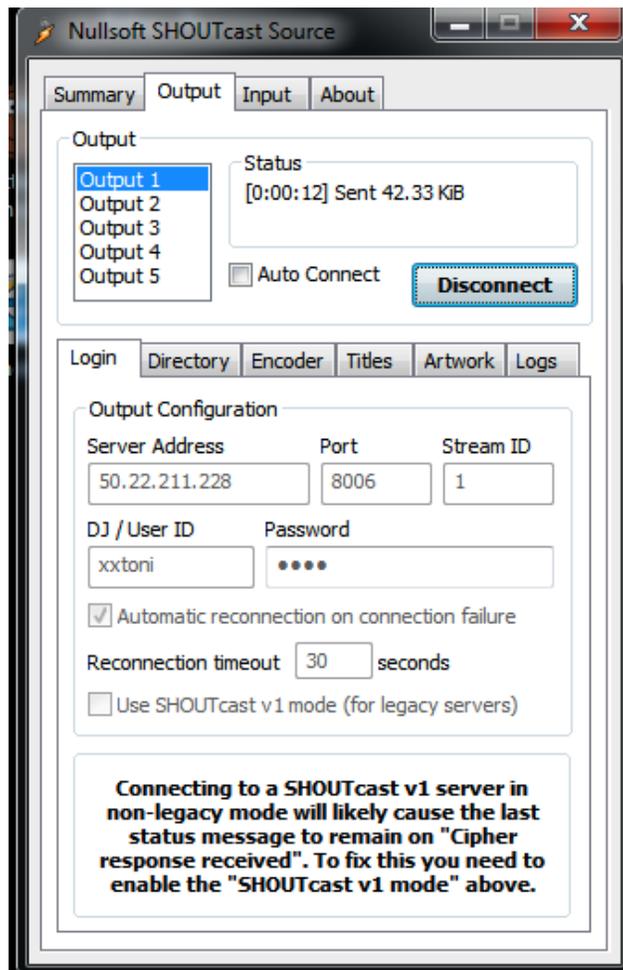
Go back to the **Output** tab and click on Connect. Under **Status** you should see it saying **Sent:** like in the example above. If it doesn't say that it means that you're not broadcasting.

If you get an **Authentication Error** either your User ID or Password are wrong, go back to the **Login** tab and correct them. If you tried pasting them several times and it still doesn't work try typing them in.

If you get a **Connecting** or **Reconnecting** message there are a number of possible causes. The most common however are incorrectly entered IP and Port. Try **typing** (don't copy) the IP and Port in. The reason that we recommend typing is because a lot of users make the mistake of copying a blank space along with the IP and Port and that results in the problem.

If you tried all of this and it still doesn't work make sure that you are using the correct port and if you're using the live broadcasting with AutoDJ enabled mode make sure that the Server is on and that AutoDJ is both enabled and running/playing.

Playing Music
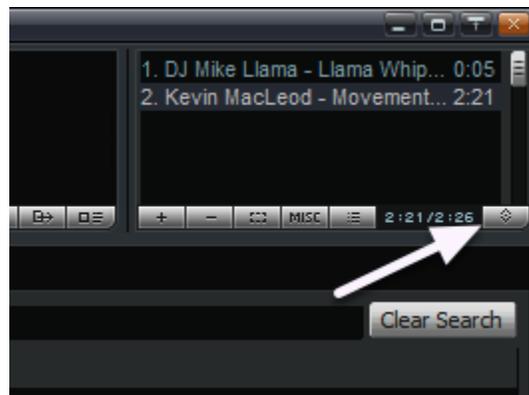
Now that you're connected to the server it's time to actually start playing some music. The easiest way to do this is to drag and drop some songs into the Winamp playlist. To do this first extend Winamp again by clicking on the Window shade **button** that we used earlier to make Winamp smaller so we could see the DSP plugin window. You should now see a playlist in the right top corner. Click on the enlarge button to enlarge the playlist. Now you can just drag and drop some songs into the playlist and double click on them to start playing.

Listening To The Stream

There are 4 main ways to listen to your broadcast:

- For checking if it's working and for your own listening you can use the player on the top of CentovaCast. This is the fastest and easiest way for your to check your stream
- Listening in Desktop Players - You can go to Quick Links and under Tune in you can click on the playlist file and download it, then you can open it in a desktop player like iTunes or VLC or Winamp itself and listen to the stream.
NOTE - You can't listen in Winamp while you're broadcasting for obvious reasons, pick a different player if you are trying to listen this way on the same computer that you're broadcasting from
- Embedding a player on your web site - You can put a player on your web site, this is the fastest and easiest ways for your viewers to listen to your show. For more information on how to embed please see the RadioToolBox tutorial in our knowledgebase.
- Smartphones - You can also listen to your stream on smart phones. For more information about the various ways to listen on a smartphone please see our Smartphone Listening Tutorial in our KnowledgeBase.

If you can hear your stream then everything is working correctly.

Congratulations you're broadcasting live on your very own radio station.