

Advanced HTTP and system settings

- **HTTP Engine V2**

New engine to improve network performance and provide better support for alternate streaming clients.

- **Prevent sleep**

If your UMS host has a power-saving mode, use this option to prevent the system from hibernating or sleeping.

Currently only Windows and macOS are supported. There are three modes:

- **Never**
UMS doesn't interfere with system idle sleep.
- **During playback (default)**
UMS prevents the system from going to sleep while playback from UMS is active.
- **While running**
UMS prevents the system from going to sleep while UMS is running.

- **Enabled renderers**

Select or unselect the wanted renderers.

- **Default renderer when automatic detection fails**

UMS can recognize many renderers automatically. Sometimes a renderer will connect the UMS does not recognize. This option defines which renderer UMS should assume.

- **Force default renderer** (disable automatic detection)

By default UMS tries to automatically detect what renderers try to connect to it. By settings this option to true, UMS will assume any renderer that connects is the default renderer.

- **Enable external network**

Whether to enable functionality that uses external networks, like the Internet for Web radio for example.

It should be disabled if the computer has no Internet access.

Revision #1

Created Thu, Mar 11, 2021 6:55 AM by UMS Admin

Updated Thu, Mar 11, 2021 6:55 AM by UMS Admin