

Eversolo Streamers Plex&Emby Mapping Local Path Tutorial

This tutorial applies to all DMP Series, T series, Play Series, here we use DMP-A6 as an example.

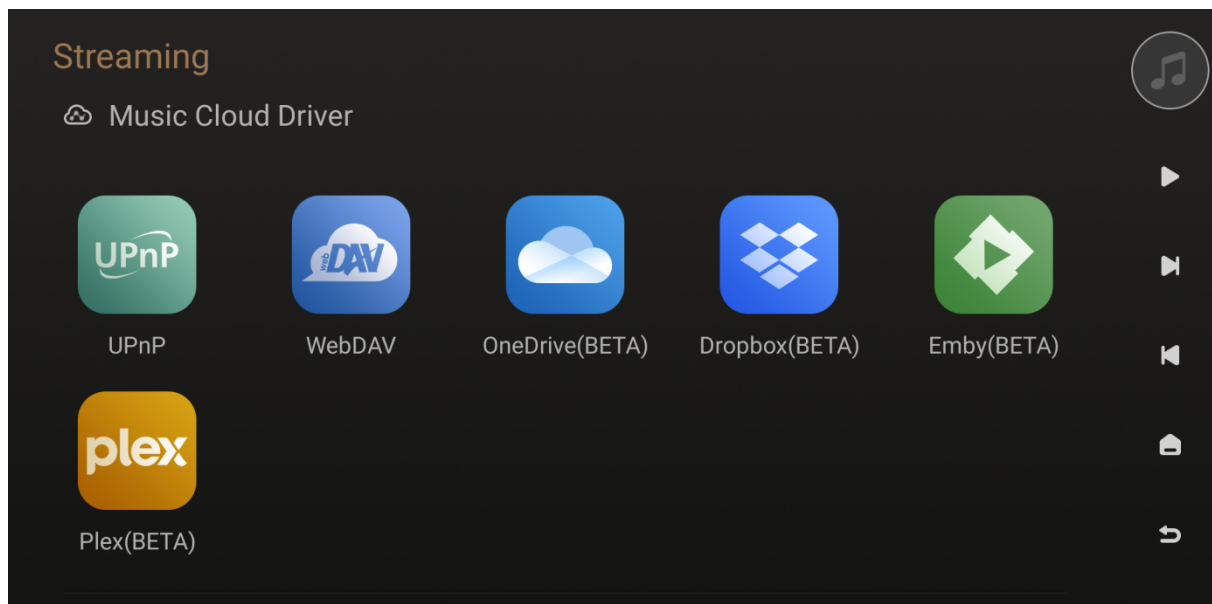
I . Preparations

1. One Eversolo DMP-A6 device (**with firmware version above V1.2.05**)
2. Plex Server
3. Emby Server

Friendly reminder: The DMP-A6 and Plex&Emby Server need to be on the same local network!

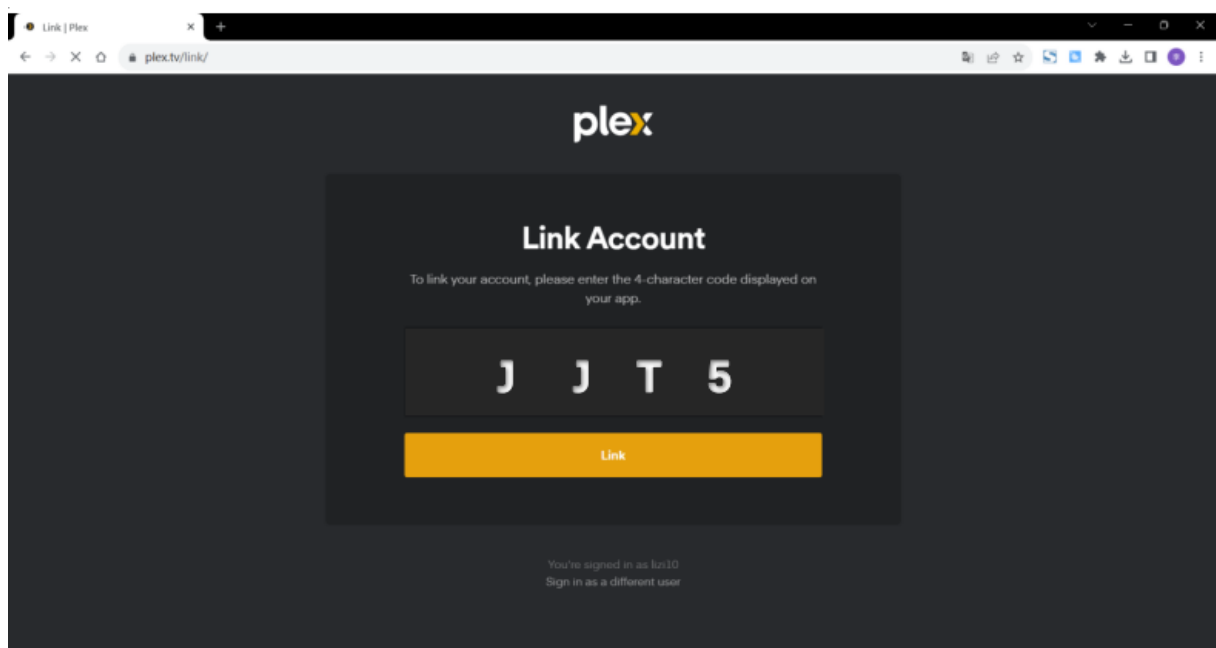
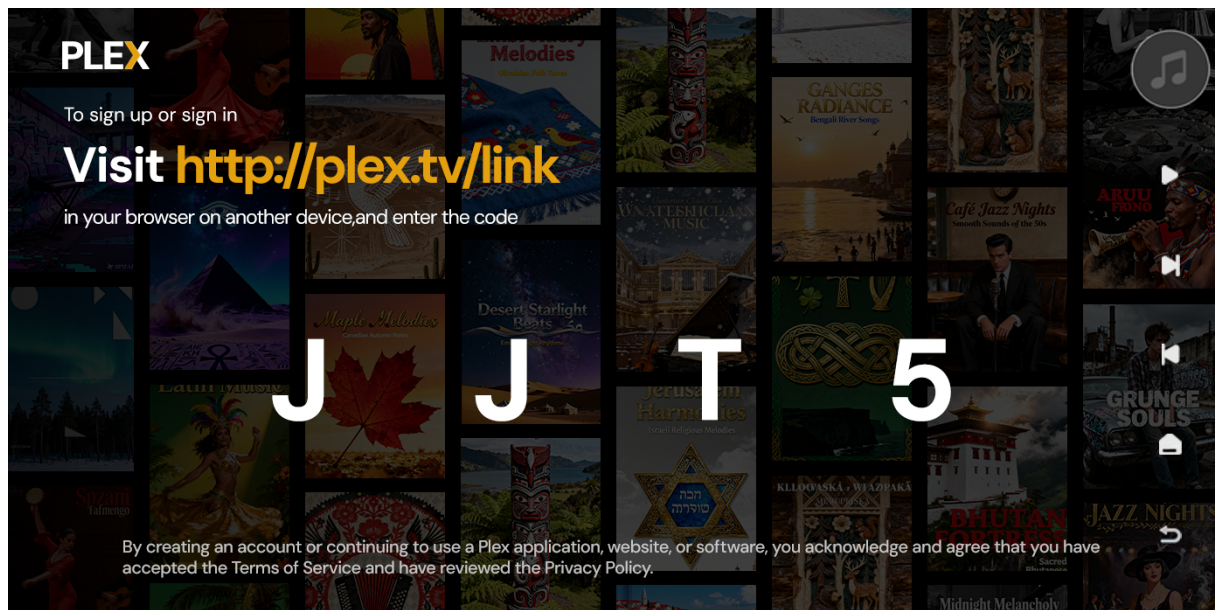
II . DMP-A6 Plex Mapping Local Server Tutorial

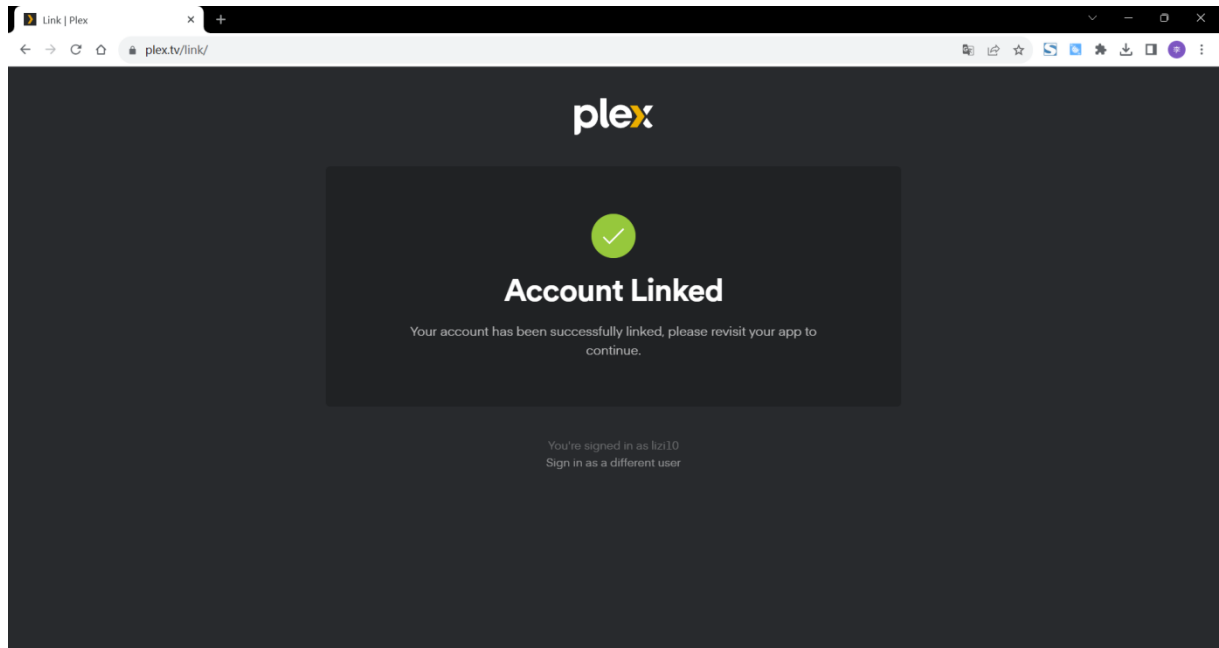
1. Enter “Streaming” menu on the home page, scroll down to “Music Cloud Driver” and click to start Plex(BETA).



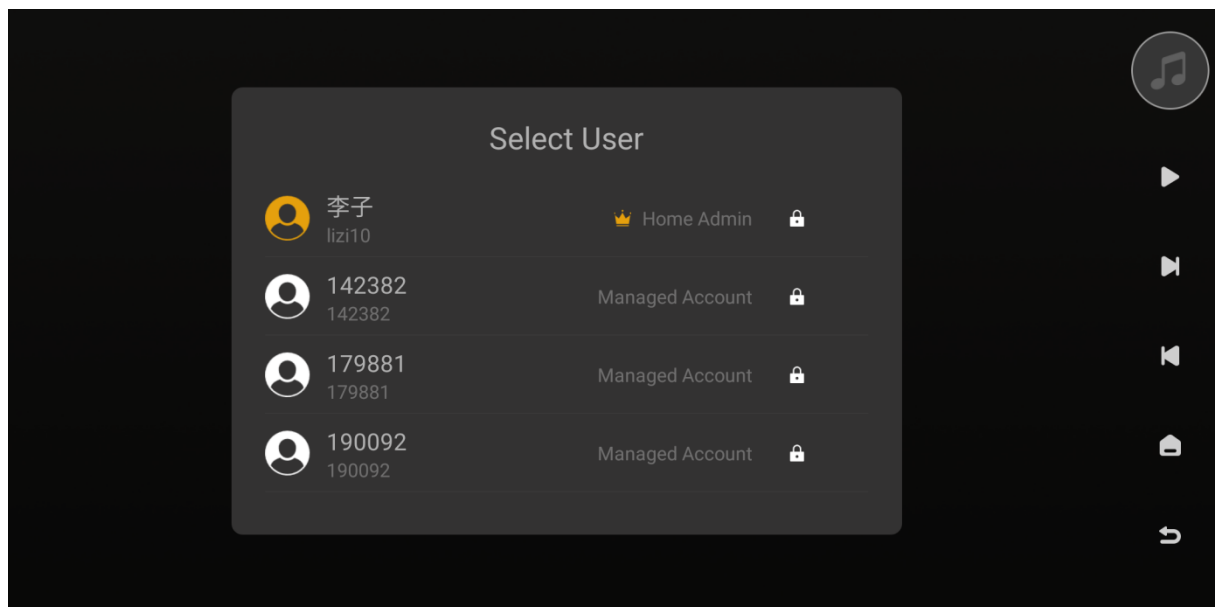
2. Follow the Plex instruction, use a PC or mobile browser to enter

<https://www.plex.tv/link/> and log in.

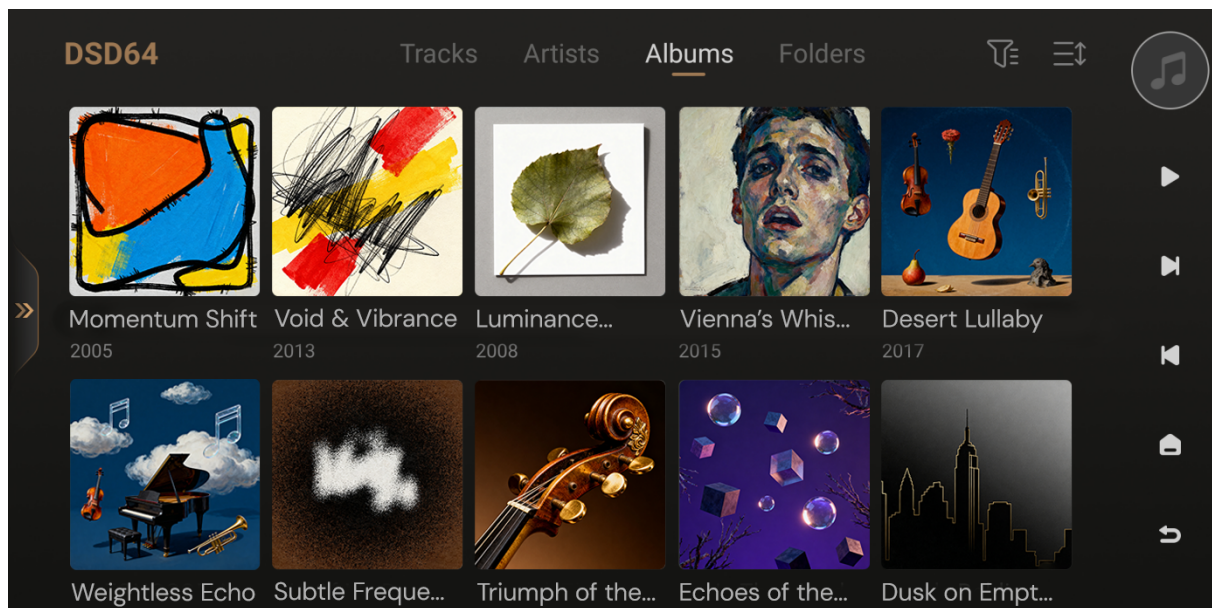




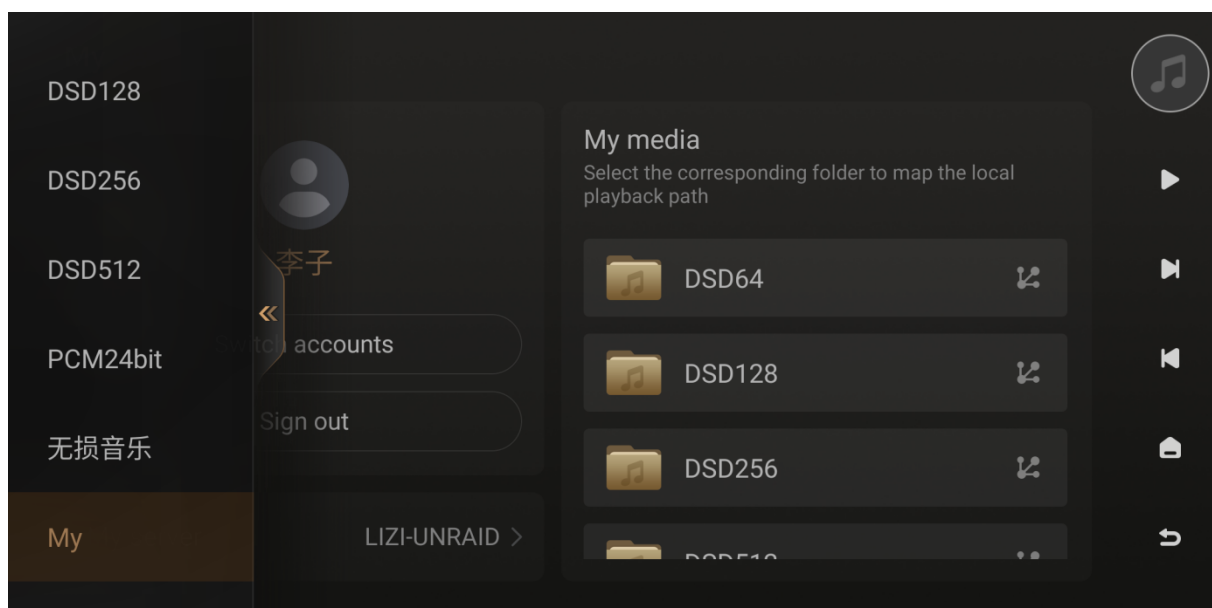
If there are multiple Plex Home users, you will need to select your account again and enter the PIN code to complete the login.



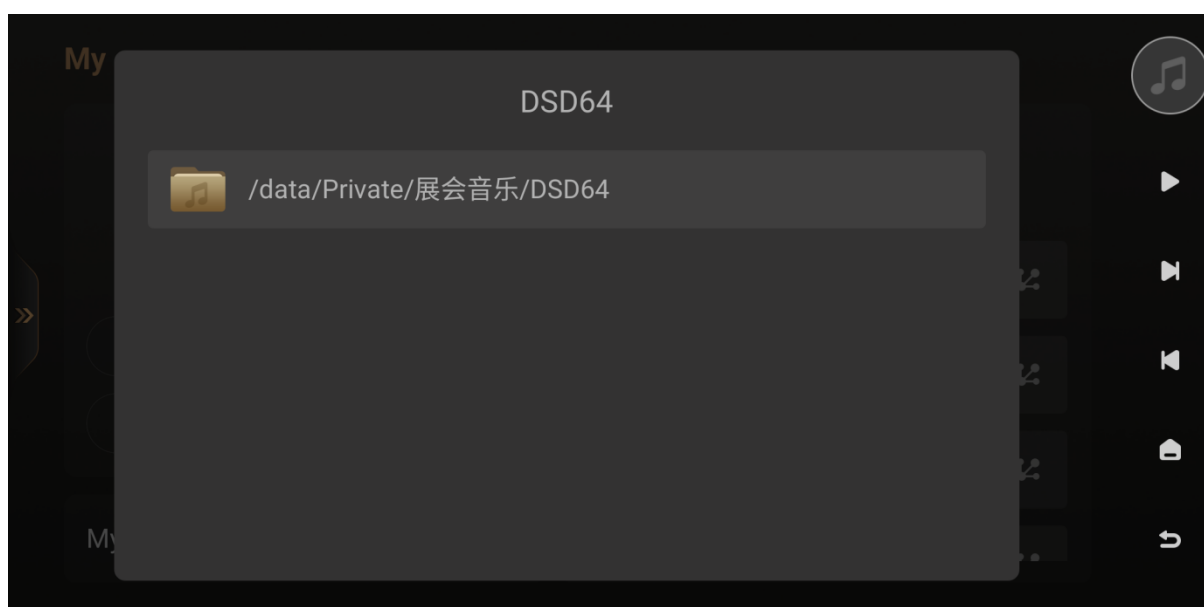
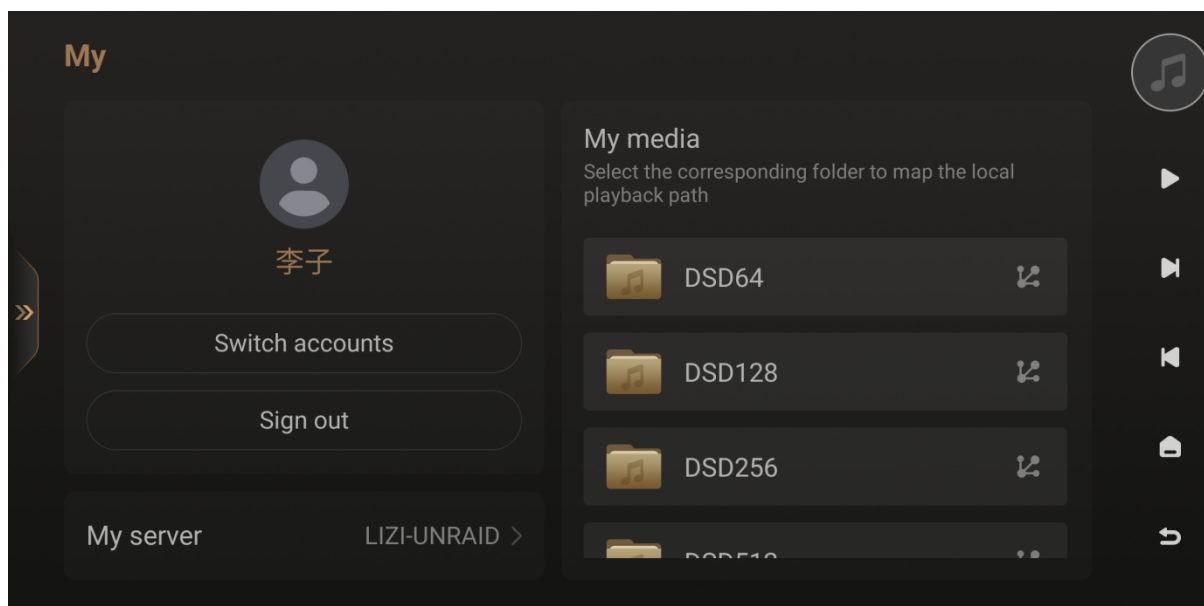
3. [As shown below] After logging in, the main interface will show up automatically.



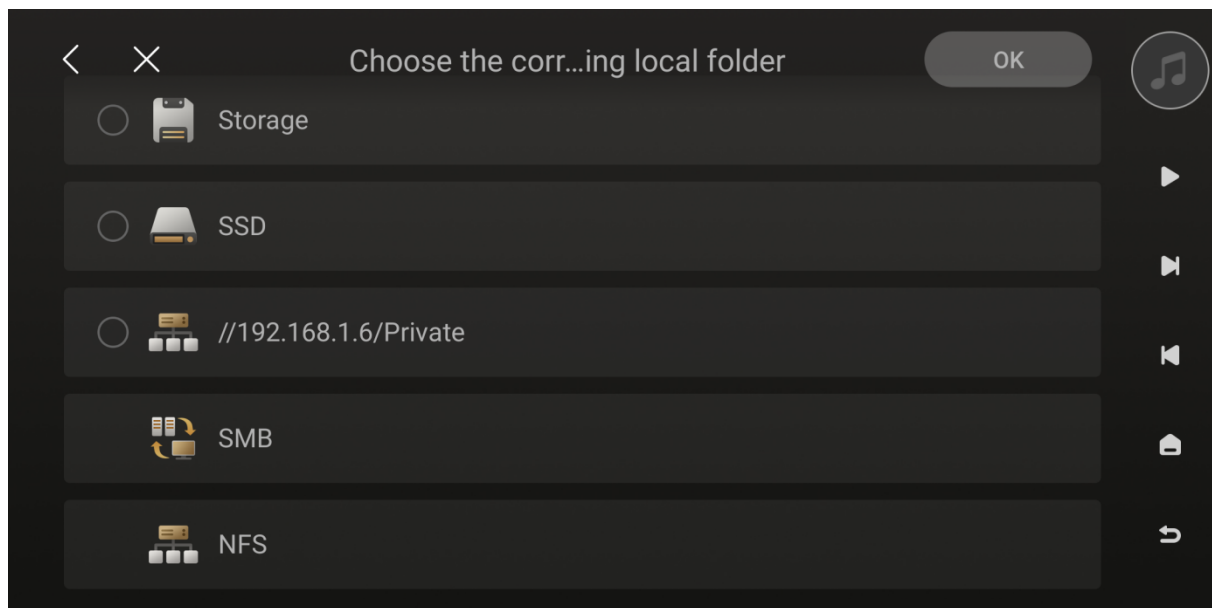
4. Click the arrow on the left side to slide out the menu, then select “My” menu at the bottom.



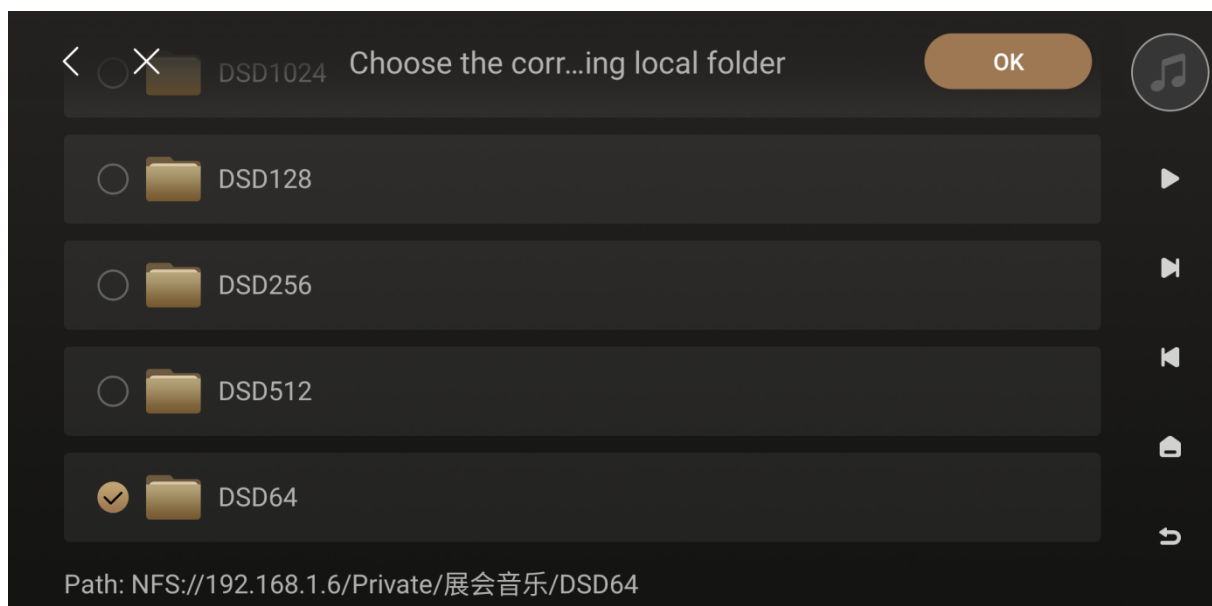
5. Go “My”-”My media”, click Plex media library-Media library path and start mapping the local path.



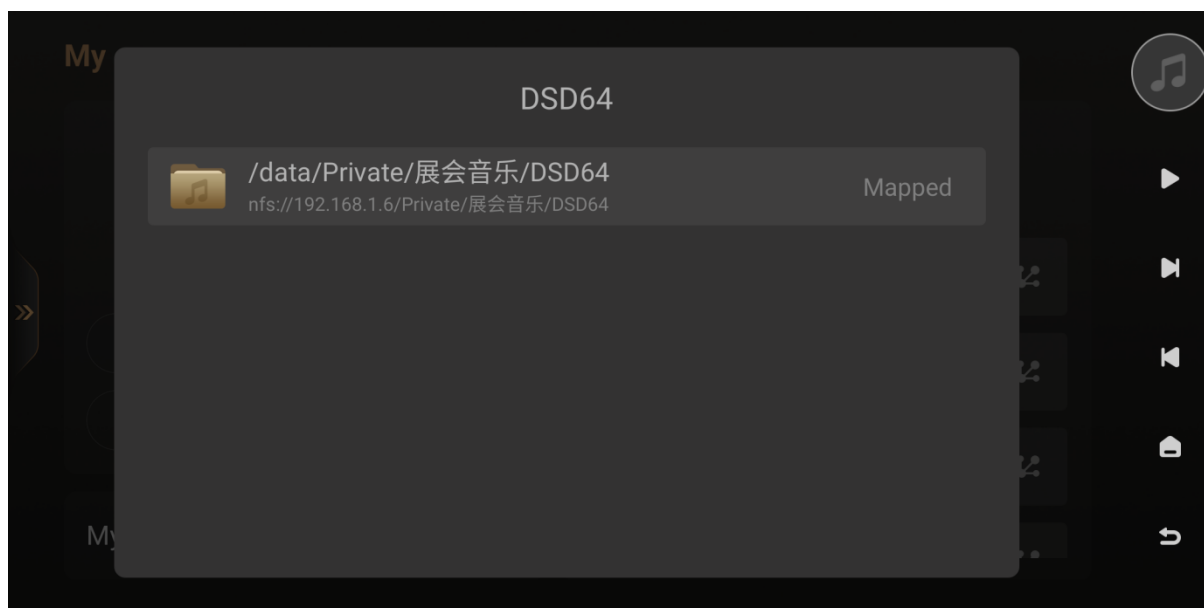
6. Mapping the local folders corresponding to the Plex server supports both SMB and NFS protocols. Please choose according to your network environment.



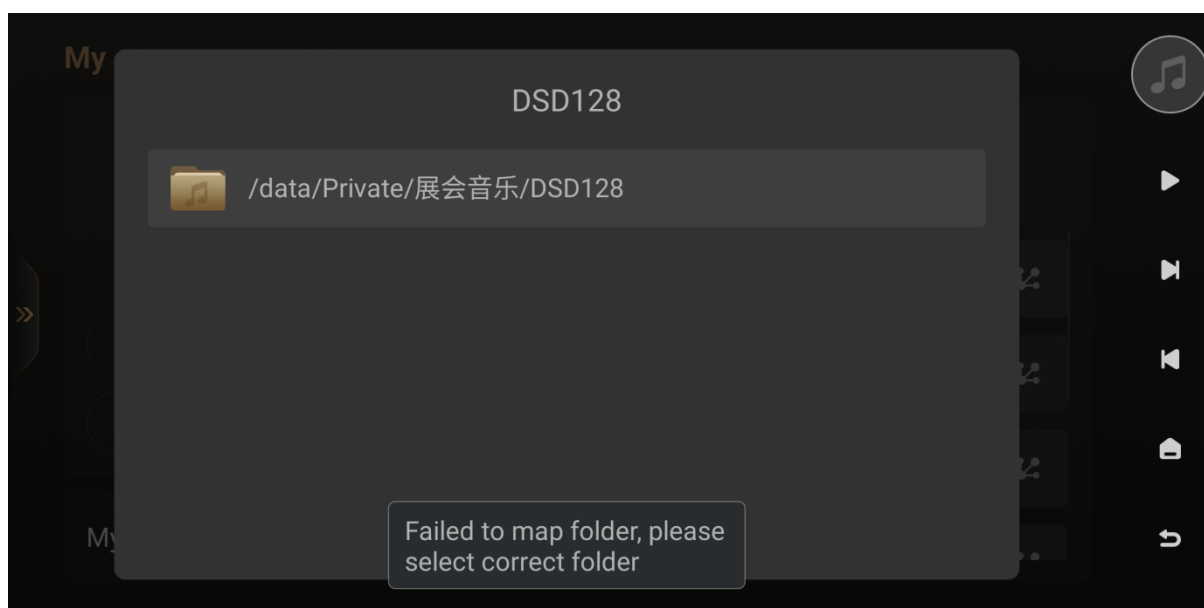
7. Click the local folders corresponding to Plex media library and click “OK” to save it.



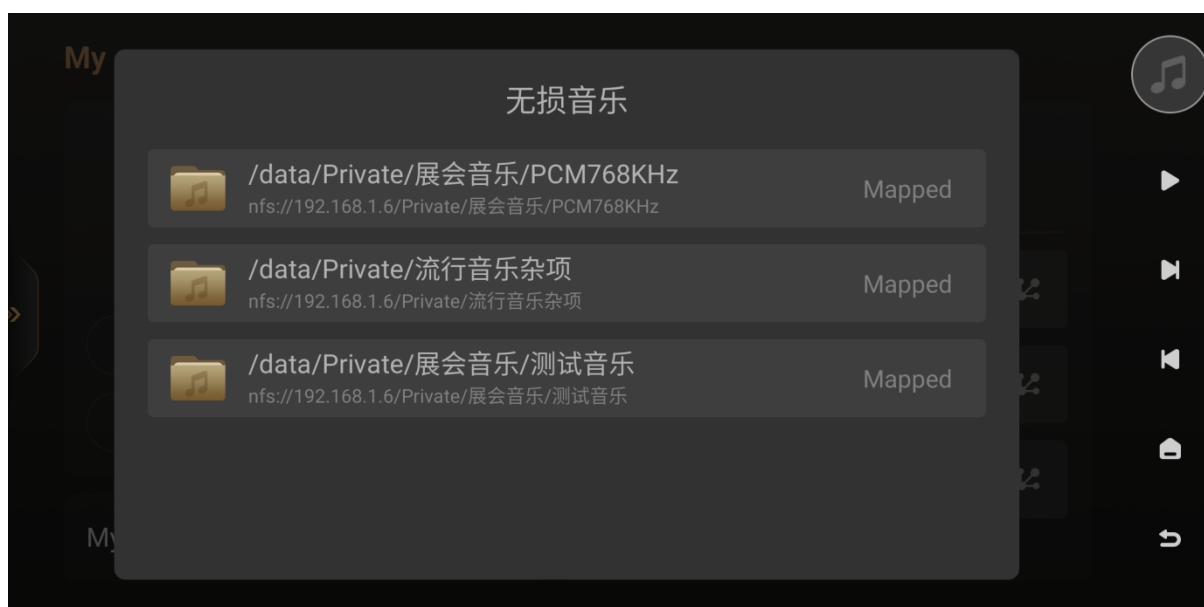
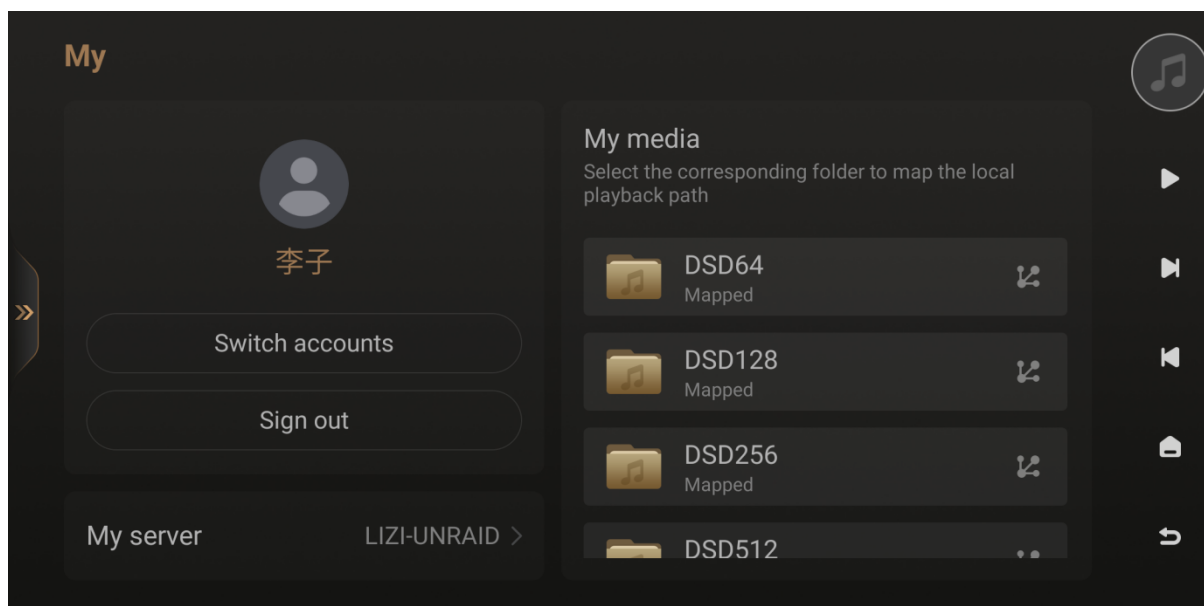
8. The set up succeed when it shows “Mapped”.



When the below info. pops up, it means that the selected local path is incorrect, please check and reset it.



When there are multiple paths in an individual Plex media library, please map all the path to the corresponding local folders one by one.

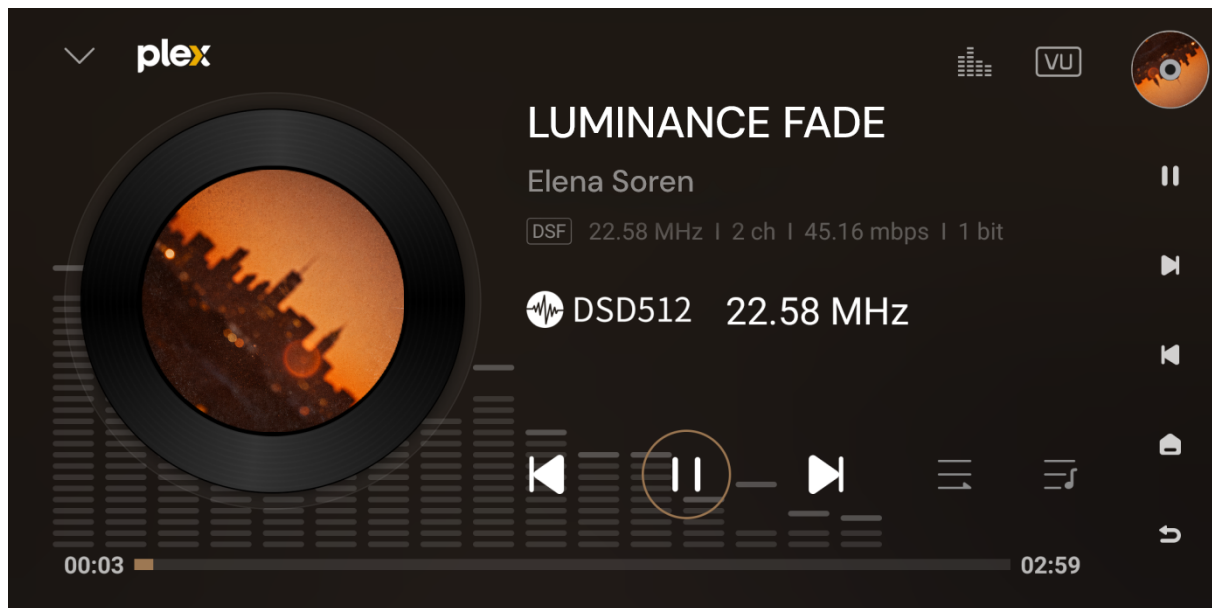


9. Please repeat step5-8 if there are multiple media libraries, make sure to map all libraries to the corresponding local folders.

10. After local mapping, the music in the Plex media library can be played directly through source code.

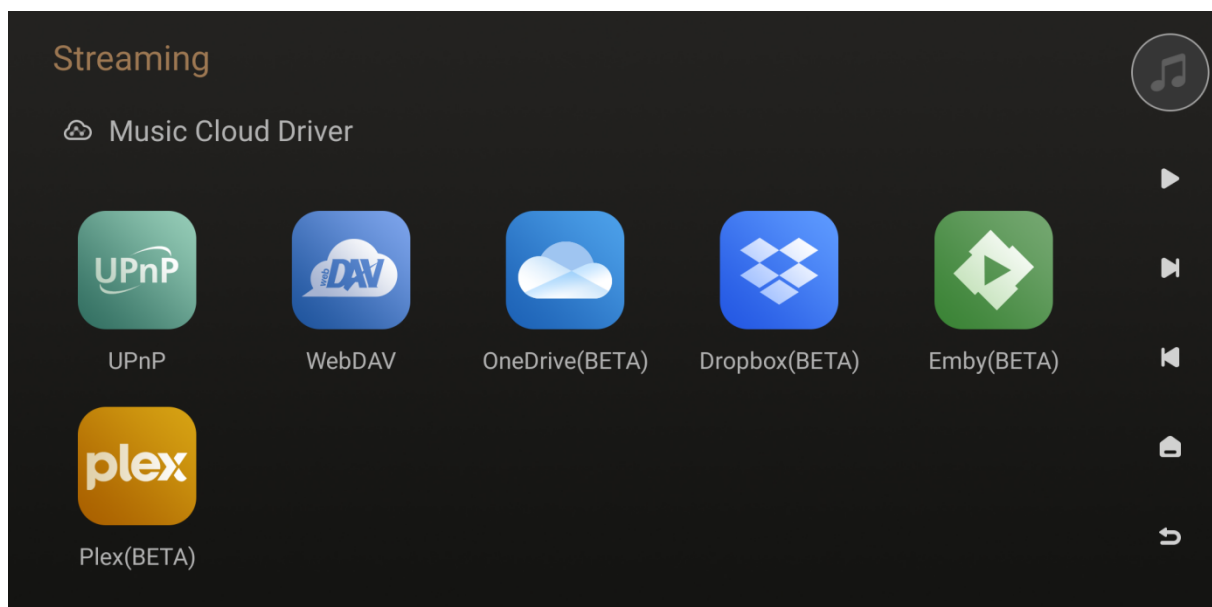
Friendly reminder: Plex server supports source code output even without mapping to the external network. Playback smoothness depends on your current network

environment and server's upload bandwidth.

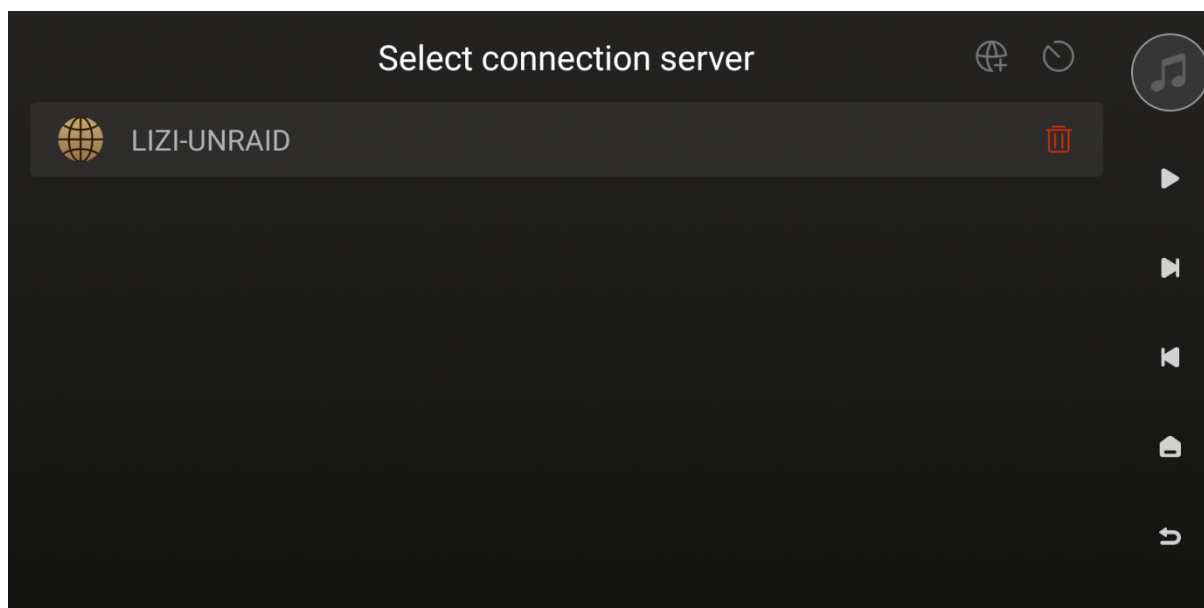


III. DMP-A6 Emby Mapping Local Server Tutorial

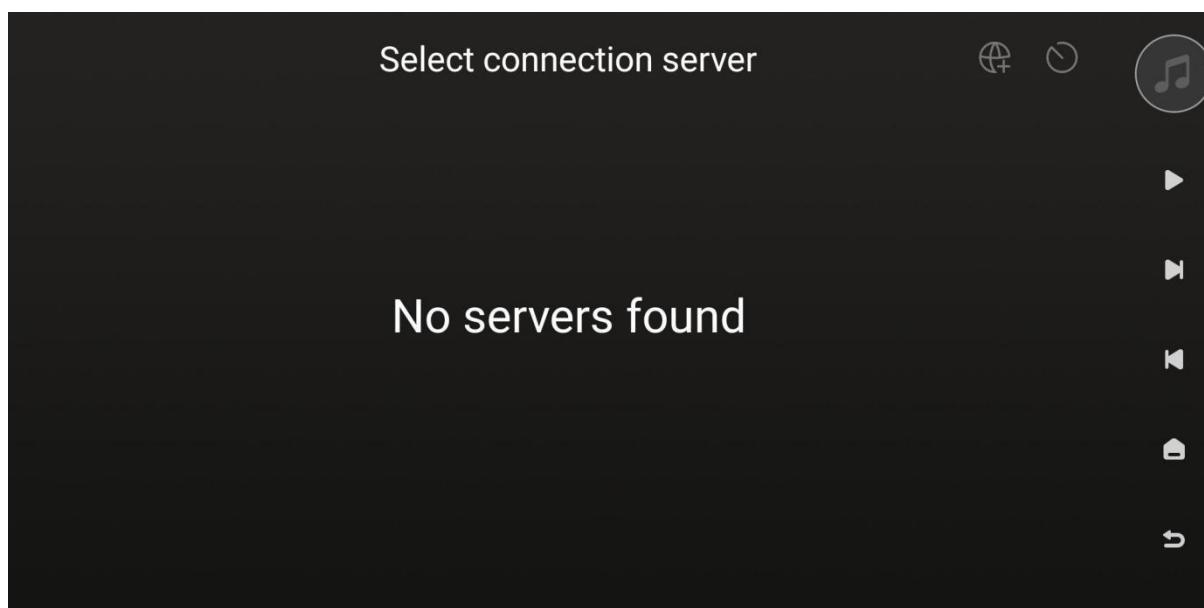
1. Enter “Streaming” menu on the home page, scroll down to “Music Cloud Driver” and click to start Emby(BETA).

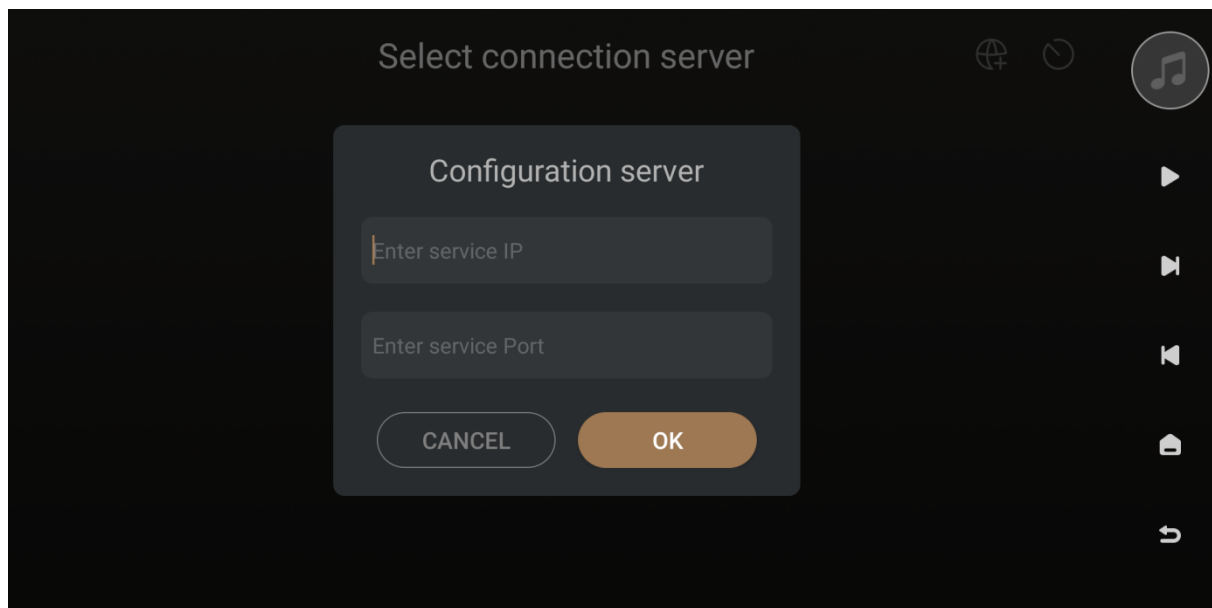


2. Emby will automatically search the Emby Server within the local network, please enter your Emby account and password to log in.

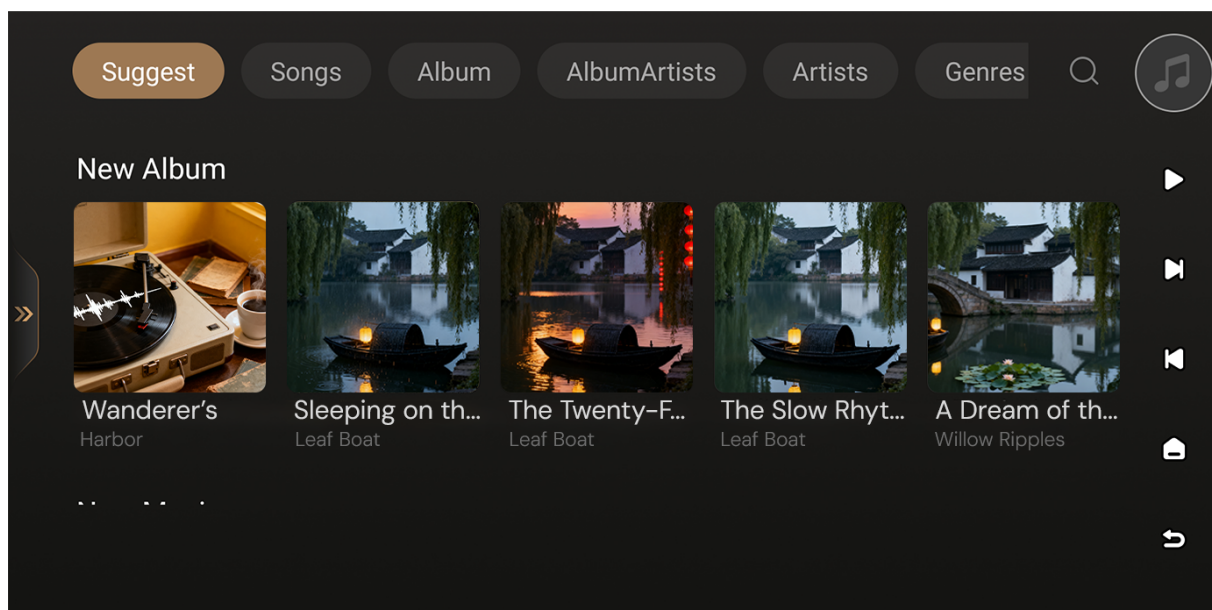


[As shown below] If the Emby Server can not be searched automatically, please click the “add” icon on the upper right corner and input the Emby server IP and port manually.

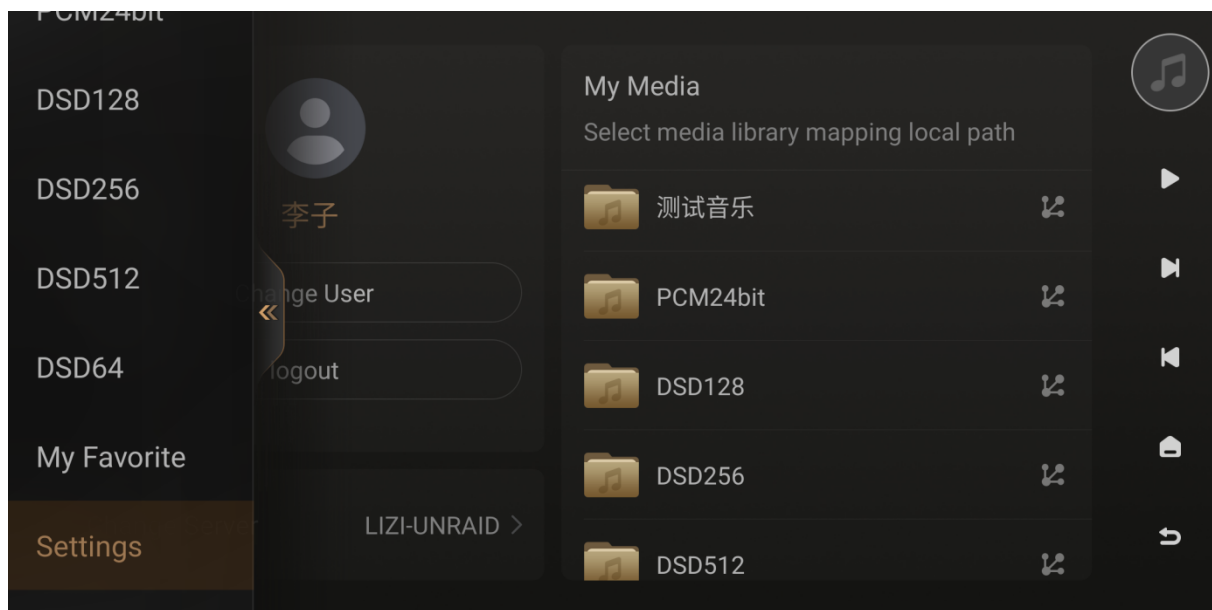




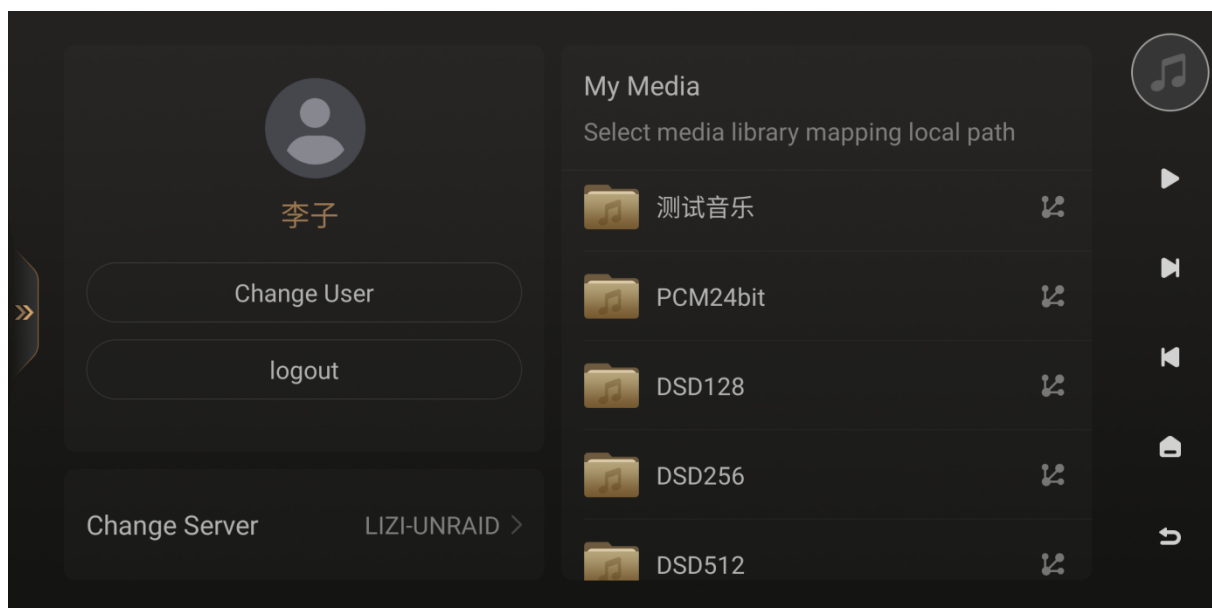
3. [As shown below] The Emby main interface will appear after logging in.

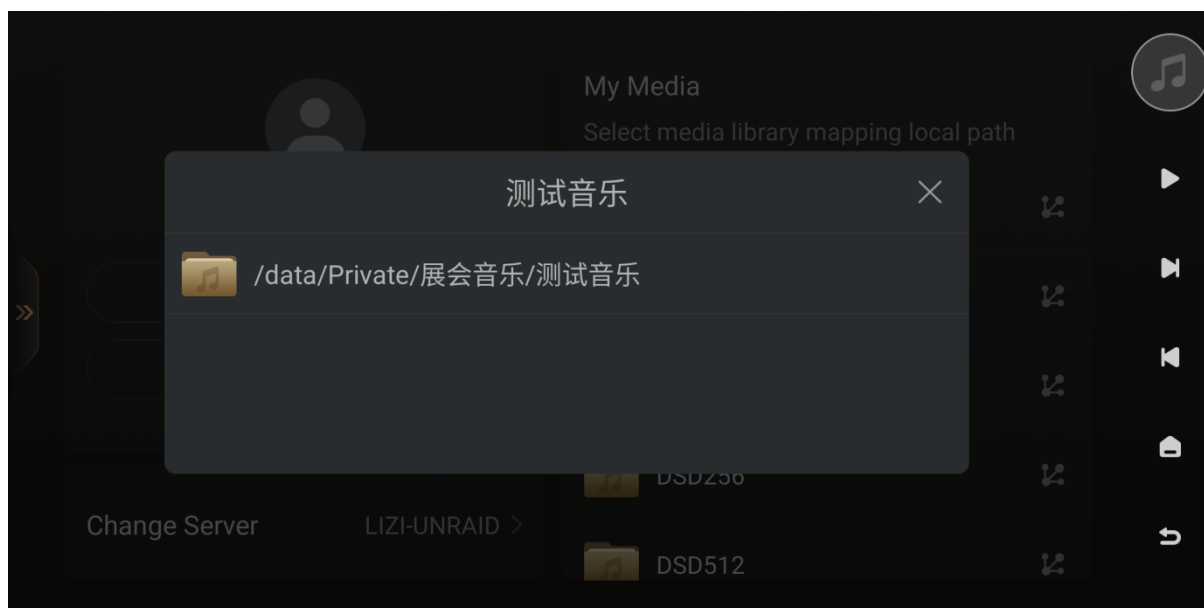


4. Click on the arrow on the left side to slide out the menu, then click the "Settings" at the bottom.

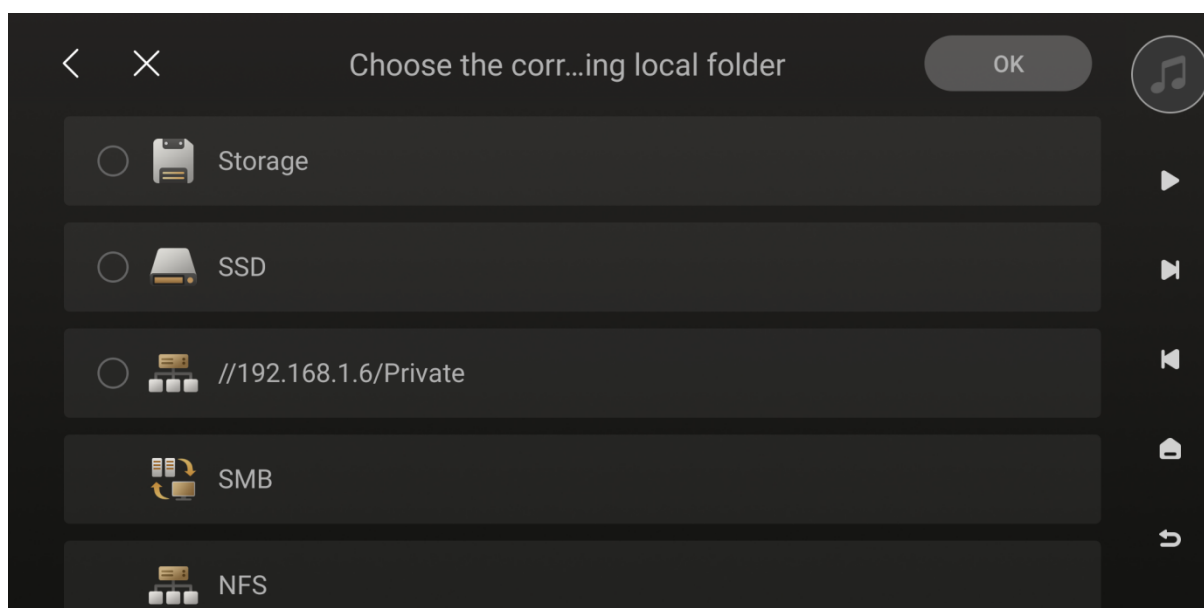


5. Go “Settings”-”My media”, click Emby media library-media library path, and then start mapping the local path.

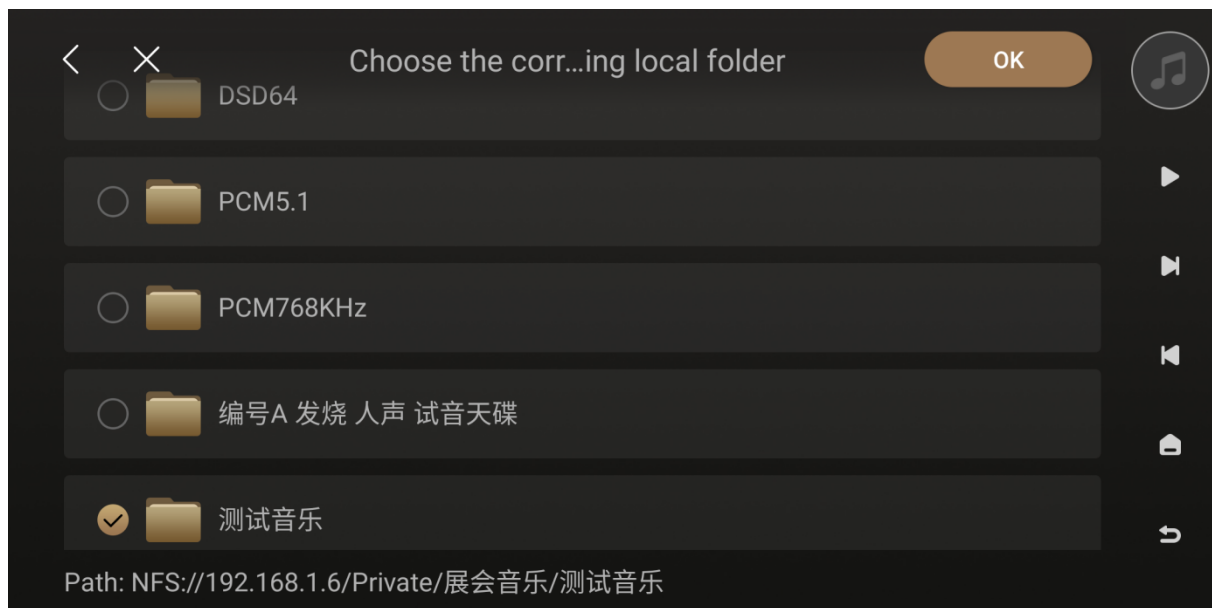




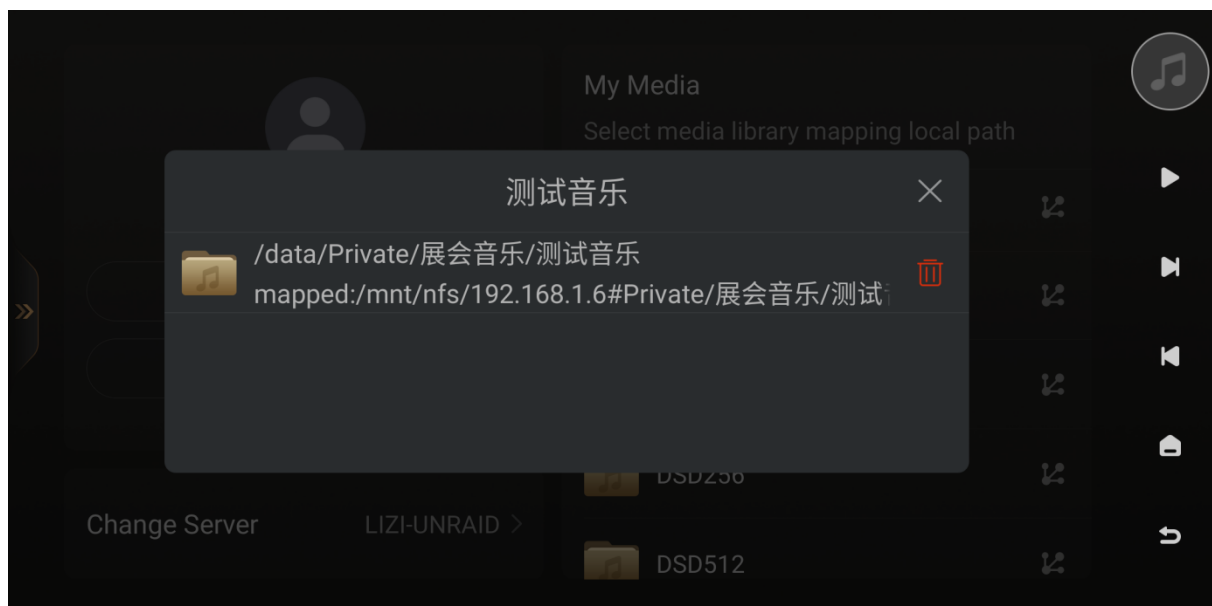
6. Mapping the local folders corresponding to the Emby Server supports both SMB and NFS protocols. Please choose according to your network environment.



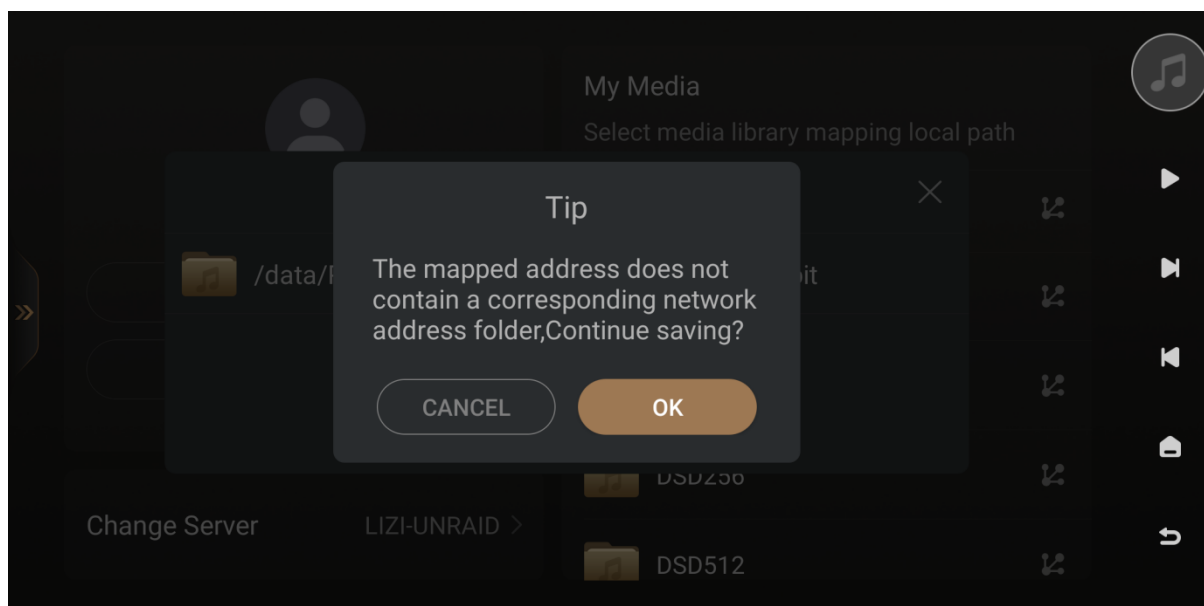
7. Click the local folders corresponding to Emby media library and click "OK" to save it.



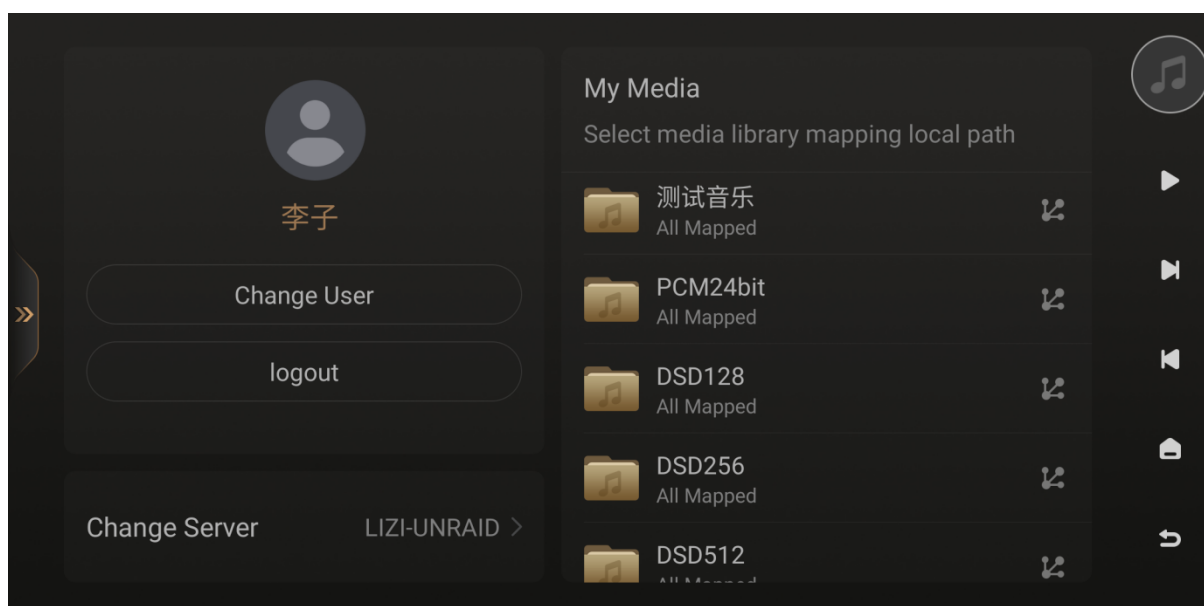
8. The set up succeed when it shows “Mapped”.



When the below info. pops up, it means that the selected local path is incorrect, please check and reset it.



9. Please repeat step5-8 if there are multiple media libraries, make sure to map all libraries to the corresponding local folders.



10. After local mapping, the music in the Emby media library can be played directly through source code.

Friendly reminder: If Emby media library does not map local folders or play content over the internet. The server will automatically transcode to a maximum output of

48KHz at 32-bit

