

Matching Devices

For your system to work properly, the devices in the project file need to be matched with the related hardware in the project file you just created. The red “x’s” next to the devices in the upper left-hand window pane of the DigiLinX Dealer Setup window show the files are not yet matched.

Connecting to DigiLinX

1. If you created your project off-site, connect the computer (power off) to the SwitchLinX™ (refer to the *DigiLinX Installation and Design Guide* for information on connecting to a SwitchLinX). If you are already connected to the network, restart your computer and go to step 3.

NOTE: Your computer must be connected to a live DigiLinX system to match devices.

2. Start the computer and wait for the computer to obtain an IP address.
3. Double-click on the DigiLinX Dealer Setup icon to start the program.
You are prompted to start the DigiLinX Dealer Setup Wizard (see Figure 4-1).



Figure 4-1 Start Wizard prompt

Restarting the Wizard

1. From the Start Wizard prompt, select **Yes**.

The live DigiLinX devices on the network are shown in the list on the top right of the DigiLinX Dealer Setup window (see Figure 4-2).

NOTE: If the devices do not display in the right window pane, close the DigiLinX Dealer Setup program, reopen it, then reopen the project file you saved.

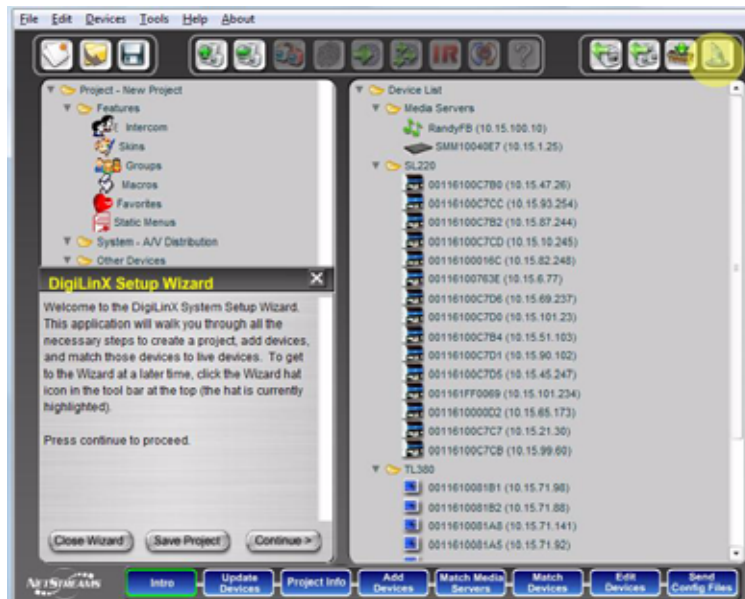


Figure 4-2 Project Devices

2. Select **Continue**.

The Update *StreamNet* Devices window displays. Wait a few seconds for devices to be found. You are prompted to update the firmware for the attached devices (see Figure 4-3).

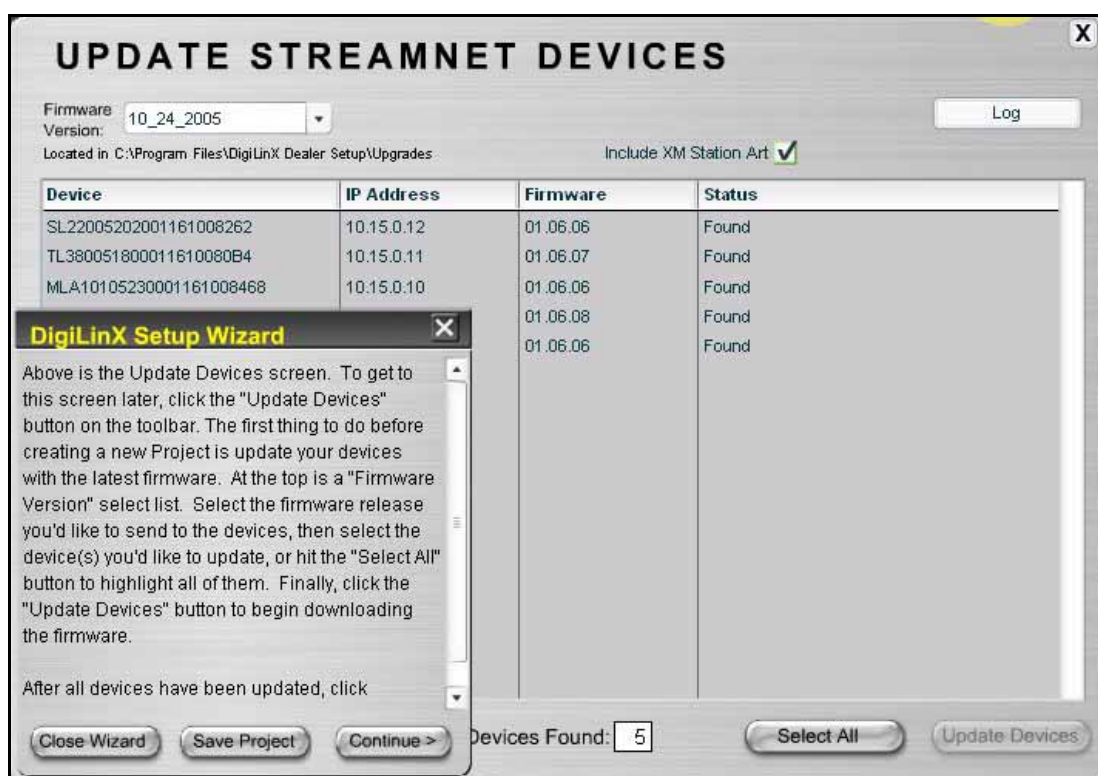


Figure 4-3 Update *StreamNet* Devices screen

Updating *StreamNet* Devices

1. If you haven't yet updated the firmware to the devices, select the latest Firmware Version from the dropdown list in the Firmware Version field; otherwise, go to step 4.
2. Select individual devices or use the Select All button to select all devices to be upgraded.
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. Set aside more time for larger systems. For especially large systems, devices are updated ten at a time.

When all devices have been upgraded, you will see "Done" in the status column for each device (see Figure 4-4).

Tip: You may not want to check Include XM Station Art every time you update devices. This feature updates metadata for Polk IP speakers 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.

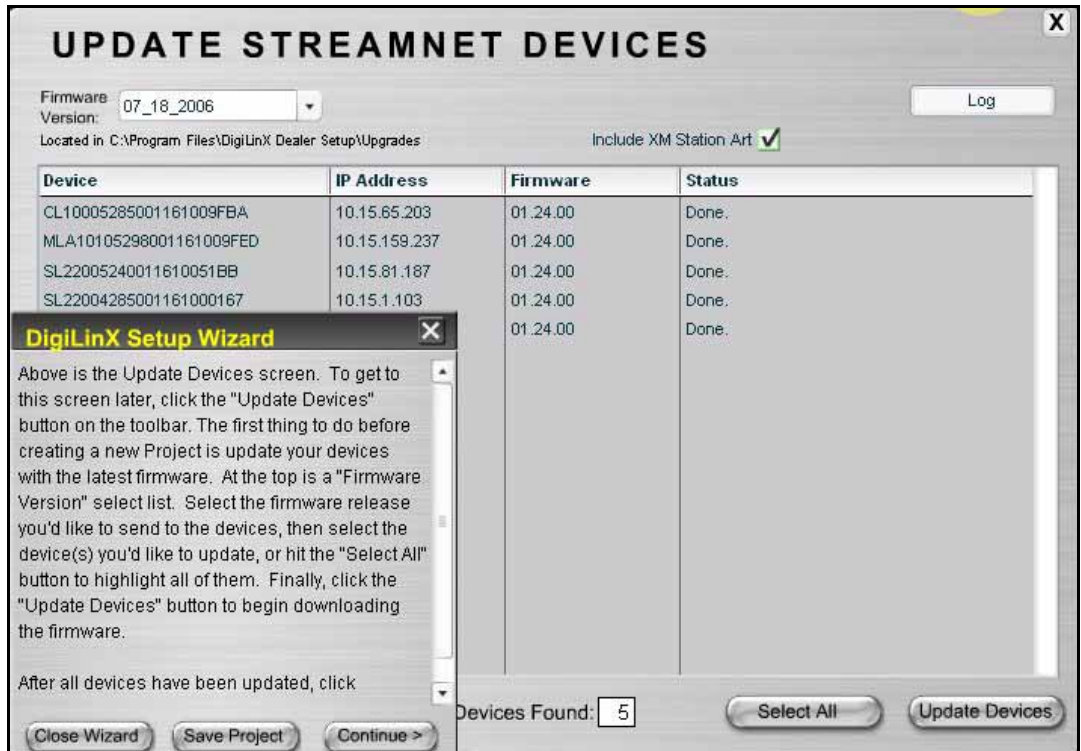


Figure 4-4 Update devices complete

4. Select **Continue** from the DigiLinX Dealer Setup Wizard.

The New Project window displays (see Figure 3-3). If you have not yet created, named, and saved your project, see *Creating and Saving Projects* in Chapter 3. Save the project and continue to step 3. of *Opening a Project*. If you have saved a project and need to retrieve it, continue to the next section.

Opening a Project

1. Select **File>Open**.

A Select a Project file window displays (see Figure 4-5).

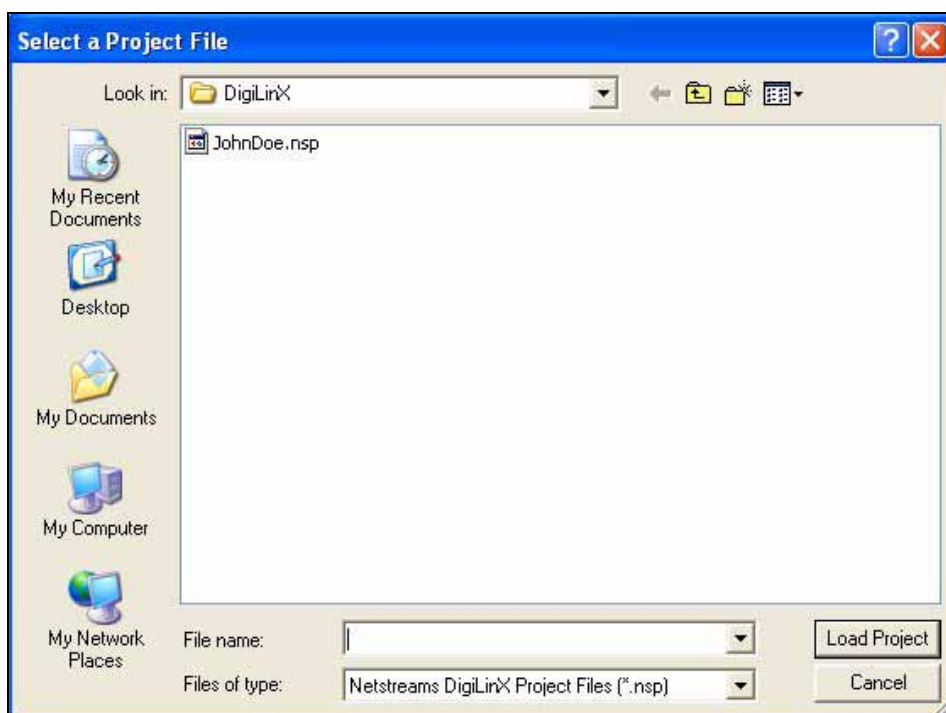


Figure 4-5 Select a Project File window

2. Highlight the project you want to open and select **Load Project**.
The project file displays in the left window pane (see Figure 4-6).



Figure 4-6 Project file displayed

3. Select **Continue** from the DigiLinX Dealer Setup Wizard.
You are prompted to Add Devices. If you have not added devices or wish to add more devices to your project, see *Adding Devices to the Project* on page 3-4.
4. Select **Continue** to begin matching devices.

Matching Media Servers

DigiLinX can automatically detect information from a media server based on the IP address you enter.

NOTE: If no media servers are attached to this system, you are notified in the left window pane of DigiLinX Dealer Setup. Press **Continue**.


1. If you have a media server attached to the DigiLinX system, select **Match Media Servers** () from the bottom of the DigiLinX Dealer Setup program. The Select a Device From List window displays (see Figure 4-7).



Figure 4-7 Select a Device From List window

2. Click the device in the Select a Device From List window. The device is highlighted in green.
3. Select **OK** from the Select a Device From List window.

NOTE: If you get a message stating that your media server isn't set to the correct IP address, click **Yes** to automatically pick up the correct IP address for the media server.

The media server is matched to the project. The Streams tab displays (see Figure 4-8).

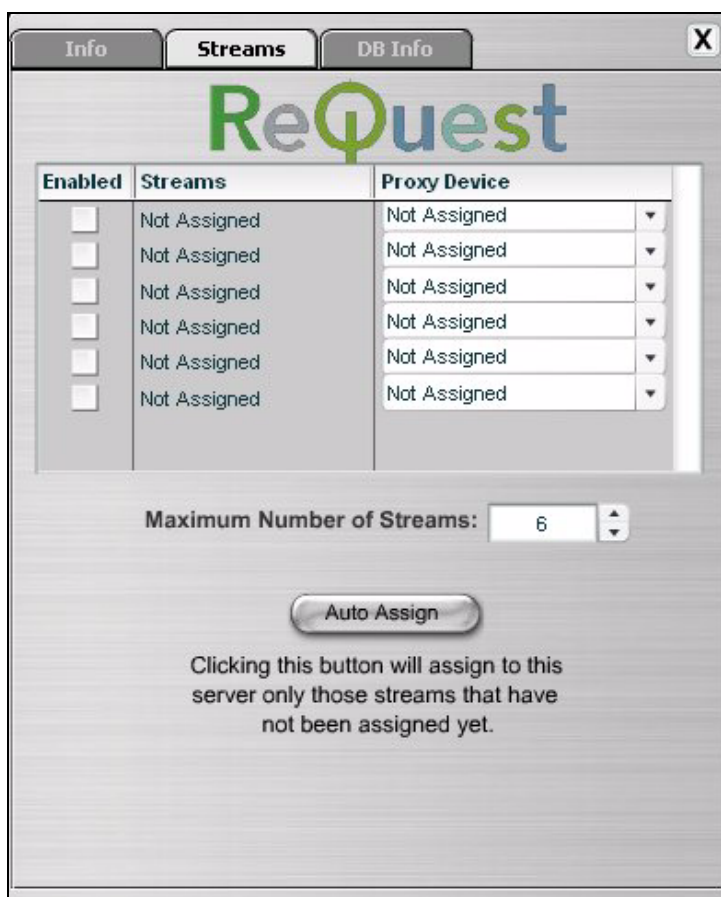


Figure 4-8 Audio ReQuest Streams tab

4. Select Auto Assign.

You are prompted that the auto assignment of streams is complete in the lower left-hand corner of the screen, and streams have been auto assigned (see Figure 4-9).

NOTE: If you have two media servers or one media server and one Streaming Music Manager, you must assign streams manually.

Hosting Streams

The maximum number of streams a media server can support is dependent on two things: the number of streams the server supports and the total number of MediaLinX' and SpeakerLinX' on the DigiLinX network. All streams must be hosted by a MediaLinX or SpeakerLinX, so for each stream there must be a MediaLinX or SpeakerLinX.

If the local Audio Port is set to streaming, this requires the SpeakerLinX to host that stream.

For instance, if a media server is delivering three streams and two local Audio Ports are set to streaming, five devices (either SpeakerLinX or MediaLinX MLA101) are required to enable the stream to support all five streams.

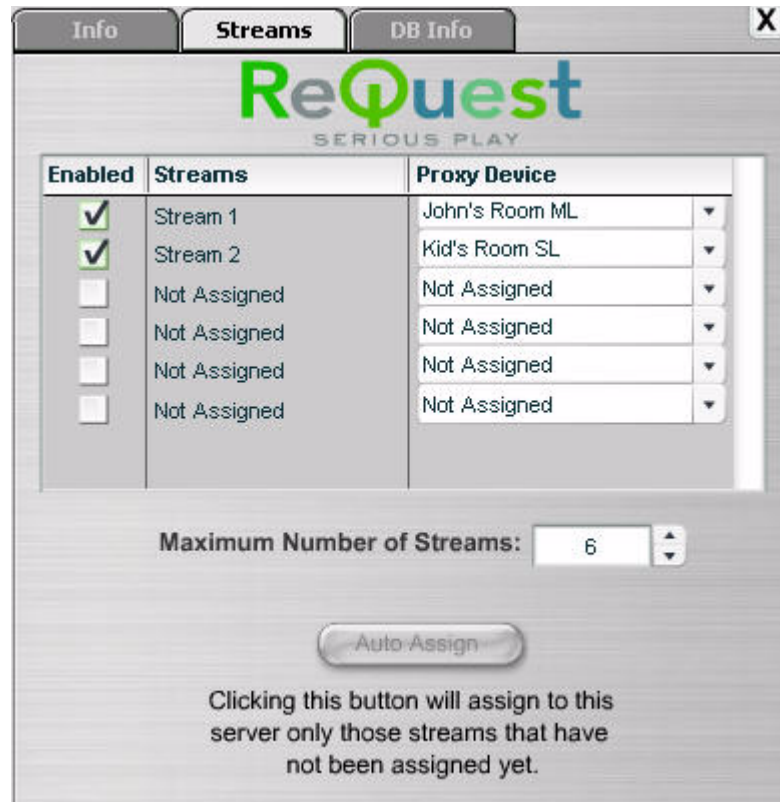


Figure 4-9 Auto Assignment Complete window

NOTE: You can assign stream names from the Streams tab of the Media Server screen (see *Editing Media Servers* in Chapter 5).

5. Select **Continue**.

You are prompted to unplug the CAT5 cable to attached devices one at a time (see Figure 4-10).

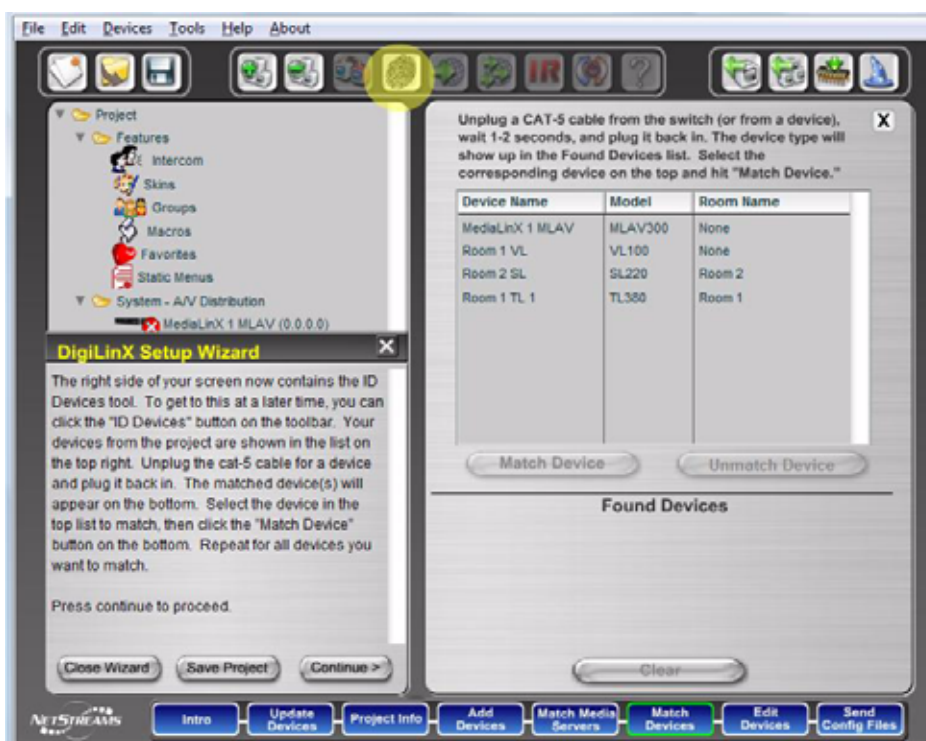


Figure 4-10 Match devices screen

Matching Devices

To match devices, complete the following steps:

1. Unplug the CAT5 cable for one of the attached devices, wait one to two seconds, and then plug it back in.

The device icon displays in the Found Devices area of the right window pane of DigiLinX Dealer Setup (see Figure 4-11).



Figure 4-11 Device Found

Highlight the device name in the upper right window pane that corresponds to the device found.

For example, with the *MediaLinX* displayed, select the CD Player ML from the device list.

2. Select Match Device.

The device is matched to the device in your project list. The device is highlighted green in the Match Device window pane of DigiLinX Dealer Setup, and in the left window pane, notice that the red “x” is replaced by a yellow “!” next to the corresponding device in the project list (see Figure 4-12).

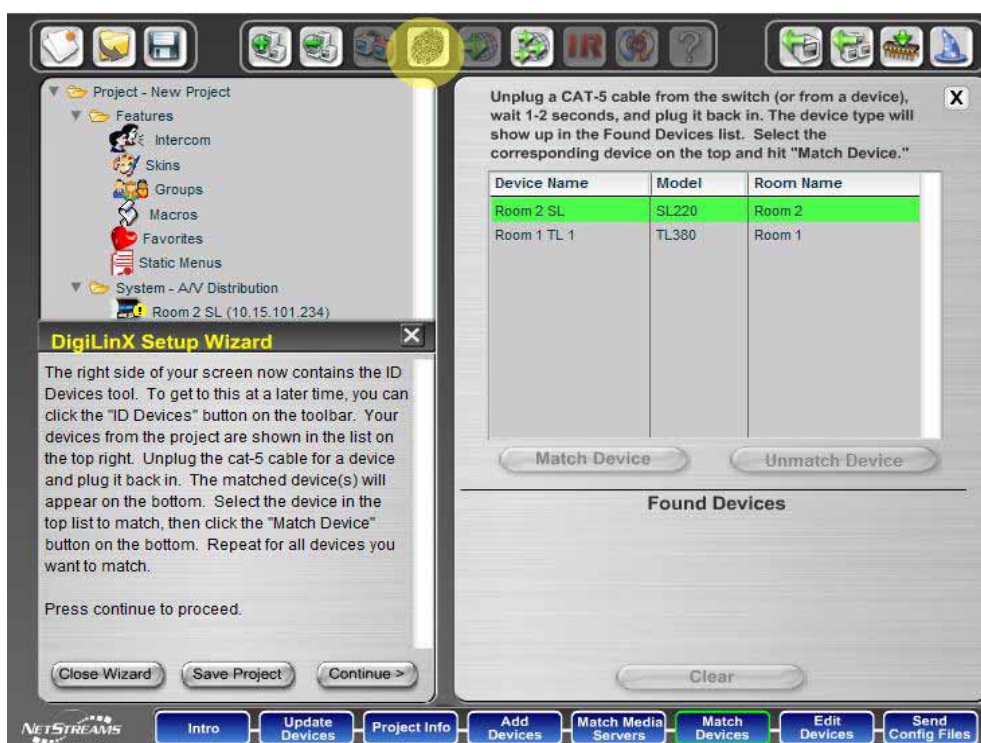


Figure 4-12 Device matched

- Repeat steps 1. through 2. for each device installed in the project. When completed, all devices should be highlighted green in the Match Devices window pane, and in the left window pane, there should be no red “x” next to any device (all should display a yellow “!” next to the corresponding device in the project list). See Figure 4-13.

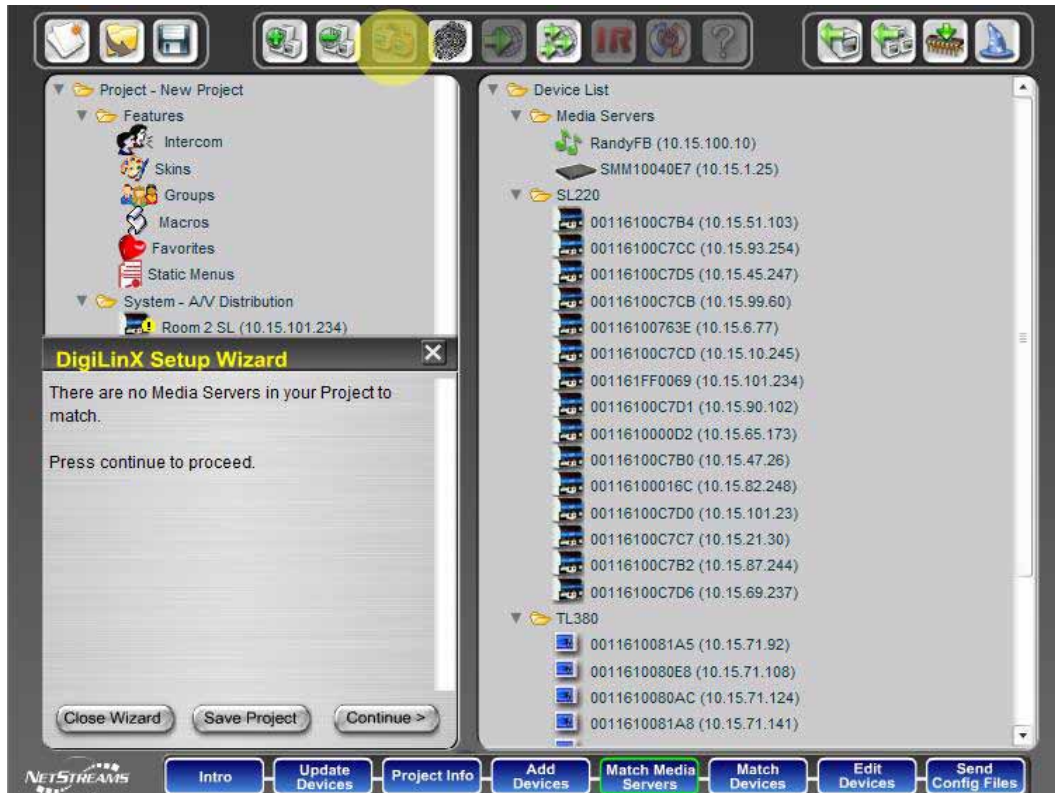


Figure 4-13 All devices matched

4. Select **Continue** from the DigiLinX Dealer Setup Wizard.

You are prompted that your project is complete, but your live devices aren't updated yet (see Figure 4-14).

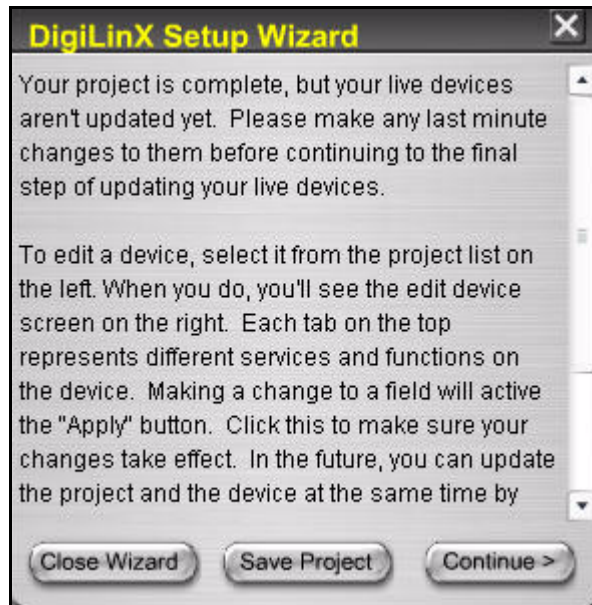


Figure 4-14 Edit devices prompt

5. Select **Continue** and go to *Editing Devices* in Chapter 5.