

## Creating and Saving Projects

A project is a file (saved with an extension of .nsp) that contains all of the settings for each of the devices in a system. A dealer can use the DigiLinX Dealer Setup program to create a project that is specific to each home that has a *NetStreams* system.

For example, you can name a project “John Doe” and transfer it to the home system after the hardware has been installed. You can create a project while you're connected to a DigiLinX system or in the comfort of your own office.

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**NOTE:** Procedures vary slightly depending on whether or not you are connected to the DigiLinX network at the time you create the project. Following the Setup Wizard is the best way to prevent errors in project creation.

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### Creating a New Project

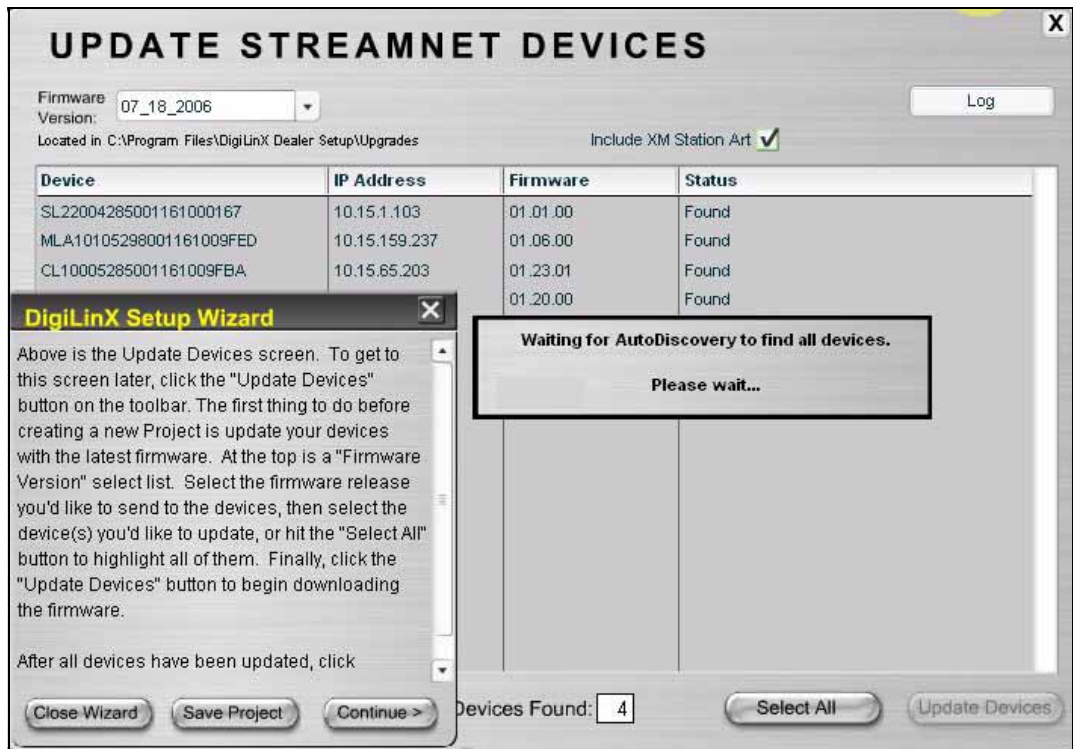
This section covers the processes involved in creating a new DigiLinX project.

#### *Discovering Devices*

To begin a project while connected to the DigiLinX network, the software must locate all attached devices. To discover devices, complete the following steps:

1. From the Dealer Setup Wizard, select **Continue** from the lower left-hand corner of the window.

The Update *StreamNet* Devices screen displays if you are connected to the DigiLinX network (see Figure 3-1). This screen locates all devices connected to the network.



**Figure 3-1** Update *StreamNet* Devices\

**NOTE:** If you hold the left mouse button down over the title bar of this window, you can move the Wizard area to anywhere on your DigiLinX screen.

## Updating Devices

To update firmware to the devices, complete the following steps:

1. Select the latest Firmware Version from the dropdown list in the Firmware Version field.
2. Select individual devices or use the Select All button to select all devices to be updated.  
Devices to be updated are highlighted in green.
3. Select **Update Devices** from the lower right-hand corner of the window.

The devices run through several phases of updating. Each device is restarted. This can take quite some time for larger systems. For especially large systems, devices are updated ten at a time. It is normal for devices to restart more than once.

When all devices have been upgraded, you will see “Done” in the status column for each device (see Figure 3-2).

**Tip:** You may not want to check “Include XM Station Art” every time you update devices. This feature updates metadata for sources attached to a MediaLinX and may take quite a bit of time to load. To skip the update of XM Station Art, uncheck the box next to “Include XM Station Art.”

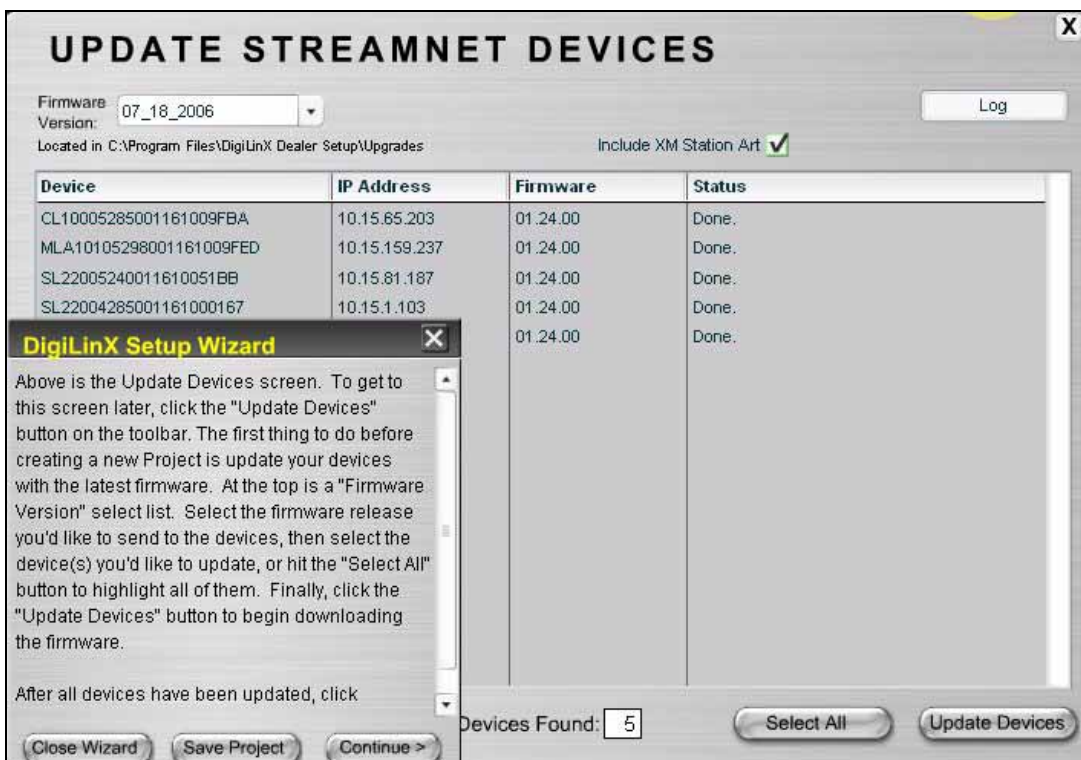


Figure 3-2 Update devices complete

4. Select **Continue** from the DigiLinX Dealer Setup Wizard. The New Project window displays (see Figure 3-3).



Figure 3-3 New Project Window

## Entering New Project Information

1. Enter project information as follows:
  - Project Name. Create a unique project name for this project (such as “John Doe’s House”)
  - Customer Name. The name of the customer for which you are creating this project
  - Customer Address. The address of the customer for which you are creating this project
  - Customer Phone. The phone number of the customer for which you are creating this project
  - Dealer. The name of the dealer installing this project
  - Dealer Number. The phone number of the dealer installing this project
  - Dealer Address. The address of the dealer installing this project.

Once all the information is filled in, the Apply Changes button becomes accessible.
2. Select **Apply Changes**.  
The project displays in the left window pane (for example, “John Doe”). You are ready to begin configuration. See Figure 3-4.

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**NOTE:** Project information is not for use by anyone but the installer. *NetStreams* has no access to this information.

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**Figure 3-4** New Project ready for configuration

## Adding Devices to the Project

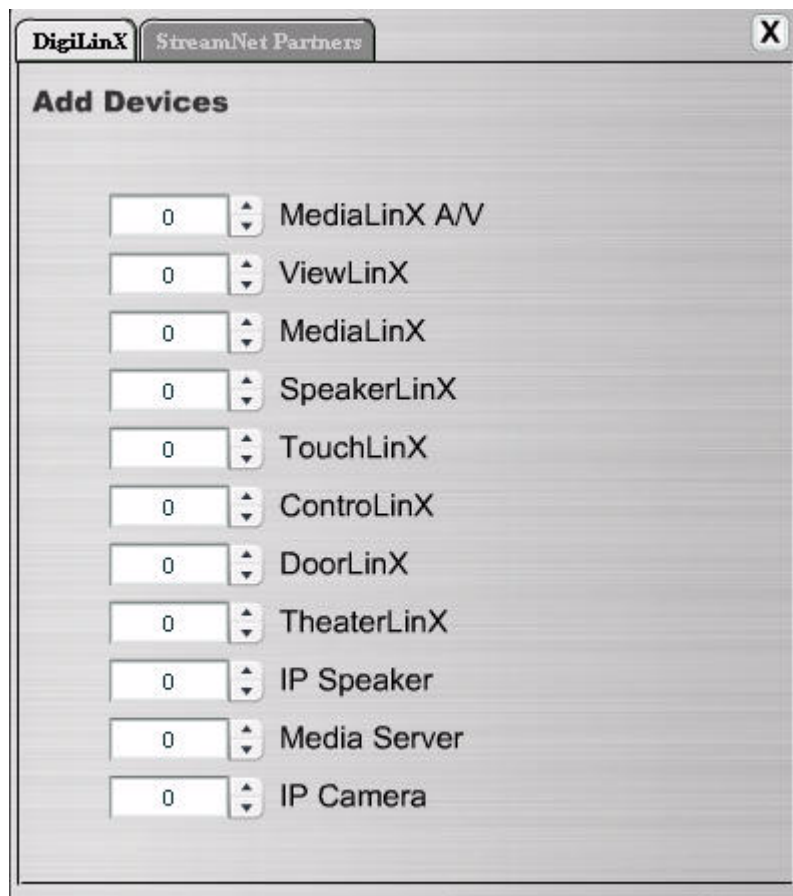
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**NOTE:** Your dialog boxes may differ depending on what you have connected on the network. If you don’t have a device described in this example, continue to the section that shows how to enter device information for the particular devices you want in your project (such as a SpeakerLinX or Media Server).

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To add devices to the project, complete the following steps:

1. From the DigiLinX Setup Wizard area (see Figure 3-4), select **Continue**.  
A Devices area displays in the right window pane (see Figure 3-5).

*DigiLinX*

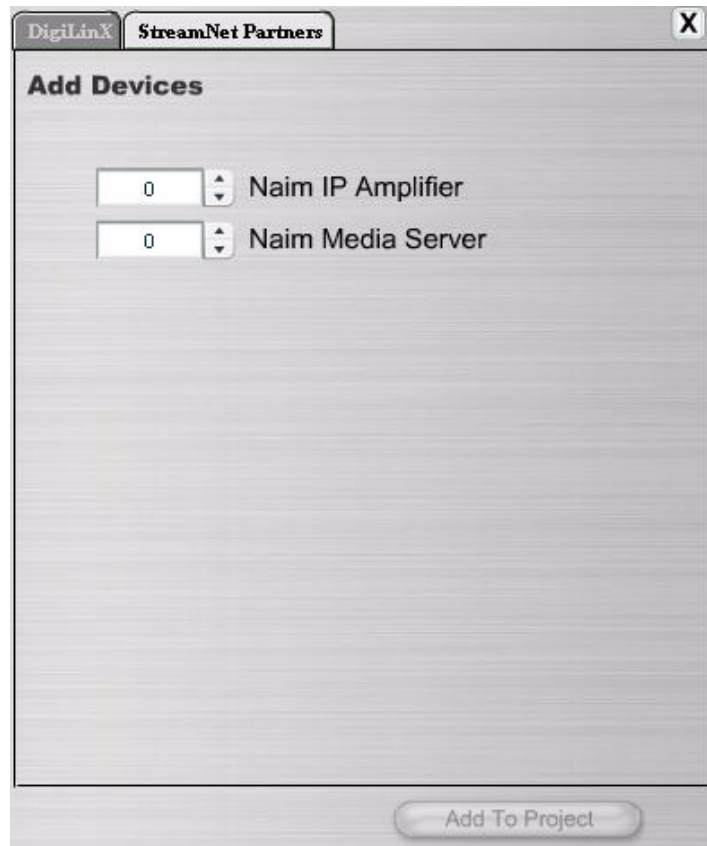
**Figure 3-5** Add Devices.

2. Use the up/down arrow keys or type in the fields next to each device to indicate how many of each are in the system (additional devices can be added later).
  - **MediaLinX™ A/V.** An IP video component that provides real time encoding of audio and video signals from a legacy video source (such as an HDTV tuner, cable, or satellite set top box, Digital Video Recorder, Blue-Ray/HD-DVD or DVD player) into an uncompressed A/V stream that can then be distributed over a TCP/IP network at a rate of 1Gb/second. The *NetStreams DigiLinX* Video Distribution solution can distribute high definition video or standard definition video, depending on the video source connected to the MediaLinX A/V, along with analog or digital (S/PDIF) audio.
  - **ViewLinX™** - An IP video component that features component, S-Video, composite or VGA video outputs as well as analog and S/PDIF RCA audio outputs for maximum connection flexibility. An RCA audio input is also included for TV monitor output. ViewLinX also includes an RCA output for easy control of the display, an IR Receiver input connection (IR Receiver included), and a Phoenix connector for power. An additional IR Out/RS232 connection provides two way control of an A/V receiver. The relay output can drive a projector lift, motorized screen, or other items.

- ❑ MediaLinX. A DigiLinX device which converts analog or digital audio signals from one or up to four legacy source to TCP/IP uncompressed WAV audio streams. The MediaLinX MLA101 converts one legacy source. The MediaLinX Pro MLA4000 converts the audio of up to four legacy sources. It has four definable slots, with each slot capable of functioning as an MLA101 or ControLinX CL100. A fifth slot provides a dedicated CL100.
- ❑ SpeakerLinX™. A DigiLinX room controller and amplifier that:
  - accepts TCP/IP-Based uncompressed (WAV or MP3) streams
  - produces the output required by the speaker
  - serves as the controller for that room.
- ❑ TouchLinX™. A DigiLinX IP-Based touch-screen keypad device with a built-in four-port, 10/100 Ethernet switch. When integrated in a DigiLinX IP-Based Multi-Room Audio, Video and Control system, the TouchLinX displays the metadata (artist, album, song, cover art, and play list) and transport controls available for each audio source or SpeakerLinX module.
- ❑ ControLinX™. The *NetStreams* ControLinX CL100 allows you to easily integrate and control supported brands of lighting, automated heating and cooling, and other subsystems with your DigiLinX IP-Based Multi-Room Audio and Control system using IR, RS-232, or voltage sensor inputs.
- ❑ DoorLinX™. A DigiLinX device that adds intercom functionality, a customized doorbell that rings throughout the home or in specific rooms, and a means to remotely unlock the door for guests at a door or gate.
- ❑ TheaterLinX™. TheaterLinX (TH100) functions as a bridge between DigiLinX and the home theater. This allows the two channel audio of a source that exists on the DigiLinX network to be used on the home theater's receiver. It also allows the two channel audio of the receiver to be used by DigiLinX. Sources that are fed into the receiver can be controlled and played by DigiLinX using the receiver's line level stereo output. In addition to controlling the receiver and the sources, the TH100 also includes IR output for controlling the display.
- ❑ IP Speaker. A *StreamNet*™-enabled IP Speaker (such as a Polk Audio® IP speaker) with a *StreamNet* SN1000 card inserted. (The card is required.)
- ❑ Media Server. An audio source where the audio is stored on a hard disk. This allows DigiLinX to take advantage of the metadata to access the songs stored on the server. Compatible media servers include:
  - Audio ReQuest® (all models)
  - Imerge SoundServer MKII®
  - Escient Fireball® (E-40, E-120, E2-40, E2-100, E2-160, E2-200, E2-300, DVDM-300, DVDM-552, MX-752, MX-531, MX111, AVX-552. AVX-331, or AVX-211 models only)
  - *NetStreams*' Streaming Music Manager.
- ❑ IP Camera. Panasonic® IP cameras that plug directly into any TCP/IP network.

**StreamNet Partners**

The *StreamNet* Partners tab displays the following.



**Figure 3-6** StreamNet Partners tab

- NAIM IP Amplifier. The NAIM amplifier is fully compatible with NaimNet and DigiLinX Ethernet connected devices, and allows for distribution and control of both network connected and local sources without any quality compromise. There is no digital compression used in the media transport.
  - NAIM Media Server. The NAIM media server features bit perfect transfer from CD to secure hard disk storage with automatic backup. It is easy to select music with the NAIM extended Music database and Complex search. The media server also features scanning with local playback, or NaimNet streaming, of content from any network connected computer.
- 3.** When finished, select **Add to Project**.
- A dialog box displays for the MediaLinX device (see Figure 3-7).



**Figure 3-7** MediaLinX A/V source device dialog box

## Entering MediaLinX A/V Information

1. Enter the following information:
  - Source Name. Edit or keep the default.

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**NOTE:** Whatever you type in for the source name here will appear in the list of sources on the TouchLinX interface.

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- Model Number. There is only one model number to select.
  - Source Type. Use the dropdown list (using the down arrow key) to select what type of source this is. The source type brings up the appropriate controls for the source. There are several types of sources: a Tuner, CD player, DVD player, Digital Video Recorder, XM Tuner, Parasound<sup>®</sup> ZTuner, iPort, or Generic Device.
2. Complete the information for each MediaLinX A/V in your project.
  3. Select **Save & Continue**.

The ViewLinX device information window displays (see Figure 3-7).



**Figure 3-8** ViewLinX device information window

## Entering ViewLinX Information

1. Enter the following information:
  - ❑ Room Name. Edit or keep the default
  - ❑ Model Number. There is only one model number to select.
  - ❑ Video Output. Select from Component, Component SD only, Composite, S-Video, VGA, or Wide XGA. If using high definition Component, select Component. If using standard definition Component, select Component SD only.
2. Complete the information for each ViewLinX in your project.
3. Select **Save & Continue**.

The MediaLinX device information window displays (see Figure 3-9).



**Figure 3-9** MediaLinX device information window

## Entering MediaLinX Information

1. Enter the following information:
  - ❑ Source Name. Edit or keep the default. This name appears in the graphical user interface.
  - ❑ Model Number. Select the model number of the MediaLinX product you're installing from the dropdown list (using the down arrow key) to select the correct model number for this device. The MediaLinX MLA101 converts from one legacy source. The MediaLinX MLA4000 converts the audio of up to four legacy sources. It has four definable slots, with each slot capable of functioning as an MLA101 or ControLinX CL100. A fifth channel provides a dedicated CL100. If you choose an MLA4000, skip to step 3.

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**NOTE:** If you are integrating a Polk Audio<sup>®</sup> XM Tuner, Parasound ZTuner, or iPort<sup>™</sup> with the system, a MediaLinX MLA101 or MLA4000 is required.

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- ❑ Source Type. Use the dropdown list (using the down arrow key) to select what type of source this is. The source type brings up the appropriate controls for the source. There are several types of sources: a Tuner, CD player, DVD player, Personal Video Recorder, XM Tuner, Parasound ZTuner, or iPort.

- If you selected MLA101, skip to step 4. If you selected MLA4000, the following screen will appear.

The screenshot shows a dialog box titled "Add MediaLinX Information" with a close button (X) in the top right corner. The dialog contains the following fields:

- MLA4000 Name:** MediaLinX 5
- Model Number:** MLA4000
- Device 1 Type:** MediaLinX (checked Enable)
- Device Name:** Device 1
- Source Type:** Tuner
- Device 2 Type:** MediaLinX (checked Enable)
- Device Name:** Device 2
- Source Type:** Tuner
- Device 3 Type:** MediaLinX (checked Enable)
- Device Name:** Device 3
- Source Type:** Tuner
- Device 4 Type:** MediaLinX (checked Enable)
- Device Name:** Device 4
- Source Type:** Tuner
- Device 5 Type:** ControLinX (checked Enable)
- Device Name:** Device 5
- Driver Type:** General Purpose Driver/serial

At the bottom of the dialog are two buttons: "Save & Continue" and "Cancel".

**Figure 3-10** MLA4000 Add MediaLinX Information Screen

- Select a device type for each of the four slots. Choose either MediaLinX or ControLinX. Enter a device name.

For Source Type, if you are specifying a MediaLinX, select from Tuner, CD Player, DVD Player, XM Tuner, Parasound Ztuner, iPort, or Digital Video Recorder. If you are selecting a ControLinX, enter the device driver for Source type. Choose from one of the following: General Purpose Driver/serial, General Purpose Driver/IR,

Lutron Radio RA, Aprilaire, Lutron Homeworks, Panorama, GE Concord, Vantage, Generic Lighting, or Secant.

4. Complete the information for each MediaLinX in your project.
5. Select **Save & Continue**.

The SpeakerLinX device information window displays (see Figure 3-11).

**Figure 3-11** SpeakerLinX device information window

## Entering SpeakerLinX Information

1. Enter the following information:
  - Room Name. A name that describes the location where this SpeakerLinX will be placed.

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**NOTE:** The name of the room entered here will appear on the graphical user interface for the system, so the default is not recommended.

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**NOTE:** The room name for the ViewLinX and SpeakerLinX are the same.

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- Model Number. Select from the dropdown list (using the down arrow key) to select the correct model number for this device.
- Audio Port Name. If you are installing an Audio Port in that room, you can name the source input connected to that Audio Port (such as MP3 Player).
- Enable Audio Port Service. Enable the Audio Port service only if you intend to install an Audio Port in that room. The Audio Port connects to the RJ45 jack labeled EIM on the SpeakerLinX.
- IR/KeyLinX™. This dropdown menu lets you select from two models of KeyLinX (KL10X and KL20X), one model of IRLinX (IRL1), and two combination models (for chaining an IRLinX off a KeyLinX) (IRL1 & KL10X, and IRL1 & KL20X). The KL20X offer a microphone and a TALK button for the IP intercom feature. The KL10X and KL20X provide an IRLinX port on the back panel. KeyLinX or IRLinX connects to the Expansion Interface Module (EIM) port on a SpeakerLinX.

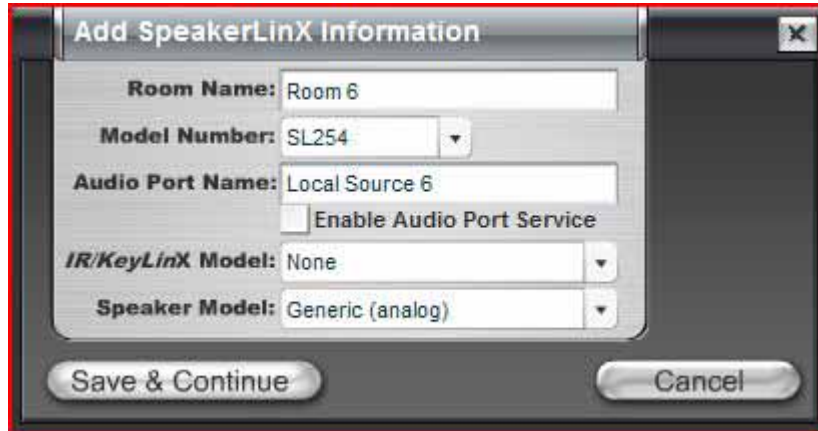
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**NOTE:** The EIM splitter is required to install a KeyLinX or IRLinX. It is shipped in the same box with the KeyLinX and IRLinX.

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For more information, see the *DigiLinX Installation and Design Guide*.

See Figure 3-12 for an example of the completed device information.



**Figure 3-12** SpeakerLinX dialog box

If you select the SL250 or 254 you have the option of choosing a speaker model. If the speaker you are using is not listed you must use generic. This option is designed for IP-Ready speakers which are specifically labeled by your speaker manufacturer. Selecting this option loads the filter and crossover arrangements designed by your speaker manufacturer into the signal processor of the SpeakerLinX, thereby enabling greater performance out of your speaker.

**2. Select Save & Continue.**

Complete the configuration for all SpeakerLinX devices. After finishing the last SpeakerLinX, you will be prompted for information for each TouchLinX device (see Figure 3-13).



**Figure 3-13** TouchLinX information window

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**NOTE:** If you want to add groups of SpeakerLinX that play a single stream of music, refer to *Playmates* in Chapter 16.

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## Entering TouchLinX Information

1. Enter the following information:

- Room Name. Assign a room name from the dropdown list for each room using a TouchLinX.
- Model Number. Select from the dropdown list (using the down arrow key) to choose the correct model number for this device.
- BackLight Timeout. To automatically turn off the TouchLinX backlight, select from the dropdown list (using the down arrow key) to choose the amount of time before the backlight turns off.

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**NOTE:** You can also select Always On to leave the backlight on continuously. Your customer can change these settings on any TouchLinX installed from the user interface on the TouchLinX.

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- Backlight Intensity. You can adjust the brightness of the backlight by clicking and dragging the backlight intensity indicator left or right.
- Lighting Control Only. Select this checkbox if the TouchLinX will be used for lighting control only.

2. Select **Save & Continue**.

Complete the configuration for all TouchLinX devices. After finishing the last TouchLinX, you will be prompted for information for ControLinX devices (if any). See Figure 3-14.

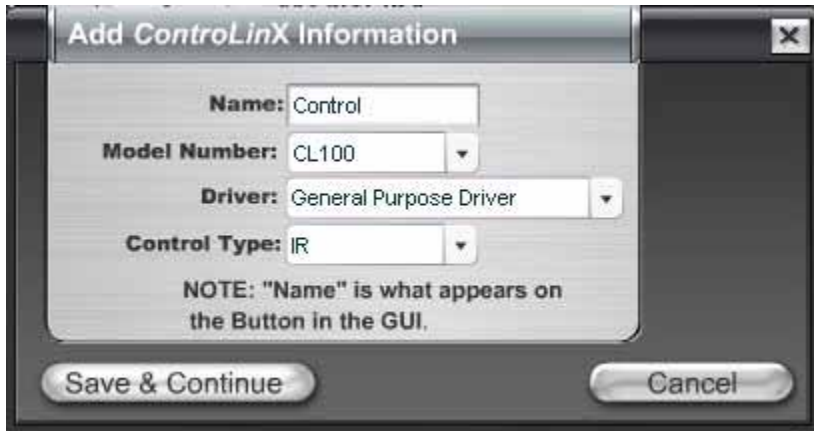


Figure 3-14 ControLinX dialog box

## Entering ControlLinX Information

### 1. Enter the following information:

- Name. The Name field creates a button on the TouchLinX to indicate:
  - HVAC
  - Lighting
  - Security
  - NetStreams' Panorama* Video Distribution System
  - General Purpose Driver. General Purpose Driver can be assigned a variety of non-standard functions such as drape operation, skylight covers, etc.

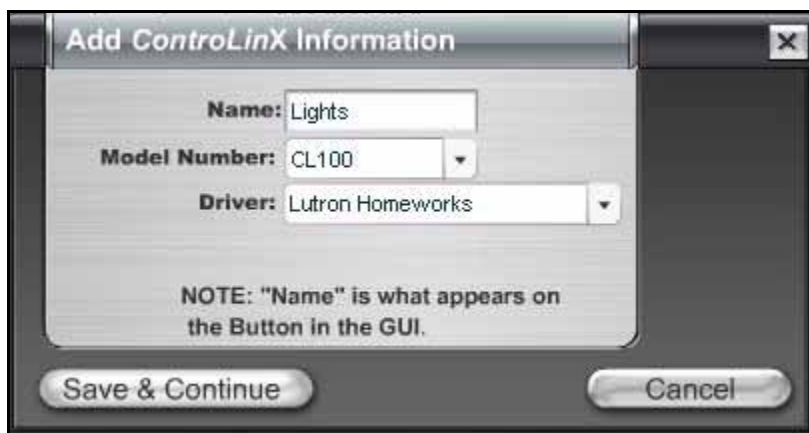
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**NOTE:** You can create any name you like as long as it describes the function (for example, HVAC can be “Temp” and Lighting can be “Lights”). This name appears on all user interfaces in the system as a user-selectable item.

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- Model Number. Select from the dropdown list (using the down arrow key) to choose the correct model number for this device.
- Driver. This is the driver for the device (General Purpose, Lutron RadioRA, Lutron HomeWorks, Aprilaire, *Panorama*, Vantage, Generic Lighting, Secant, or GE Concord).
- Control Type. Select from the dropdown list (using the down arrow key) to choose the correct control type (either IR or serial) for this device.

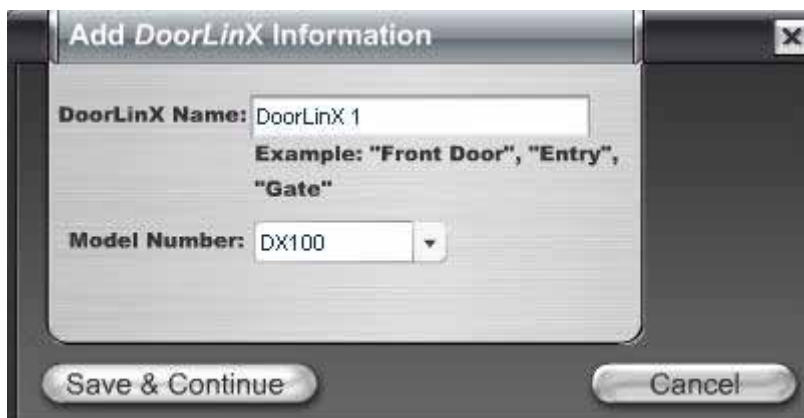
See Figure 3-15 for an example of the completed device information.



**Figure 3-15** ControlLinX dialog box

### 2. Select **Save & Continue**.

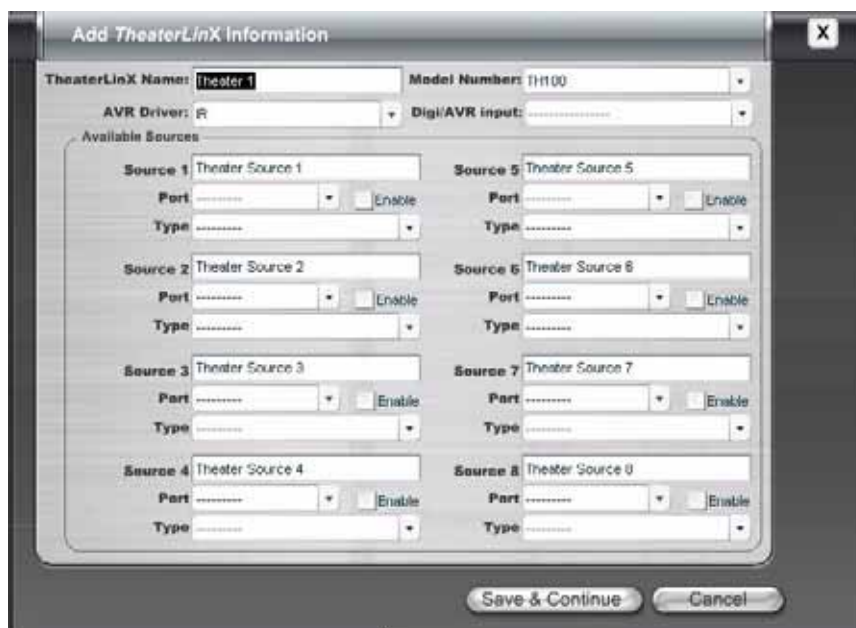
Complete the configuration for all ControlLinX devices. After finishing the last ControlLinX, you will be prompted for information for DoorLinX devices (if any). See Figure 3-15.



**Figure 3-16** DoorLinX dialog box

## Entering DoorLinX Information

1. Enter the DoorLinX name.
2. Enter the model number.  
Select **Save & Continue**. A message will notify you if you don't have Intercom active. Dealer Setup will activate it for you. The Add TheaterLinX screen appears as shown in Figure 3-17.



**Figure 3-17** TheaterLinX dialog box

## Entering TheaterLinX Information

The Add TheaterLinX screen changes as settings are made so it is important to make certain settings first.

1. First set these options:
  - TheaterLinX Name - allows you to name the TheaterLinX.

- ❑ Model Number - selects the model number of this TheaterLinX.
- ❑ AVR Driver - selects the driver that the TheaterLinX will use to control the receiver.

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**NOTE:** AVR Driver needs to be set before making any other changes

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- ❑ Digi/AVR input: selects the source input on the receiver that the TheaterLinX is using. Select from Sources 1 to 8.
2. Next, set the source options available under Available Sources. This section allows you to define specific settings for each of the sources in the home theater. Using the source identifier (the actual name depends on which AVR driver you are using) set the options that are appropriate for that source. For example, a tuner is connected to Source 1 on the receiver, so in the Source 1 section set the appropriate options.
- ❑ Source # - provides a name that can be used on the DigiLinX GUI. If you specify one of the drivers, source # is replaced by the name of the source for that driver.
  - ❑ Port - selects which IR port on the TheaterLinX is being used to control that source.
  - ❑ Type - selects the source type (for example, if it is a tuner, select the tuner driver).
  - ❑ Enable - used to prevent the TH100 from displaying unused source inputs on the receiver.

Repeat this information for each source and then click **Save & Continue**.

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**NOTE:** This is a good time to save your project. To make additional changes, select the newly added TheaterLinX and select the Settings tab. Most of the settings are carried over from when TheaterLinX was added.

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3. The Add IP Speaker screen appears as shown in Figure 3-18.

**Figure 3-18** IP speaker dialog box

## Entering IP Speaker Information

1. Enter the following information:
  - Room Name. The room the IP speaker is located in.
  - Model Number. Select from the dropdown list (using the down arrow key) to choose the correct model number of IP speakers being used.
  - Speaker Model:
    - Polk LC265ip or
    - Polk LC80i.

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**NOTE:** A *StreamNet* SN1000 card must be inserted into the Polk Audio IP speakers to be native on the DigiLinX network. Otherwise you will need a *SpeakerLinX*.

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See Figure 3-19 for an example of the completed device information.

**Figure 3-19** IP Speaker dialog box

2. Select **Save & Continue**.

Complete the configuration for all IP speakers. After finishing the last IP speaker, you will be prompted for information for media server devices (if any). See Figure 3-20.

**Figure 3-20** Media Server dialog box

## Entering Media Server Information

1. Enter the following information:

- Name. Name of the media server for this project.
- Server IP Address. See DigiLinX and IP Addresses in the *DigiLinX Installation and Design Guide*.

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**NOTE:** Until you enter an IP address, the Save & Continue button will not function.

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- Server Type. Select the the DigiLinX-compatible brand of media server you're using from the dropdown list (using the down arrow key):
  - Audio ReQuest (all models)
  - Imerge SoundServer MKII
  - Escient Fireball (E-40, E-120, E2-40, E2-100, E2-200, E2-160, E2-300, DVDM-300, DVDM-552, MX752, MX531, MX111, AVX-552, AVX-331, AVX-211 models only)
  - NetStreams* Streaming Music Manager.

See Figure 3-21 for an example of the completed device information.



**Figure 3-21** Media Server dialog box

2. Select **Save & Continue**.

Complete the configuration for all compatible media servers in your project. After finishing the last media server, you will be prompted for information for IP cameras (if any). See Figure 3-22.



**Figure 3-22** IP Camera dialog box

## Entering Panasonic IP Camera Information

1. Enter the following information:
  - Camera Name. Descriptive name for the unique camera. For instance, “Kitchen Camera.”

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**NOTE:** This name appears on all user interfaces.

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- IP Address. This is the IP address that you should have noted in *Additional Hardware* on page 1-3.
- Camera Type. This is the brand of camera you’re using. Select from the dropdown list (using the down arrow key).

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**NOTE:** There are a number of available Panasonic cameras to choose from or you can specify Other.

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See Figure 3-23 for an example of the completed device information.



**Figure 3-23** IP Camera dialog box

## 2. Select **Save & Continue**.

Complete the configuration for all IP cameras. After finishing the last IP camera, your projects screen displays with each device you have added to the project. Figure 3-24 is one example of what a project list might look like.



**Figure 3-24** Completed information screen

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**NOTE:** Your devices appear in the upper left window pane with red “x’s” to indicate that further configuration is necessary. You are now finished creating your DigiLinX project. Save your project before continuing.

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## Configuring your project for International Languages

DigiLinX allows you to have your GUIs in various International languages. The same language must be used on all touchscreens and only one skin currently supports International languages. In order to use International languages first select the Colorizable DigiLinX skin (Intl) - see Chapter 14 to learn how to select skins.

Once the correct skin has been selected go to the Edit menu and select Preferences. You will see the screen in Figure 3-25. From the language selection drop down choose the language that you want to use in your GUIs. Note that regardless of the language selected you will be able to view meta data in multiple languages if you use this skin. Multi-language meta data is **ONLY** available in this skin.

Once the language selection is made, click Apply to save your changes.

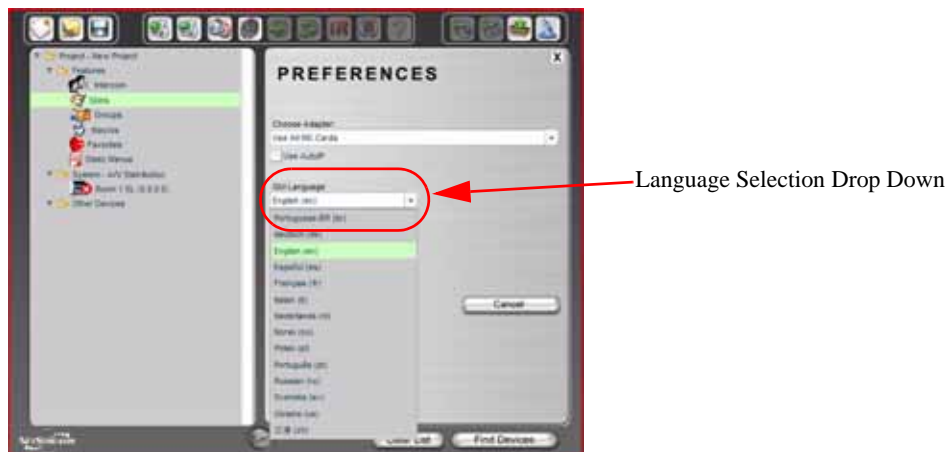


Figure 3-25 Preferences screen showing Language Selection

## Saving Your Project

At various points during configuration, you should save your project so that no information is lost. These procedures show you how to save your project.

1. Select **Save Project** from the lower left window pane.  
A Save Your File window displays (see Figure 3-26).

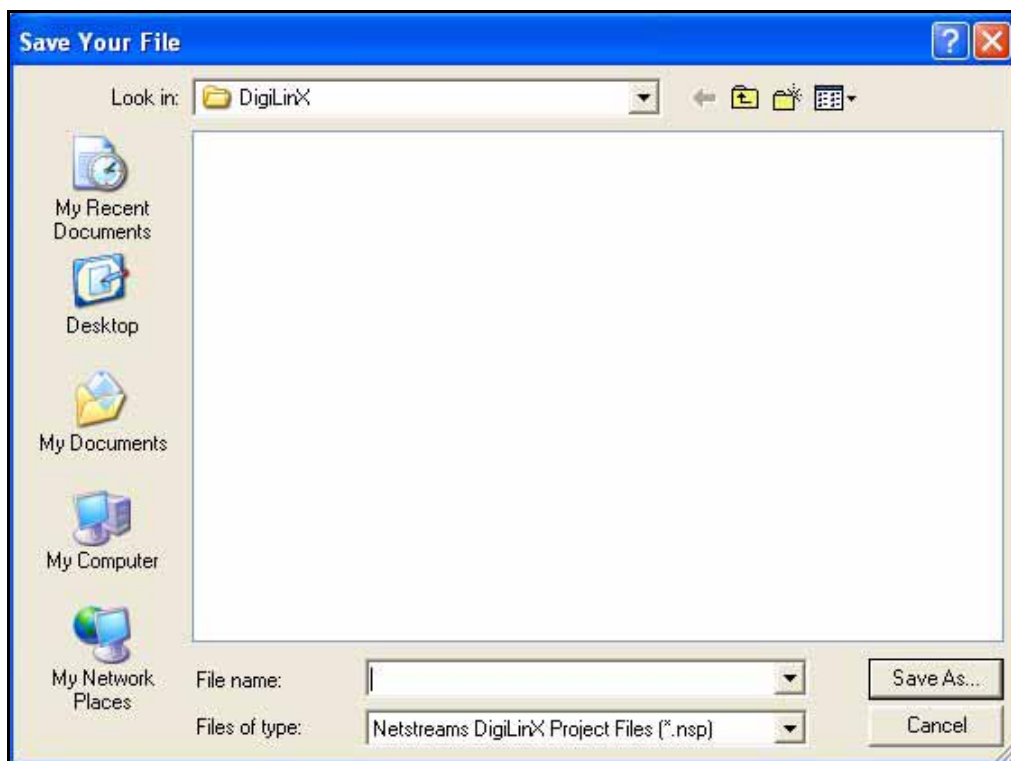



Figure 3-26 Save Your File window

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**NOTE:** By default, projects are saved to the My Documents folder. To create a DigiLinX folder, continue to the next step.

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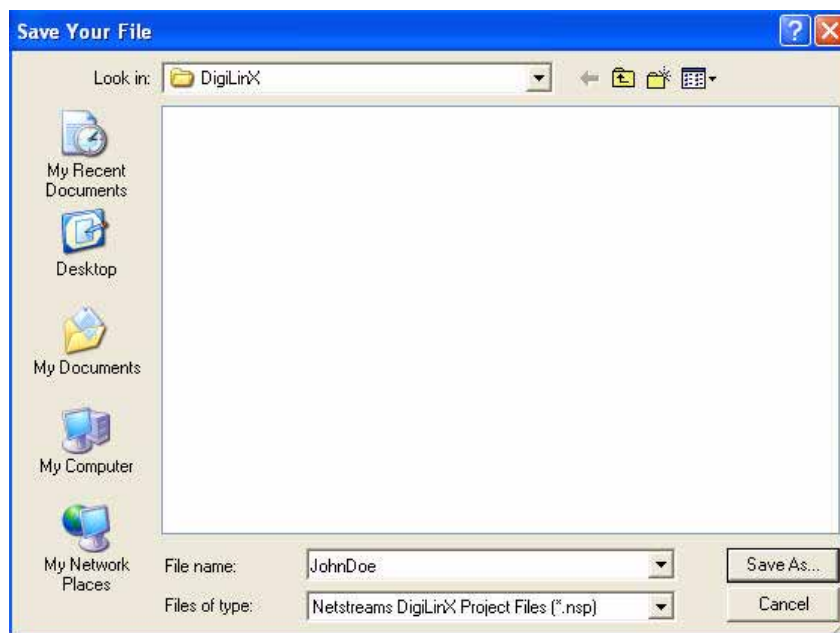
2. Browse to the area where you want to store your project files.
3. Select the Create Folder () icon.  
A new folder appears with the cursor in the name field.
4. Type **DigiLinX** to create a DigiLinX folder and press **Enter**.  
The new DigiLinX folder displays.
5. Double-click on the new DigiLinX folder.
6. In the Filename field, enter the name under which you want to save this file (for example, “JohnDoe”).

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**NOTE:** The Files of Type has only one selection: *NetStreams* DigiLinX Project Files (\*.nsp). When looking for your project, it will always be stored with an .nsp extension.

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See Figure 3-27 for an example how to complete your project save window.



**Figure 3-27** Completed project save window information

7. Select **Save As...** .  
Your project is saved in the desired folder.

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**NOTE:** If you are configuring Dealer Setup while disconnected from the network, shut your computer down before connecting to the DigiLinX network.

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