



# AUDINATE

PIONEERING THE FUTURE OF AV

# 1H24 Investor Presentation

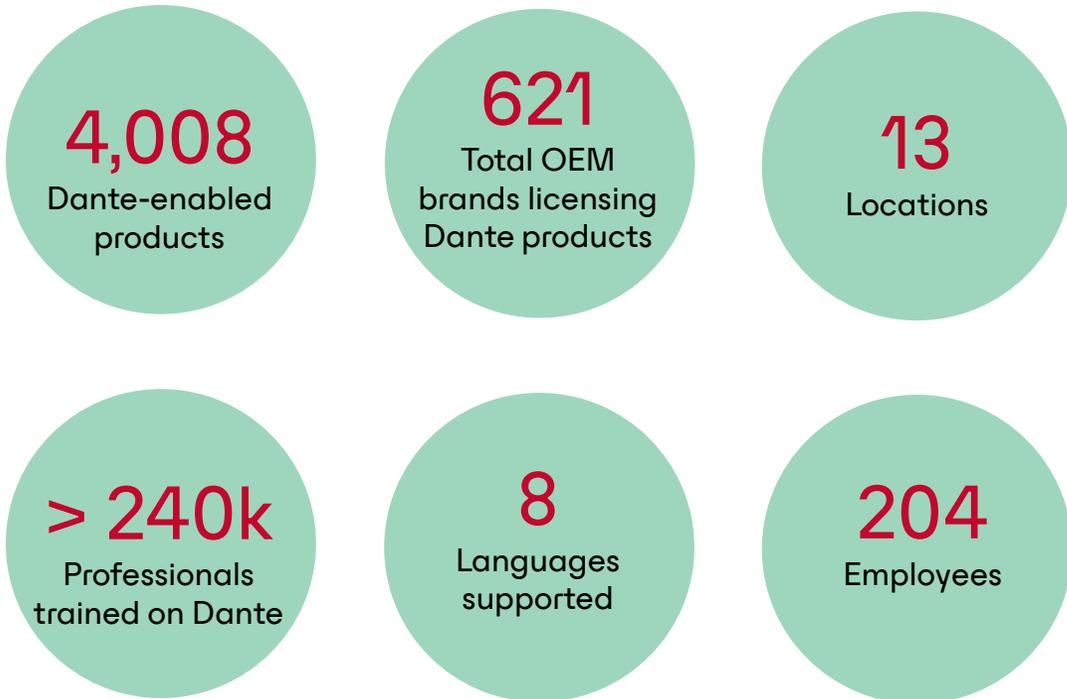
Aidan Williams, CEO

Rob Goss, CFO

Approved by the Board of Audinate Group Limited

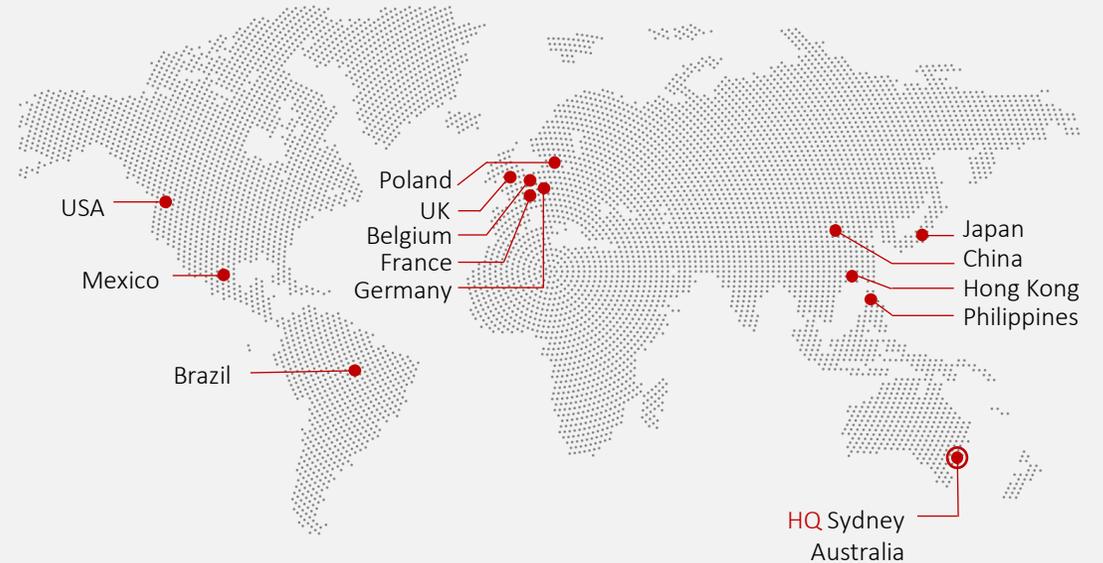


# Leading global Pro-AV technology supplier



Audinate is the company behind the Dante media networking solution used in the professional AV industry

## Audinate locations





# World-leading technology supplier to Pro-AV

Dante is in millions of devices and can be found in a diverse range of installations and applications across industries, including:



Universities



Conference Rooms



Broadcast Studios



Corporate Campuses



Houses of Worship



Arenas and Stadiums



Recording Studios



Conference Centres



Transportation



Amusement Parks



Zoos



Theatres

# Networked AV market opportunity is US\$2 billion



### Audio

Revenue opportunity for addressable audio products including speakers, microphones, amplifiers, mixing consoles and signal processors



### Video

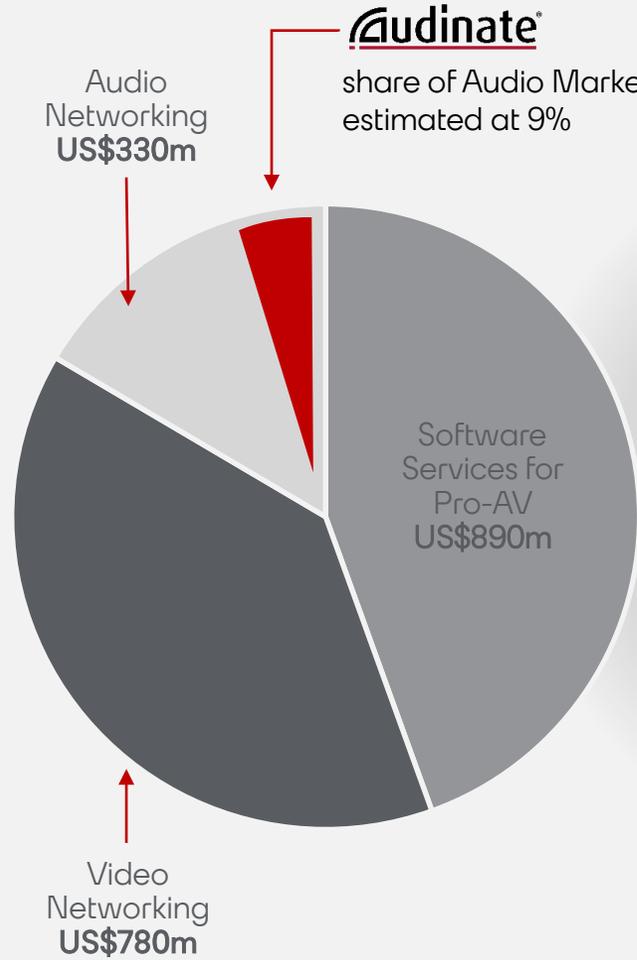
Revenue opportunity for cameras, displays, projectors, signal routing and switching products



### Software

Revenue opportunity for management control software (Dante Domain Manager) and Dante PC/Mac software for AV professionals

**Audinate Updated TAM\* US\$2bn\***



Additional revenue opportunity to fulfill Dante software vision is *incremental* to the TAM and not depicted in the TAM pie chart

**Updated TAM calculation published October 2023**

\* Based on Omdia research and management estimates



# Dante Product Map

Audio Visual Integrators, Professionals & Consumers

## System Software

(For system setup, management and troubleshooting)

Dante Controller

Dante Domain Manager

Dante Director

## AVIO Network Adaptors

- Analogue
- USB / Bluetooth

## PC/Mac/Cloud Software

- Dante Studio (AV)
- Dante Virtual Soundcard
- Dante Via
- Dante Connect

Manufacturers (OEMs)  
Original Equipment Manufacturers

## Embedded Audio

### Chips, Cards & Modules

- Brooklyn
- Broadway
- Ultimo / Dante Pro S1

### Software

- Dante Embedded Platform
- Dante IP Core
- Dante Ready

## Embedded Video

### Chips, Cards & Modules

- Dante AV Ultra
- Viper Board

### Software

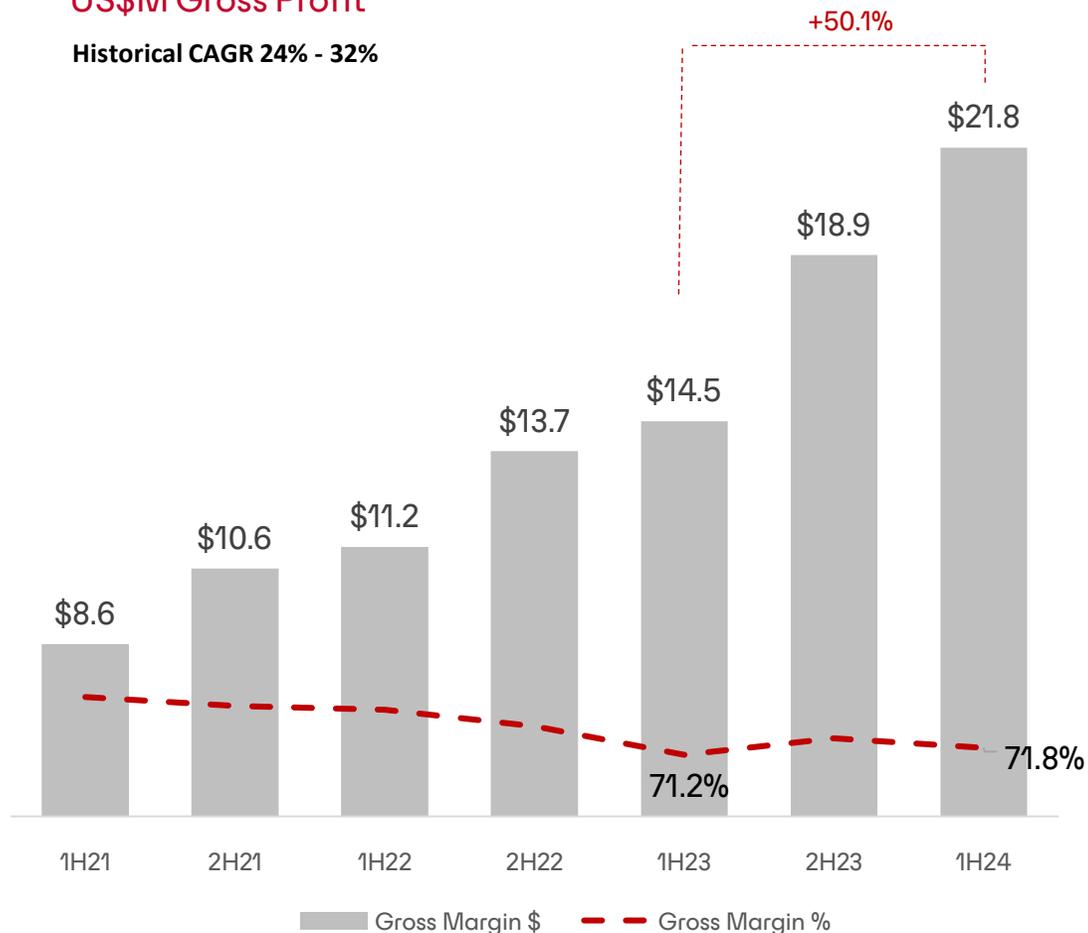
- AV-H
- Dante AV-A



# Gross profit growth accelerates

## US\$M Gross Profit

Historical CAGR 24% - 32%



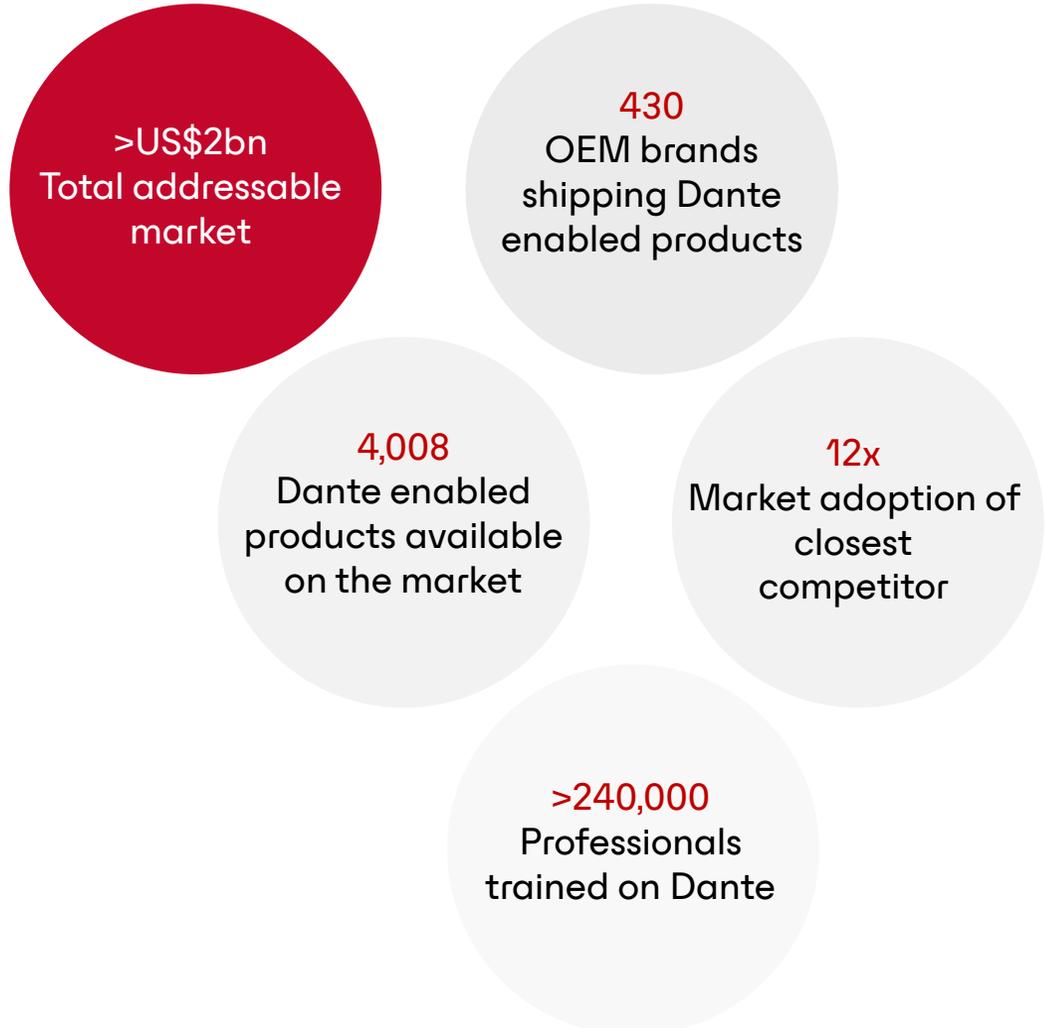
## Other Key Financial Metrics

Variance vs 1H23

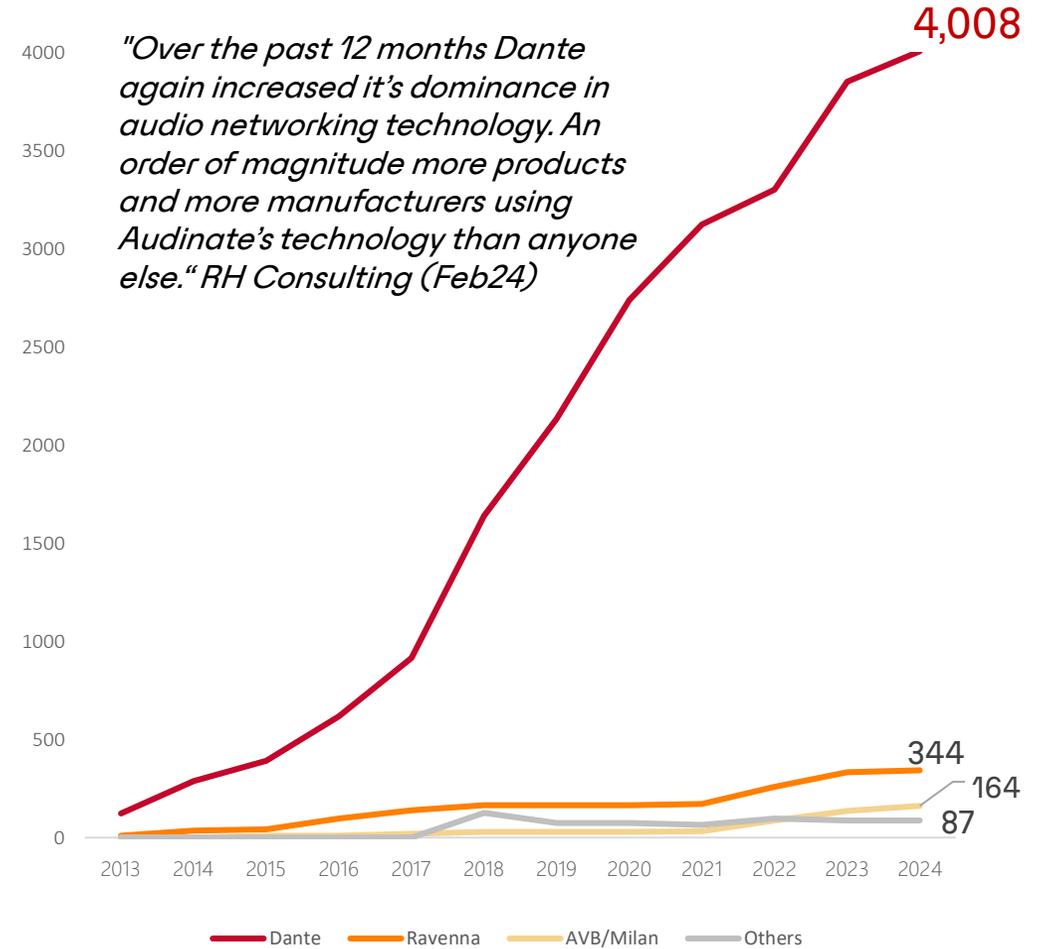
A\$46.6M	Revenue	51.1%	✓
US\$30.4M	US\$ Revenue	47.7%	✓
71.8%	Gross Margin %	0.6%	✓
A\$10.1M	EBITDA	136.5%	✓
A\$111.7M	Cash & Term Deposits	\$73.8M	✓
A\$5.6M	Profit Before Tax	\$6.0M	✓



# Leading Global Supplier of AV Networking



## Total audio products per protocol



1) RH Consulting, Networked Audio Products 2023 and Audinate company data



# Strong Progress on FY24 Objectives

## FY24 Objectives

## Actions



1. Double the video ecosystem >30k video units-in-field or shipped

- Achieved six months earlier than planned



2. Release additional video and cloud products

- Next-generation Dante AV Ultra product complete (first OEM product on display at ISE)  
- Dante Director (SaaS) in Beta trial with 50 participants – product due to launch 2H24  
- Strong video momentum – refer slide [11]



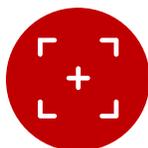
3. Success with Dante Connect cloud offering

- Several household name broadcasters & content providers are now paying customers  
- 9 POCs completed through the reselling channel with larger additional pipeline  
- AWS engaged to assist with sales efforts



4. Deliver initiatives to improve scalability of cost base

- Low-cost development location established in Philippines – recruitment ongoing  
- Release management review well advanced – recommendations to be implemented 2H  
- In-sourcing of website ownership substantively complete – new websites in 2H

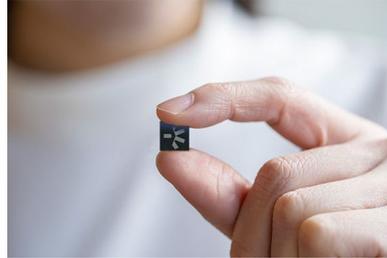


5. Improve profitability and cashflow

- EBITDA up 137% to \$10.1m  
- NPAT of \$4.7m compared to \$0.4m pcp loss  
- Operating cash flow of \$11.8m up from \$1.8m pcp  
- Positive free cash flow \$3.4m v (\$6.8m) negative free cash flow pcp



# Audinate continues to innovate



## Dante Pro S1

# Dante Director™

## Simple, Remote Dante Network Management

## Dante Director

<b>What is it?</b>	<ul style="list-style-type: none"> <li>✓ Compact and cost-effective system-on-a-chip (SoC) to integrate industry-leading Dante network functionality in low channel count devices.</li> </ul>	<ul style="list-style-type: none"> <li>✓ SaaS product that enables remote management of Dante installations. Builds on existing functionality of Dante Domain Manager</li> </ul>
<b>Availability</b>	<ul style="list-style-type: none"> <li>✓ Commercial launch January 2024</li> </ul>	<ul style="list-style-type: none"> <li>✓ Currently in Beta – expected to launch 2H24</li> </ul>
<b>Market</b>	<ul style="list-style-type: none"> <li>✓ AV equipment manufacturers (OEMs)</li> </ul>	<ul style="list-style-type: none"> <li>✓ AV professionals - smaller service providers and AV managers seeking remote management</li> </ul>
<b>Strategic rationale</b>	<ul style="list-style-type: none"> <li>✓ A next-generation alternative to Ultimo available in both chip and image form (software) - incorporates audio encryption and has capacity to deliver additional future enhancements</li> </ul>	<ul style="list-style-type: none"> <li>✓ Delivery of value-added services building on widespread adoption of Dante networking technology – mechanism to continue to evolve delivery of software services to AV professionals</li> </ul>
<b>Impact on TAM</b>	<ul style="list-style-type: none"> <li>✓ Another product to address Audio TAM</li> </ul>	<ul style="list-style-type: none"> <li>✓ Unlocks Software Services TAM</li> </ul>
<b>Revenue model</b>	<ul style="list-style-type: none"> <li>✓ Repeat revenue</li> </ul>	<ul style="list-style-type: none"> <li>✓ Subscription based</li> </ul>

More details:



Dante Pro S-o-C

More details:



Dante Director

# More growth for Dante Video

In 1H24 we have...

- ✓ **Achieved FY24 objective to double the video ecosystem** to greater than 30,000 units in field or shipped six months earlier than planned
- **50 OEMs have now licensed Dante video**, up from 30 OEMs at 1H23
- **66 Dante video products** launched by customers, up from 20 products at 1H23
- **Next-generation Dante AV Ultra** – first customer product launched at ISE 2024
- Strategy underway to **transition legacy Viper board customer to virtual ASSP model** – per unit moderation in gross profit dollars in FY25
- Enhanced **signal switching speed in Dante Studio** resulting in an improved user experience

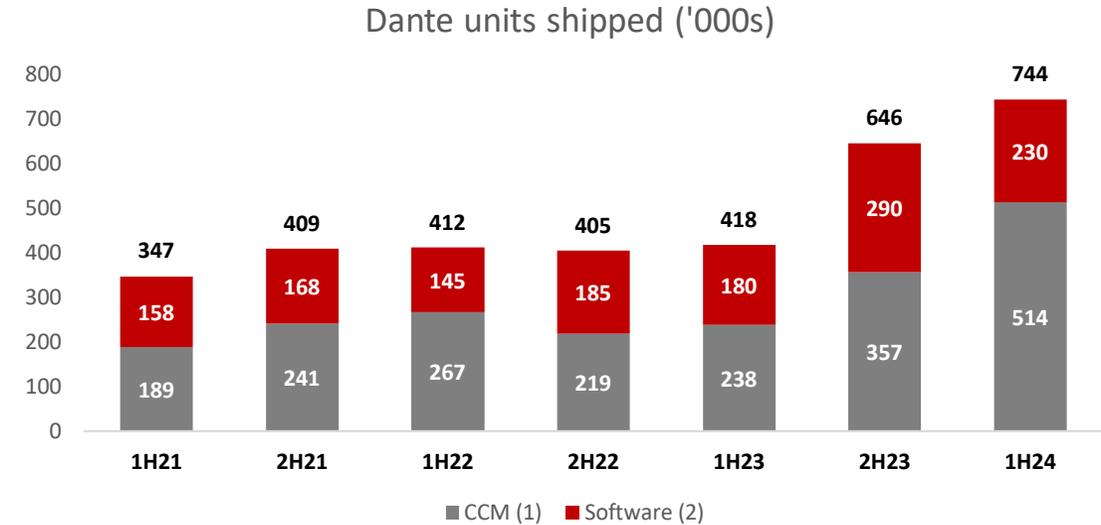
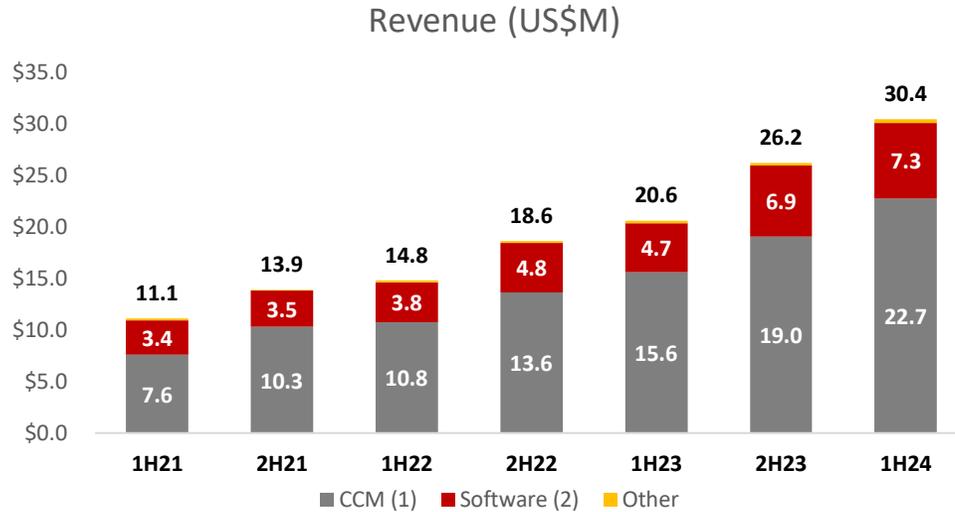




# Financial Performance



# Chips, cards & modules drive revenue growth



- Revenue is up 47.7% compared to 1H23
- CCM revenue is up 45.6% (to pcp) – attributable to growth in sales of Brooklyn modules (up 50%) and Ultimo chips (up >200%)
- Software revenue up 56.2% (to pcp) – attributable to growth in IP Core (up nearly ~100%), Dante Embedded Platform (up 60%) and retail software sales (up ~75%)
- GP margin has increased from 71.2% in 1H23 to 71.8% in 1H24 – held back by the impact of satisfying pent-up Ultimo demand.

- Overall units shipped grew 78% compared to 1H23 with CCM units up 116% and software units up 28%
- CCM growth in units shipped was primarily attributable to replenished Ultimo chip supply which was 3x 1H22 volumes (up >60% from 2H22)
- Software units have increased year on year due to growth in IP Core, DEP, and retail software sales as well as good initial contribution from Dante AV-H and Dante AV-A (Dante video offerings)
- Compared to 2H23 the movement in software units is due to the run-off of the high-volume, low-value legacy Reference Designs – catching up unfulfilled demand from 1H23

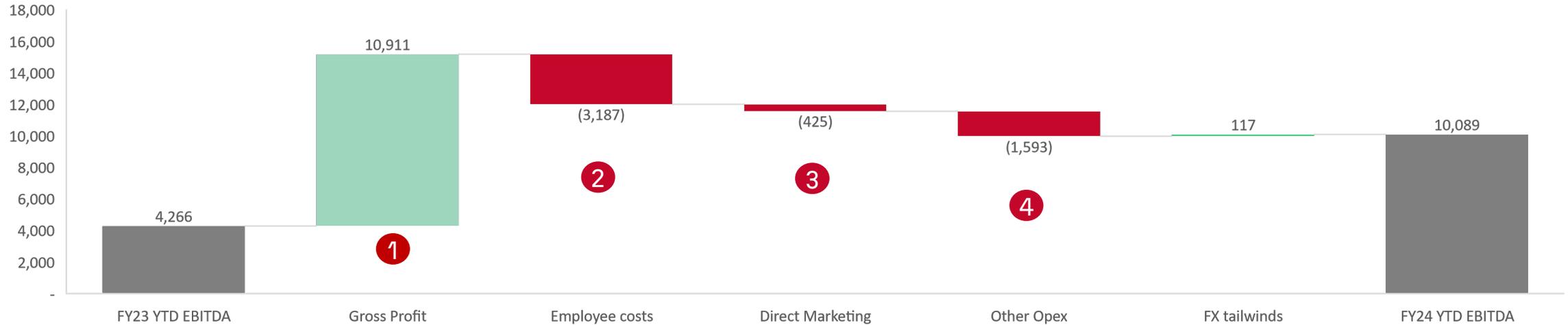
(1) CCM includes Brooklyn 3, Ultimo, Broadway, Dante AV Ultra, Viper & AVIO Network Adaptors

(2) Software includes Dante Domain Manager (DDM), Dante Cloud, AV software tools (Dante Studio, Dante Virtual Soundcard, Via), Dante Embedded Platform (DEP), Dante Application Library, Dante Ready, IP Core and Dante AV-H, Reference Designs



# >50% of growth in Gross Profit dollars converts to incremental EBITDA

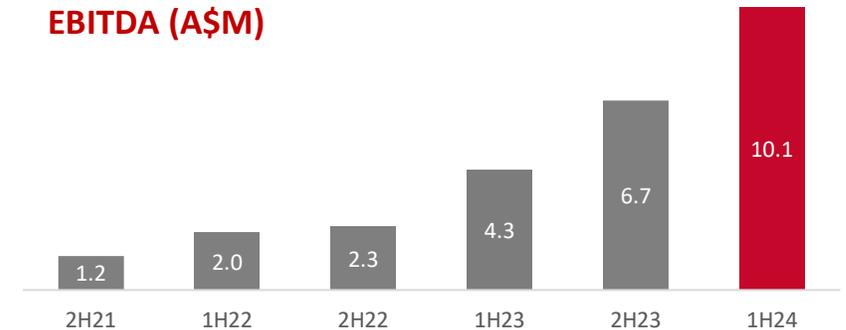
## EBITDA Waterfall (A\$'000s)



### Notes

- ① Gross profit dollars reflects A\$15.8M revenue increase
- ② Headcount up from 186 (1H23) to 204 (1H24)
- ③ Direct Marketing due to increased advertising and content creation
- ④ Increased software spend, travel and professional costs

### EBITDA (A\$M)



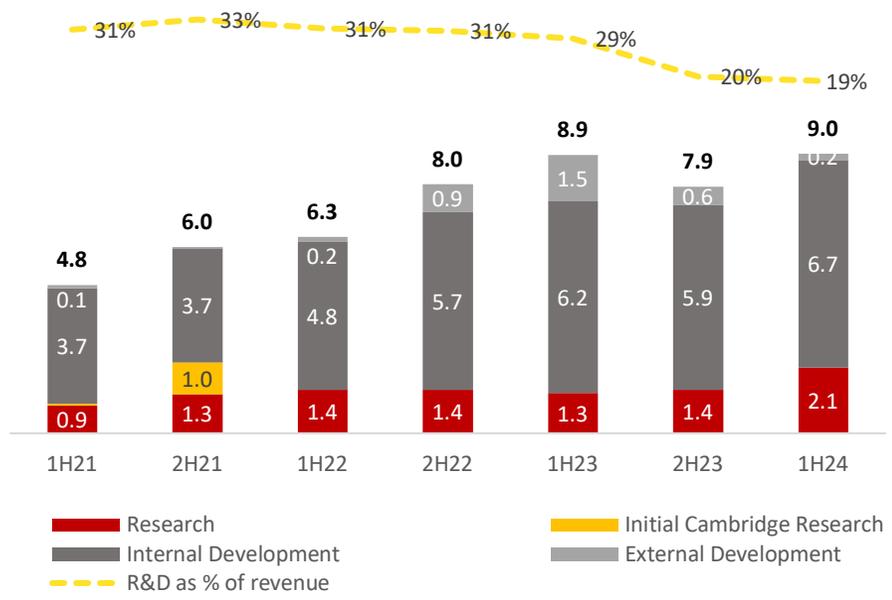


# Continuing to balance investment in R&D with improved operating leverage

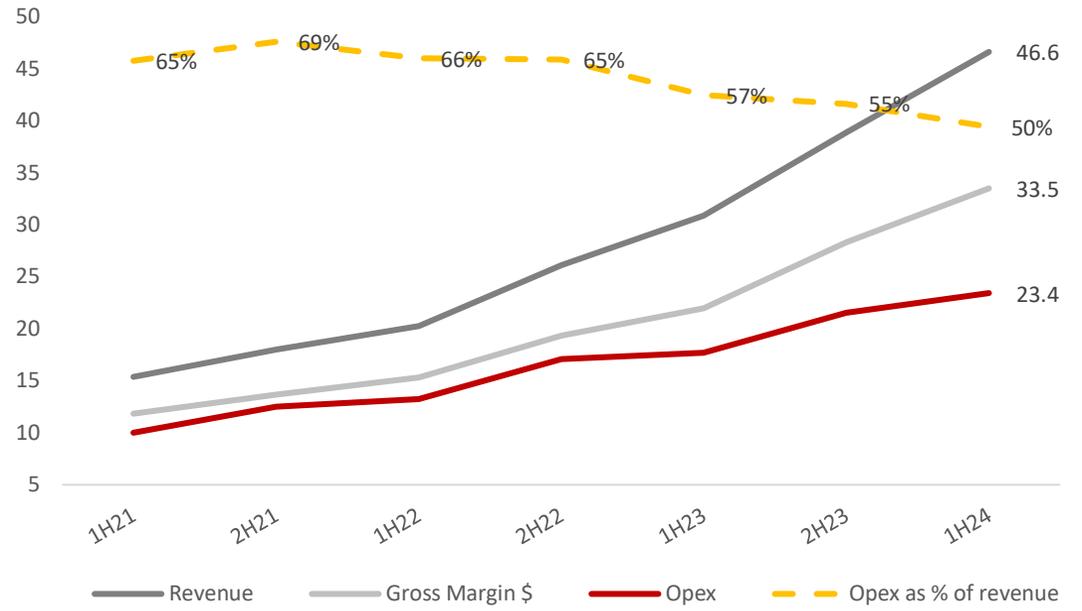
Ongoing focus on innovation and R&D to maximise future growth opportunities

Operating leverage in the cost base is once again evident as additional gross profit drives profitability

## Research and Development (A\$M)



## Revenue, cost trends (A\$M)



Capitalised development costs are generally amortised over three years.  
Ongoing refinement is resulting in fewer activities being capitalised over time



# Income Statement

US\$ revenue increased 47.7% to U\$30.4M with  
A\$ revenue increasing 51.1% to A\$46.6M

Employee expenses driven by headcount increasing from  
186 (1H23) to 204 (1H24) and re-measurement of LTI costs

Sales & Marketing increased due to spend on advertising and  
re-branding

Other operating expenses reflect increased software  
subscriptions, travel and professional costs

Depreciation and amortisation expenses were higher than 1H23  
due to the increased capitalised development costs

Other Income includes \$1.7M interest income post A\$70 million  
capital raise

(A\$'000)	1H24	1H23	Change (%)
Revenue	46,604	30,843	51%
<b>Gross profit</b>	<b>33,481</b>	<b>21,949</b>	<b>53%</b>
Gross Margin %	71.8%	71.2%	
Employee expenses	(17,548)	(13,937)	26%
Sales & marketing expenses	(2,411)	(1,738)	39%
Other operating expenses	(3,433)	(2,008)	71%
<b>Operating expenses</b>	<b>(23,392)</b>	<b>(17,683)</b>	<b>32%</b>
<b>EBITDA</b>	<b>10,089</b>	<b>4,266</b>	<b>137%</b>
Depreciation & amortisation	(5,899)	(5,137)	15%
Interest expense	(69)	(160)	-57%
Foreign currency loss	(195)	(45)	334%
Other income	1,663	691	141%
<b>Profit / (loss) before tax</b>	<b>5,589</b>	<b>(385)</b>	
Income tax	(843)	4	
<b>Profit/(loss) for the year</b>	<b>4,746</b>	<b>(381)</b>	



# Cash-flow Statement

## 1H24 Operating Cashflow to EBITDA Bridge

EBITDA	\$10.1m
Reverse non-cash Share-based payments	\$1.8m
Interest received	\$1.0m
Investment in working capital/other	(\$1.1m)
<b>Cash from operating activities</b>	<b>\$11.8m</b>

>100% cash conversion in 1H24

Payments for intangible assets primarily represent internal employment and overhead expenses capitalised to development costs

Excess cash from capital raise invested in term deposits with greater than 3 months maturity

\$70M capital raise

Share issue transaction costs for the capital raise

Positive free cash flow inflow of \$3.4M in 1H24 compared to a negative free cash flow of \$6.8M in 1HFY23

(A\$'000)

	1H24	1H23
Receipts from Customers *	46,631	29,795
Payments to suppliers and employees *	(35,482)	(28,089)
Interest received	1,040	204
Interest paid	(69)	(35)
Income Tax Paid	(352)	(49)
<b>Operating activities</b>	<b>11,768</b>	<b>1,826</b>
Payments for property, plant and equipment *	(395)	(573)
Payment for intangible assets *	(6,827)	(7,458)
Investment in Term Deposits	(33,500)	11,000
<b>Investing activities</b>	<b>(40,722)</b>	<b>2,969</b>
Proceeds from the issue of shares	70,000	-
Share issue transaction costs	(2,117)	(11)
Principal elements of lease payments *	(490)	(475)
<b>Financing activities</b>	<b>67,393</b>	<b>(486)</b>
<b>Net increase / (decrease) in cash</b>	<b>38,349</b>	<b>4,309</b>
<b>Free Cash Flow (sum of *)</b>	<b>3,437</b>	<b>(6,800)</b>



# Balance Sheet

	(A\$'000s)	31-Dec-23	30-Jun-23	Change (\$)
A\$111.7M in Cash & Term Deposits	Cash	62,172	24,031	38,141
	Term deposits	49,500	16,000	33,500
	Trade and other receivables	6,976	6,268	708
	Inventories	6,222	6,707	(485)
	Income tax receivable	33	-	33
Intangibles primarily represent development costs capitalised (\$25.6m) & goodwill (\$9.2m)	Property, plant and equipment	1,931	2,096	(165)
	Right-of-use assets	1,868	2,394	(526)
Primarily \$11.9M of Australian tax losses	Intangibles	36,125	34,450	1,675
	Deferred tax asset	11,805	10,747	1,058
Decrease attributable to bonus provision for six months (1H24) compared to twelve-month provision at 30 June 2023	Other current & non-current assets	4,357	3,907	450
	<b>Total assets</b>	<b>190,899</b>	<b>106,600</b>	<b>74,389</b>
Contributed capital movement relates to \$70M capital raise 1H24, net of transaction costs and vesting of employee shares	Trade and other payables	3,865	3,834	31
	Other liabilities	321	492	(171)
Accumulated losses includes accounting for fair value of preference shares at IPO of \$18.5m	Contract liabilities	2,994	2,615	379
	Income tax payable	162	226	(64)
	Employee benefits & other provisions	5,611	6,638	(1,027)
	Lease liabilities	2,061	2,599	(538)
	<b>Total liabilities</b>	<b>15,014</b>	<b>16,404</b>	<b>(1,390)</b>
	<b>Net assets</b>	<b>165,975</b>	<b>90,196</b>	<b>75,779</b>
	Contributed capital	199,764	129,307	70,457
	Reserves	5,632	5,056	576
	Accumulated losses	(39,421)	(44,167)	4,746
	<b>Total equity</b>	<b>165,975</b>	<b>90,196</b>	<b>75,779</b>



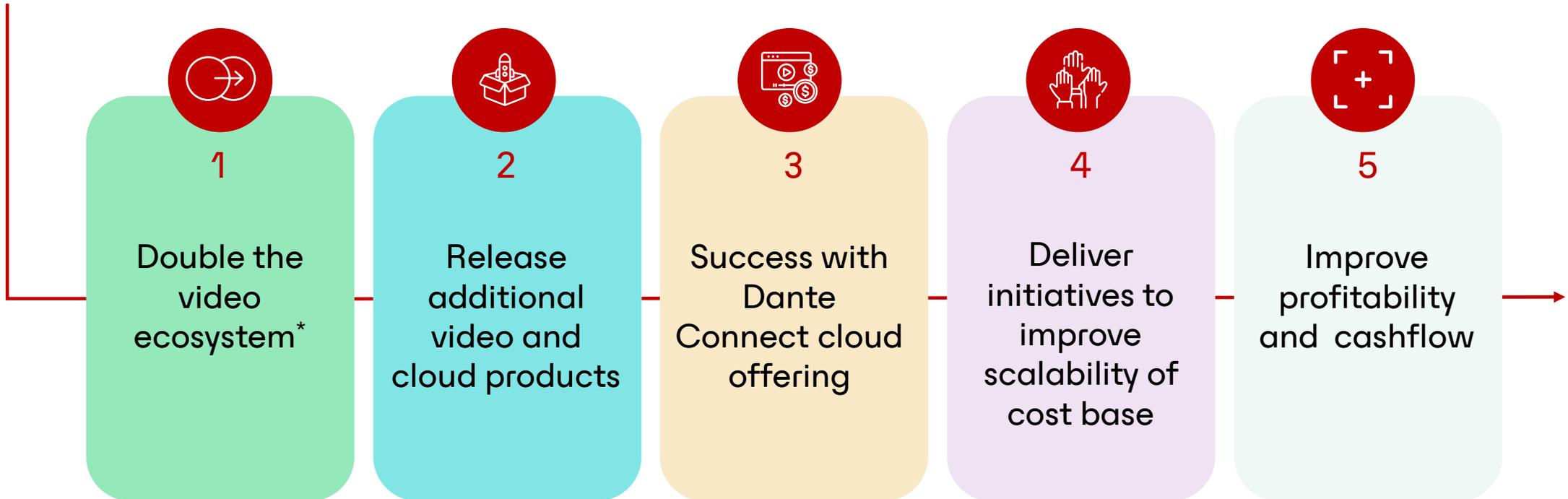
# Outlook





# Continuing focus on growth

## FY24 Priorities



\* >30k video units in-field or shipped

# FY24 Outlook

- ➔ Growth in US\$ gross profit dollars consistent with historical performance for the full year (FY24)
- ➔ Ongoing profitability & positive operating cash flow
- ➔ Additional headcount of up to 15% between core and growth opportunities in video, cloud & professional
- ➔ Transition to software by OEMs expected to recommence but likely neutral for gross profit
- ➔ Watchful of potentially softening global economic conditions over 2H24
- ➔ Sales order backlog is reducing to reflect post-COVID shorter lead times for our customers (consistent with our expectations)
- ➔ Actively exploring M&A opportunities to accelerate growth plans in video and cloud, buoyed by stronger balance sheet from capital raise





# Investment Highlights



## Global Market Leader

Leading position as de-facto standard in audio networking

12x market adoption of its closest competitor



## Attractive Financial Profile

Gross margins >70% supported by strong IP

Consistent historical revenue growth from repeat orders

>\$111M cash & term deposits



## Innovative Products

Broad intellectual property portfolio developed in Australia

Extensive investment in R&D



## Large Market Opportunity

AV just starting digital networking conversion

Audinate is newly entering a fragmented video market

Balance sheet capacity for strategic M&A



## Strong Customer Base

Existing customer base of leading global AV companies

Customer base is broad and expanding



## Experienced Management

Founder-led

Strong executive team with extensive industry experience

Built Audinate into a market leadership position



# ESG Highlights



## Employee Engagement & Wellbeing

Top quartile employee engagement

Employee Assistance Program, monthly wellbeing themes, mental health first aiders and wellbeing support tools



## Supporting Families

Implemented Paid Parental Leave policy with industry leading leave allowances for primary & secondary carers



## Diversity & Inclusion

29% female representation on board

Females represent 21% of workforce and 25% of the Senior Executive Team

Team comprises people from 26 nationalities, born across 34 countries



## Supply Chain Management

Regular audit of key suppliers completed - no substantial ESG risks in our supply chain

Launched Audinate Supplier Code of Conduct



## Cyber Security Management

Strengthened IT, privacy and cyber security protection

Global training on cyber security



## Environment

Completed initial baseline of global carbon footprint for scope 1 & 2 emissions

Reduced head office impact: sensor lighting, recycling & end of trip facilities

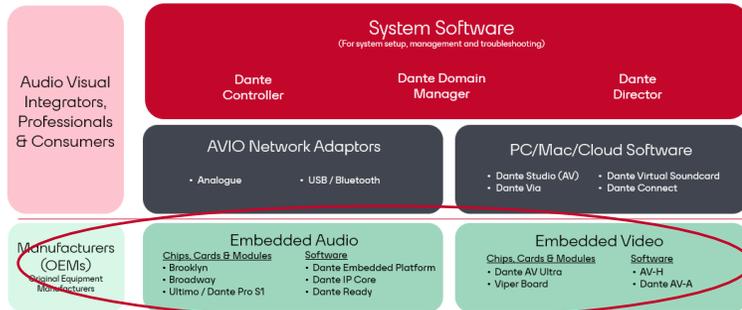
# Appendices



# OEM business model

Audinate's Original Equipment Manufacturer (OEMs) customers purchase Dante chips, cards & modules and software to build inside their ProAV products

Dante Product Map (slide 6)



## Audinate products



Chips



Modules

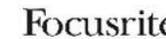


Cards



Software

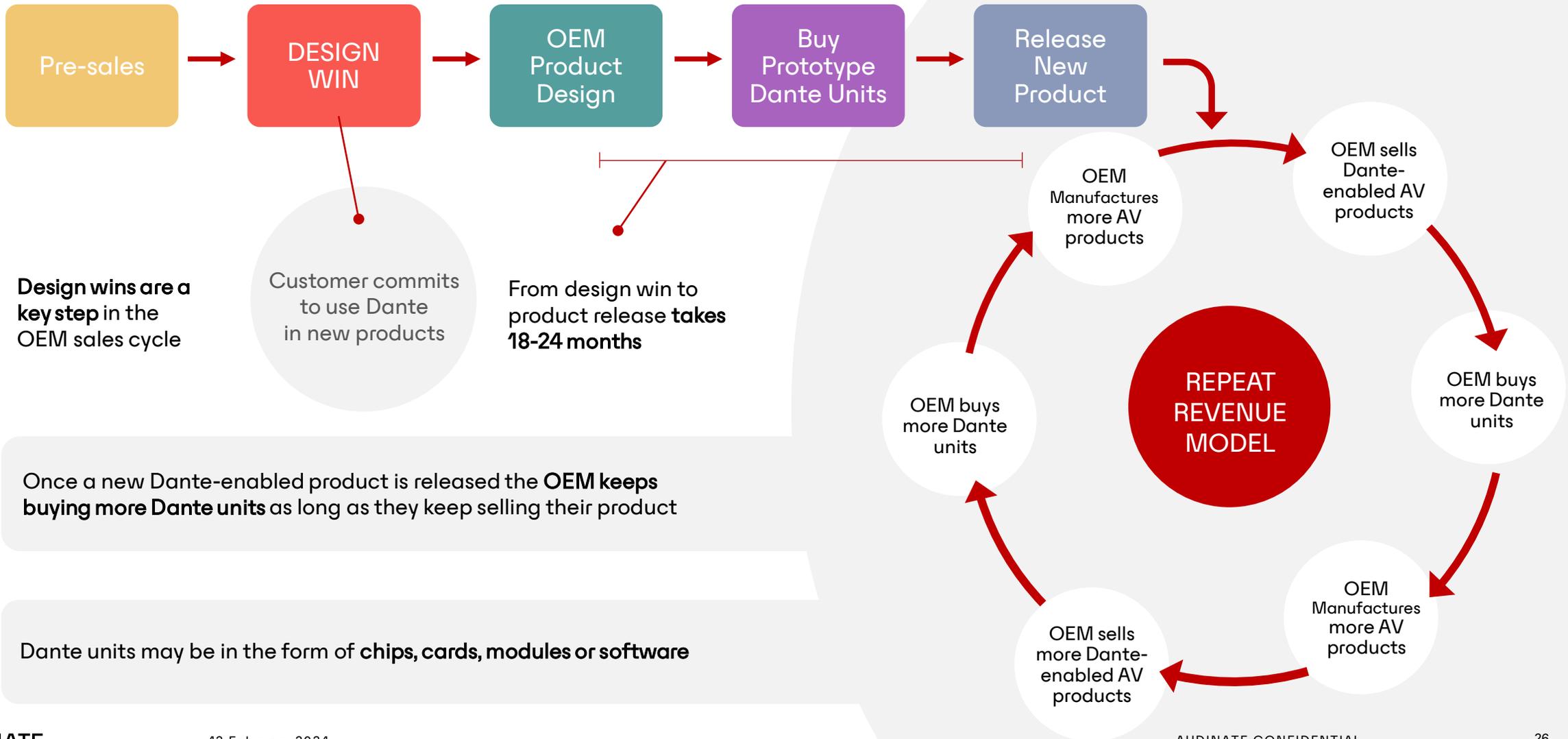
## OEM example customers



## OEM products



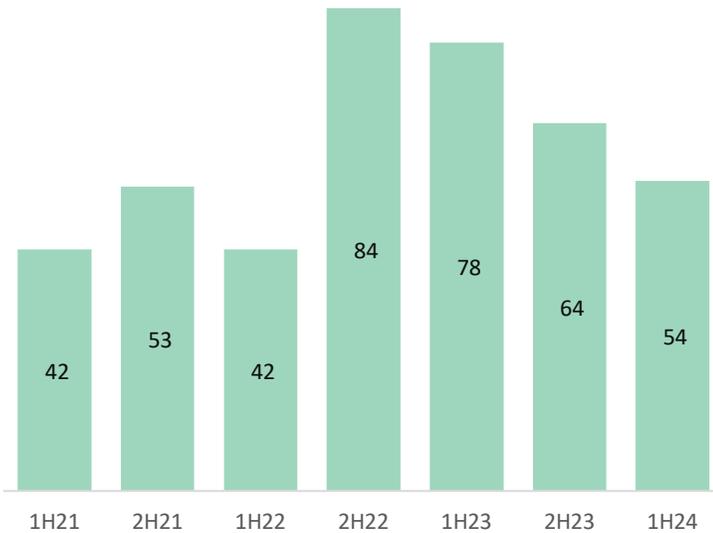
# OEM Design Wins drive future revenue growth





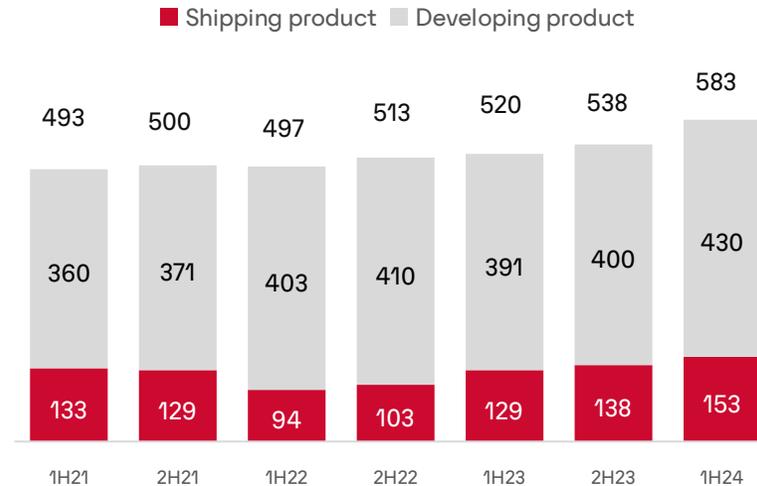
# OEM Design wins through to product launch

## Design Wins



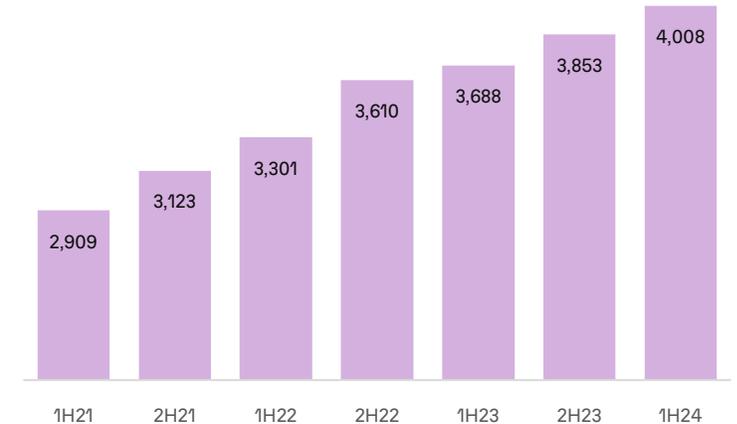
- Moved from an up-front fee to an annual subscription pricing model in mid FY21
- FY22 design wins favourably impacted by chip shortages as customers signed up to DEP and Brooklyn 3 to address constraints

## OEM Brands shipping & developing Dante-enabled Products



- 430 OEM brands have announced products in the market
- 153 OEM brands currently developing their first Dante-enabled products
- In total 621 OEM brands have licensed Dante (includes OEMs shipping & and developing products, ODMs, parent brands and sundry other)

## Dante-enabled Products Ecosystem



- Product ecosystem includes 4,008 Dante-enabled products and growing, with 621 OEMs licensees in total
- 12x number of products than the next digital audio networking technology



# Dante Controller for AV Professionals

## Dante Controller

Free system setup tool

- Downloadable from Audinate homepage
- Registration required
- Define virtual wires across the network
- > 250,000 downloads

Manages **audio and video** signals

Simple & easy to use

- Standard industry matrix view
- Training provided via Dante Certification

Devices appear automatically

- Intuitive device names
- No magic numbers, MAC or IP addresses

Devices remember configuration

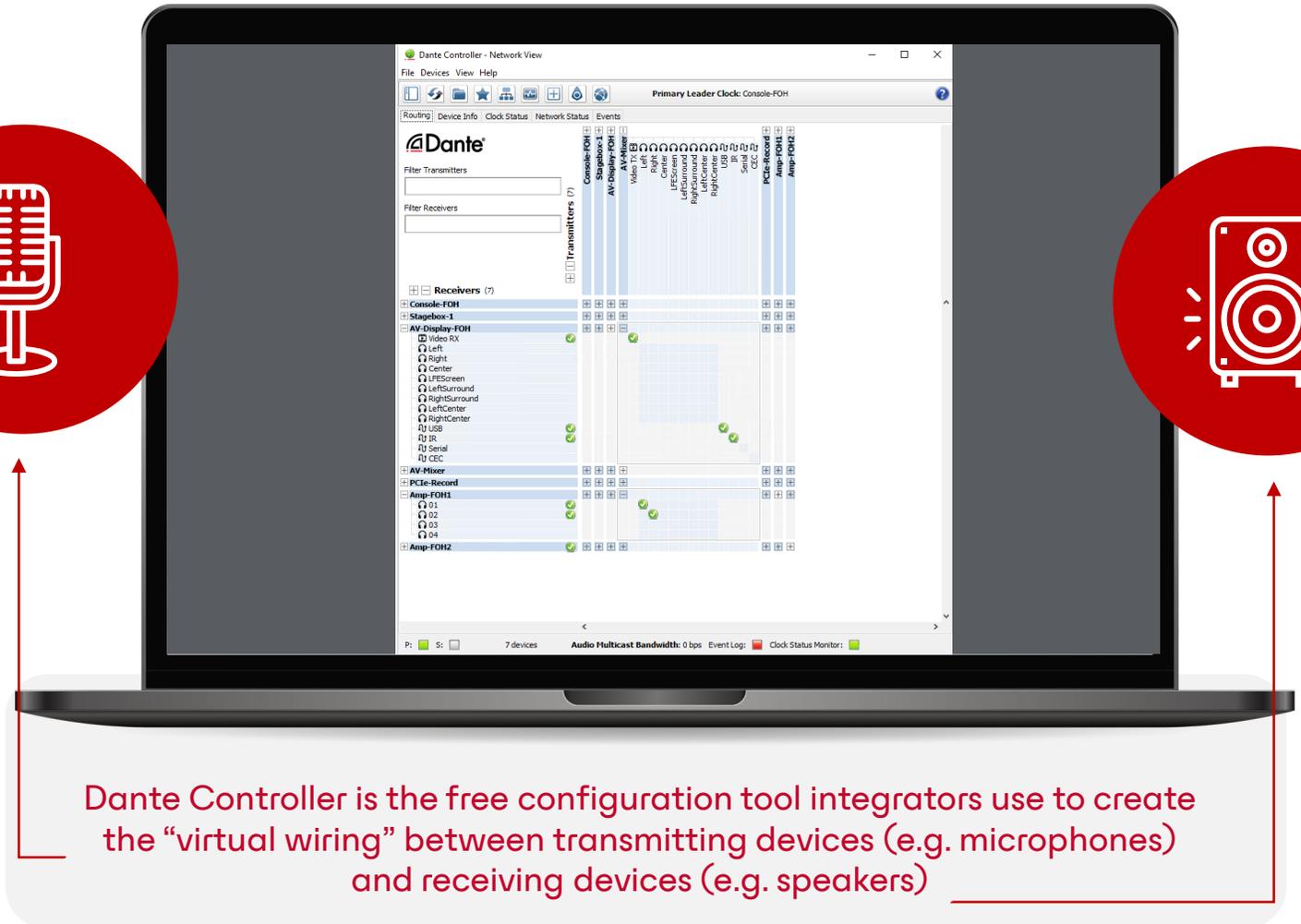
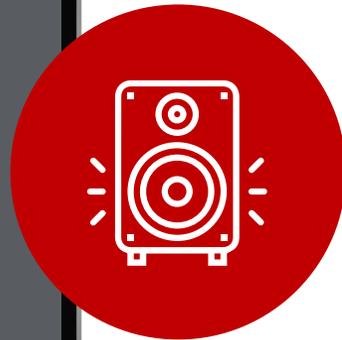
- No need for Dante Controller to remain connected to the network

Provide performance logs

- Details of each device on the network for trouble-shooting

More background available (hyperlinks):

[Dante Controller](#)





# Dante Audio and Adaptors

## Dante Audio Chips & Modules

- Hardware based implementations for a range of product counts and price points
- Transports uncompressed digital audio signals across standard computer networks

## Dante Adaptors

- Connects legacy equipment to Dante (mostly analogue)
- Adds Dante to existing audio products (analogue, USB and AES3)
- Pulls through other Dante products and software
- Established a global distribution channel of online retailers and country distributors
  - 80 resellers and growing
  - Strong initial demand with sales performance and repeat orders
- Adapter modules sold direct to OEMS

### Brooklyn



32 & 64 audio channel counts

Used in Mixing Consoles & Signal Processors

Repeat revenue model

### Broadway

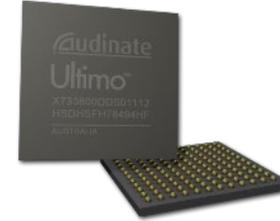


8 & 16 audio channel counts

Used in networked Amplifiers and Ceiling Microphones

Repeat revenue model

### Ultimo



2 & 4 audio channel counts

Used in networked Speakers and Microphones

Repeat revenue model

### Adaptors





# Dante Audio Software

## Dante audio device software

- Software based implementations for a range of product counts and price points
- OEM customers, based on per unit royalty model
- Transports uncompressed audio signals across standard computer networks
- Provides perfect inter-operability with Dante chips, cards & modules and other software products
- Used in a wide variety of audio products, including speakers, microphones, amplifiers, digital signal processors and mixing consoles
- Configured using Dante Controller and can be managed via Dante Domain Manager

More background available (hyperlinks):



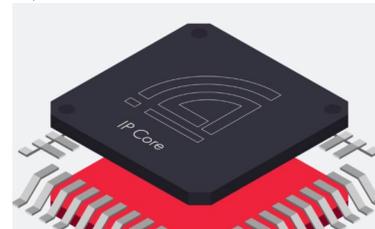
## Reference Design



- Legacy product
- Up to 512 audio channels
- Small number of high-volume customers

Repeat revenue model

## IP Core



- Next generation high performance product
- Up to 512 audio channels
- For FPGA-based OEM products
- BOM savings for OEM by sharing chip

Repeat revenue model

## Embedded Platform



- Up to 128 audio channels
- For Linux-based OEM products
- Supports Intel/x86 & ARM processors
- BOM savings for OEM by sharing chip

Repeat revenue model

## Application Library



- For OEMs & Software Developers
- Simple way for software developers to add Dante to their PC/Mac products
- “Dante Ready” available

Device Software



# Dante Video Products

## Dante AV Chips & Modules

- Dante AV Ultra and Viper are premium products targeting live venues, broadcasters, corporate board rooms and university lecture spaces.

## Dante Software

- Dante AV-H enables existing mainstream products targeting corporate meeting rooms, lobbies, education classrooms, hospitality etc.
- Provides a lower cost Dante AV endpoint for price sensitive applications
- Dante Studio enables both PC to/from devices and PC to PC use cases (Mac compatibility will follow in future releases)
- Enables future cloud Dante AV offerings

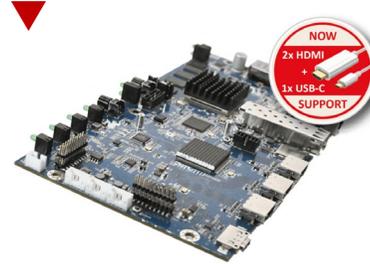
### Dante AV Ultra



- Premium Dante AV offering:
- high resolution
  - visually lossless quality
  - audio/video synchronization
  - subframe latency

Repeat revenue model

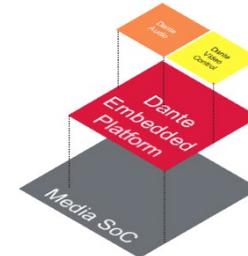
### Viper



- Fully integrated AV over IP board:
- Provides a foundation for ODM designs
  - From Silex acquisition
  - Foundation of Dante AV Ultra v2
  - **Product now end of life**

Repeat revenue model

### Dante AV-H



- Simple Dante AV offering:
- Enables Dante audio and video routing & configuration
  - Targets existing ODM hardware designs
  - H264 is the dominant codec used in PTZ IP cameras

Repeat revenue model

### Dante AV-A



- Dante AV-A:
- Uses the ASPEED codec
  - Low video latency perfect for distributed video applications eg higher education, venues, workplaces

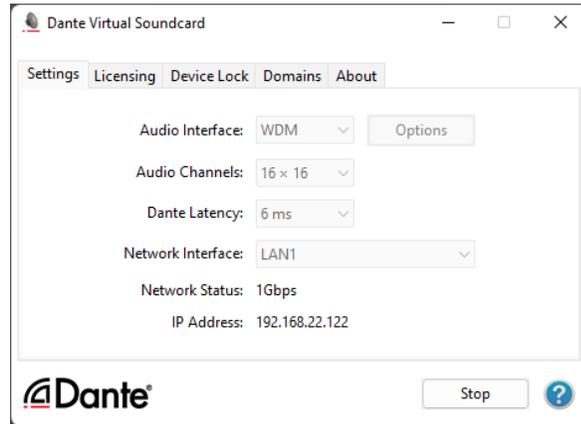
Repeat revenue model



# Dante Via & DVS for AV Professionals

## Dante Virtual Soundcard (DVS)

- Turns a computer into a Dante-powered workstation, integrating a Mac or PC with Dante-enabled audio equipment on a network
- Connects to record, process and playback using any audio application and any combination of Dante-enabled devices
- Up to 64 audio channels



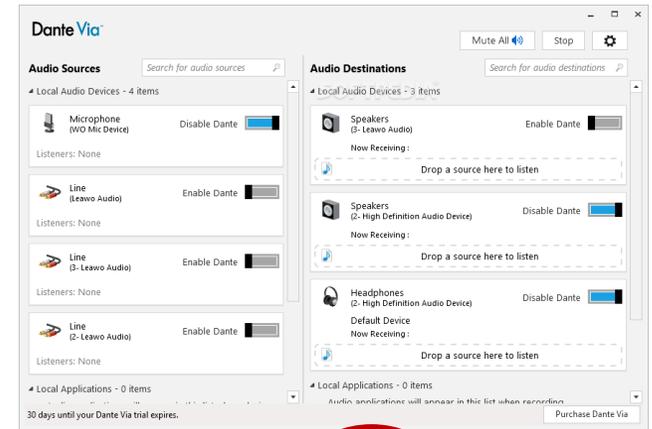
More information available here (hyperlinks):



Dante Virtual Soundcard is a robust, high channel count application with the single purpose of getting large numbers of audio channels in and out of computers while Dante Via allows for a more diverse set of devices and applications, but at a lower channel count.

## Dante Via

- Routes audio from devices and applications to one another – up to 16 audio channels
- Connects devices and applications to an existing Dante network
- Enables the connection of USB and FireWire devices to Dante networks



More information available here (hyperlinks):



Permanent License  
\$59.99 USD  
(Activates one computer, transferable)

Combo Pack  
\$69.99 USD  
Save \$39.99 on Dante Via and Dante Virtual Soundcard when bought together

## Get Dante Via

Buy a Dante Via License

Local currency, tax and payment methods apply where applicable. Prices may fluctuate due to exchange rates.



# Dante Domain Manager for AV Professionals

## Dante Domain Manager

### Security

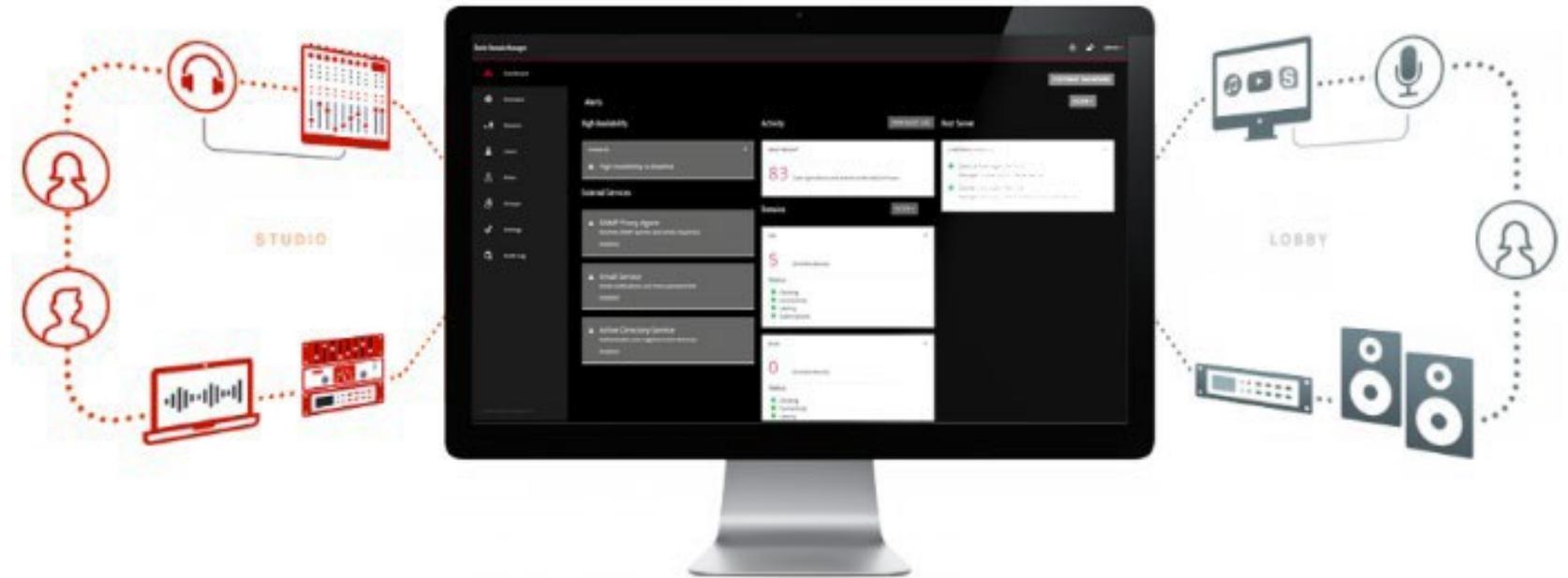
- User logins and roles
- Prevent unauthorised changes

### Scalability

- Create Dante systems spanning campus networks
- Group Dante devices into logical managed systems

### Visibility

- Centralise Dante system management
- Monitor system status and changes remotely



More information  
available at:



Dante Domain Manager offers crucial management capabilities, further differentiating Dante audio & video



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