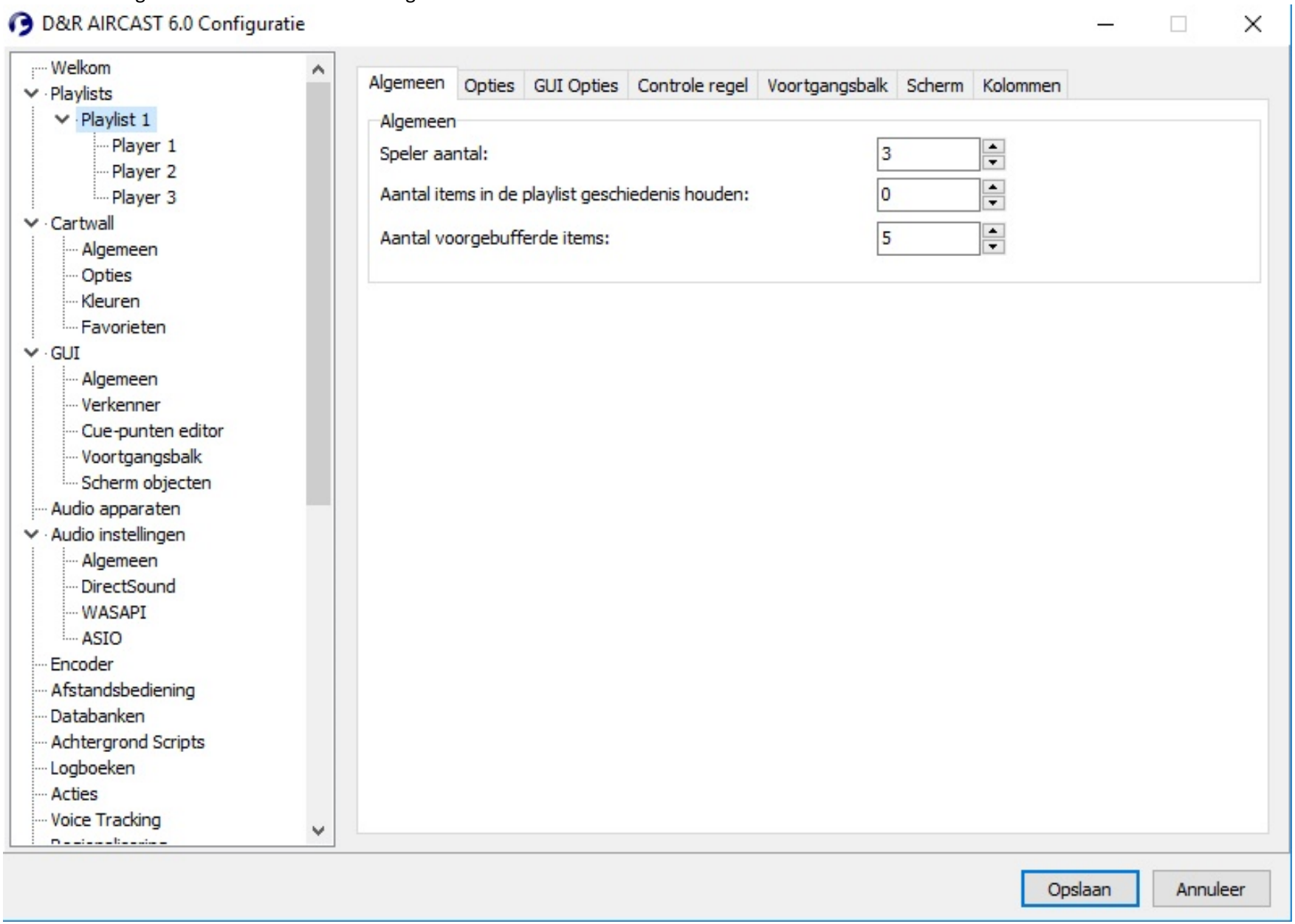
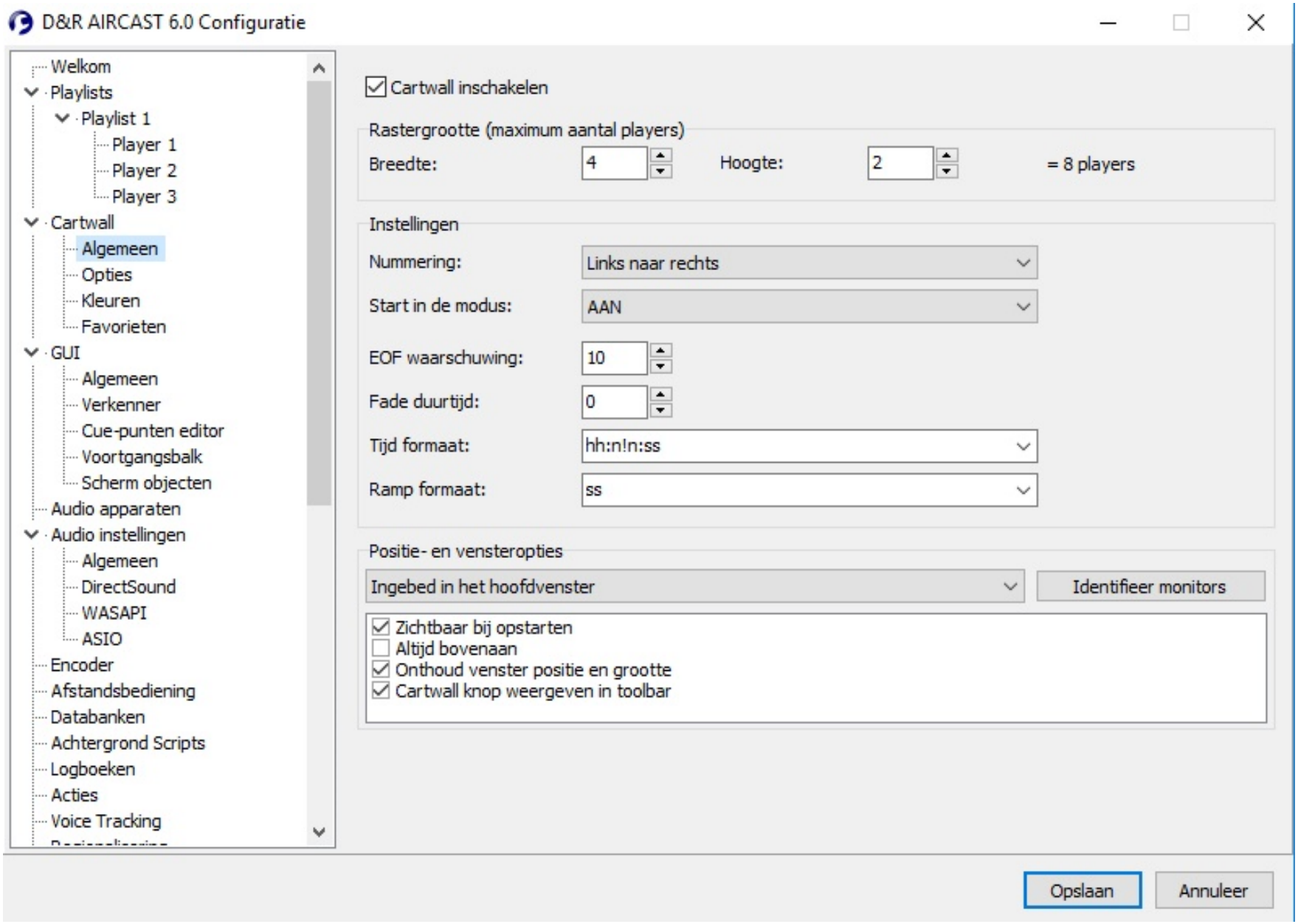
In this Easy setup manual you'll learn how to set up Aircast with you're mixer by following the configuration pictures.

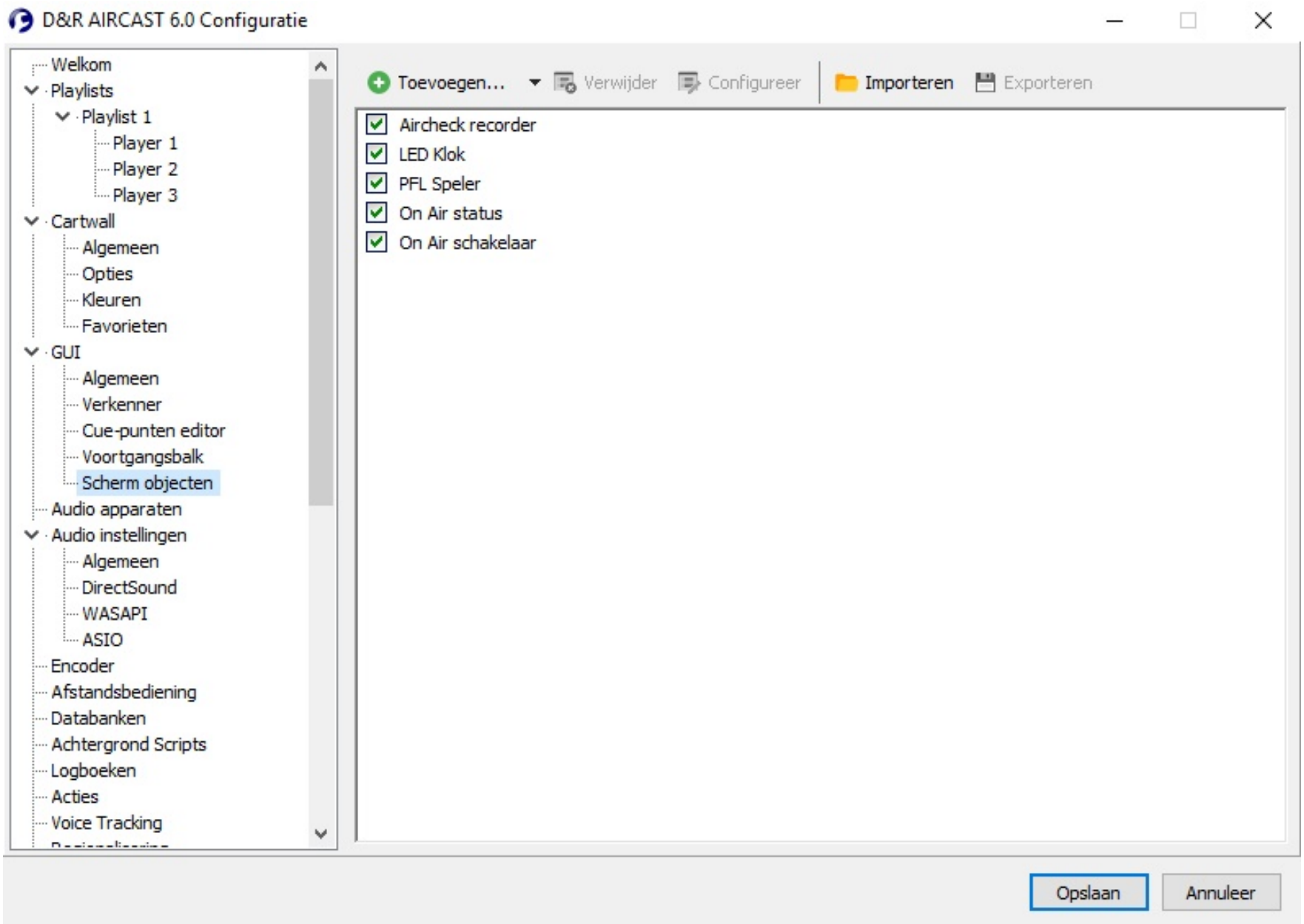
To use Aircast with 3 players you'll have to go to the Aircast configuration tool and change Player count to the right amount of players.
All visual settings have to be done in the configuration tool and the rest can be done when Aircast is booted.



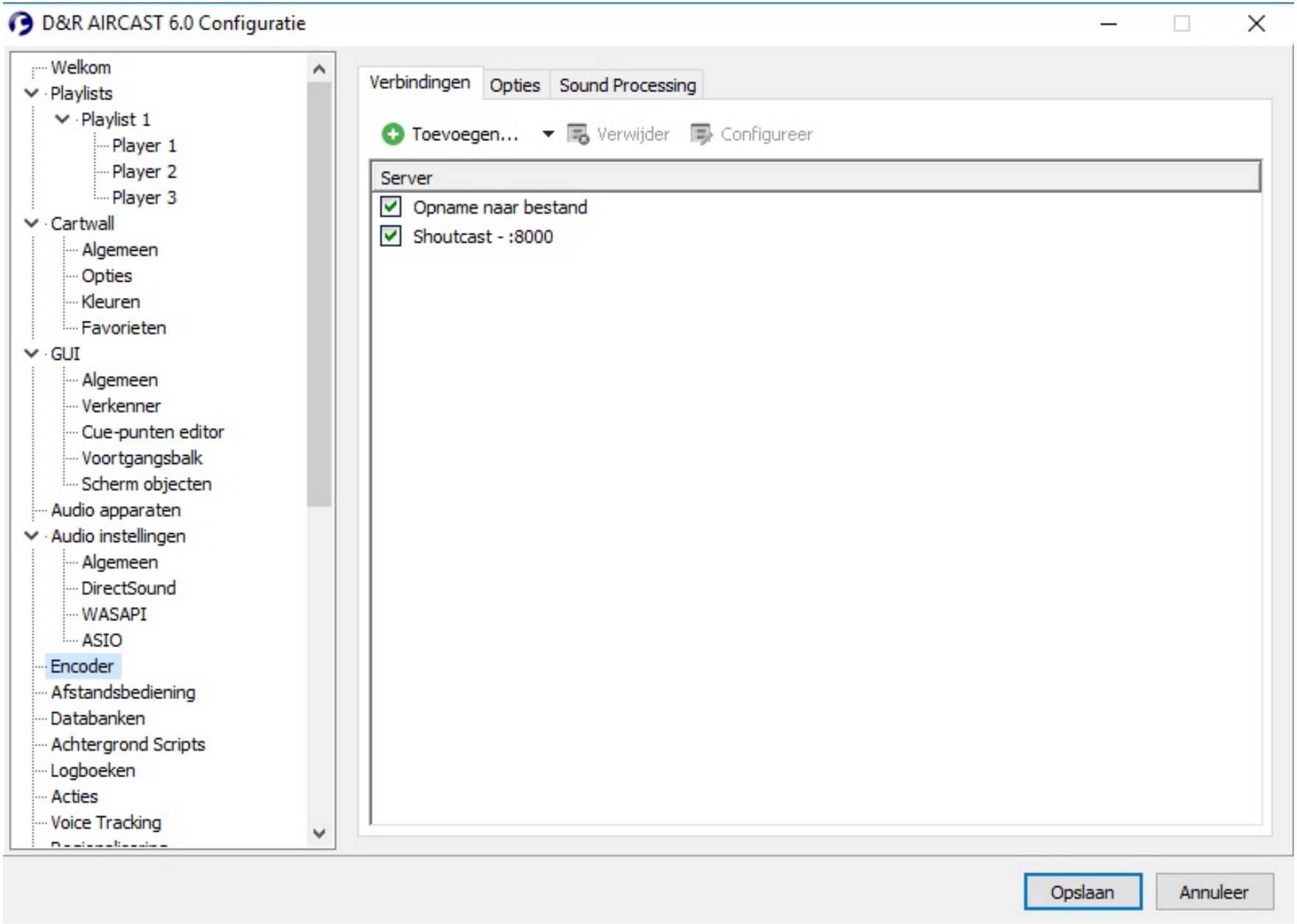
The same can be done with the amount of Cartwall players, you'll have to change the Width hand Height. A Width of 4 and a Height of 2 creates 8 players.

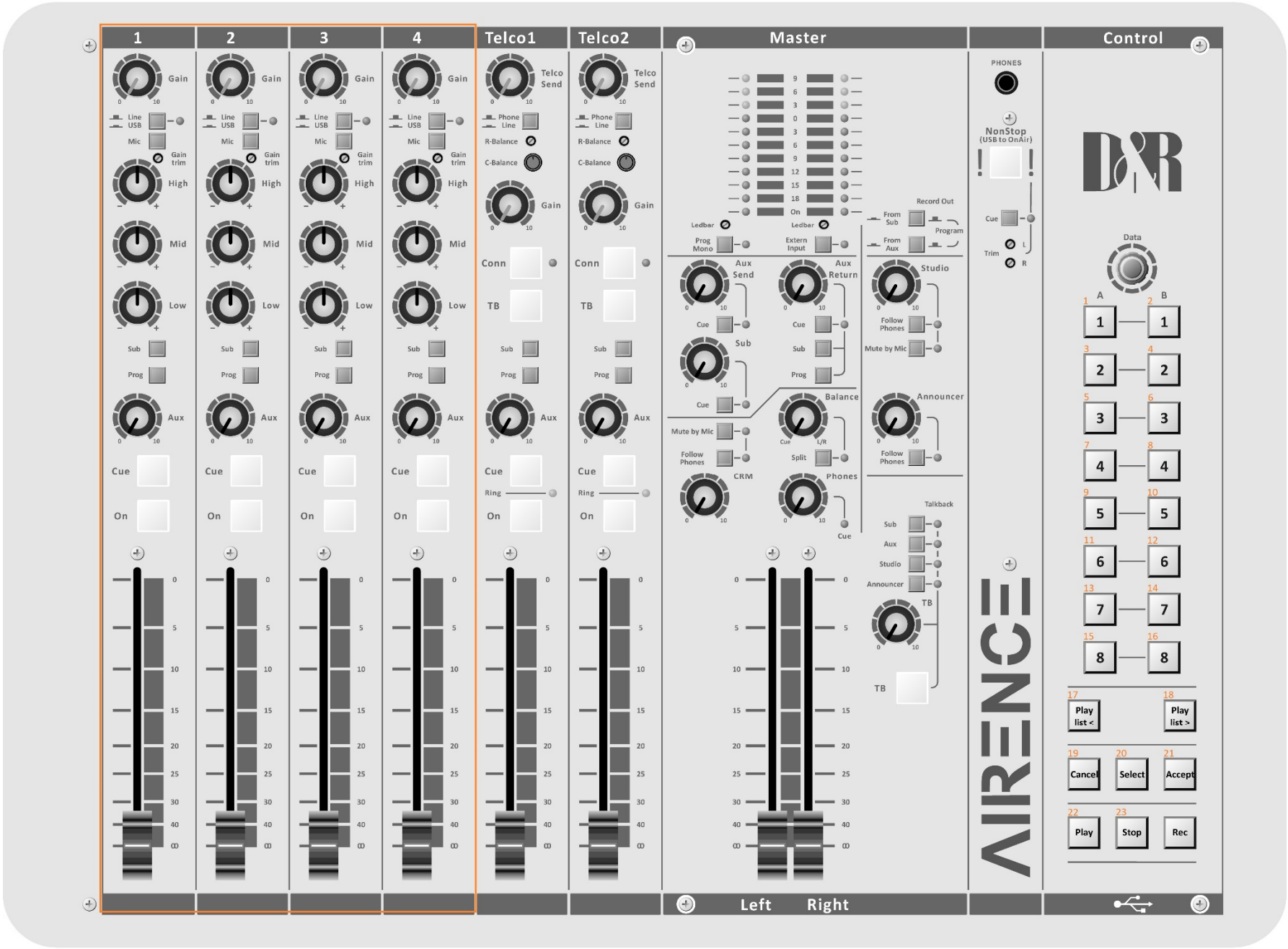


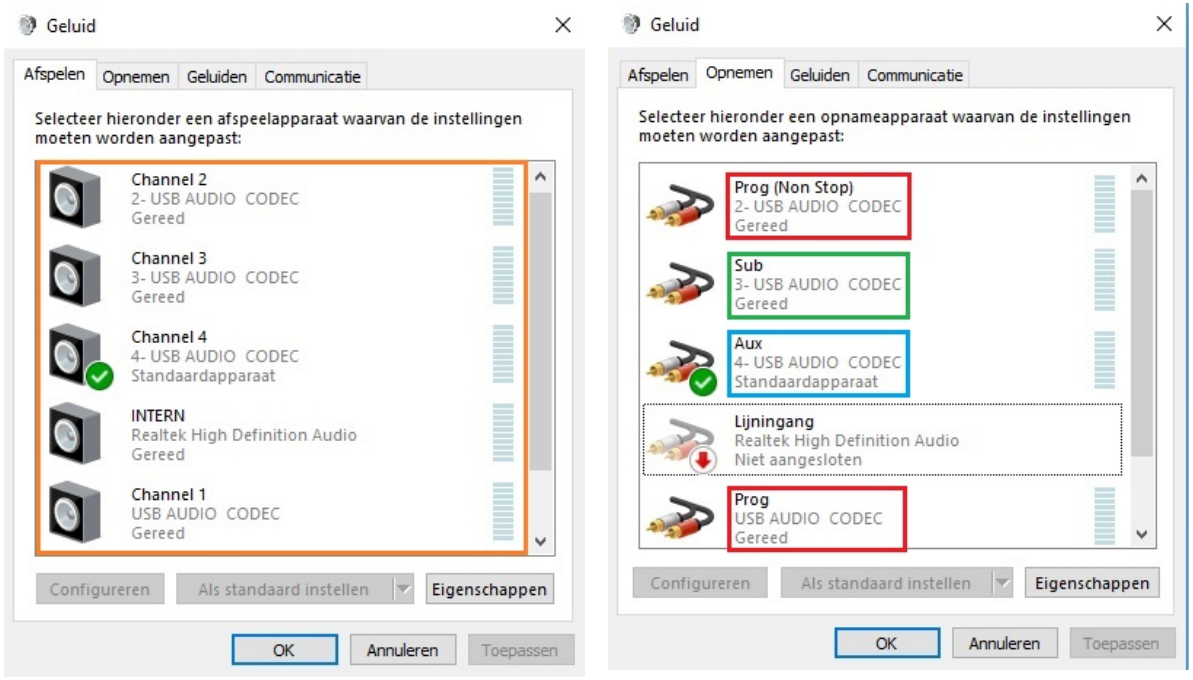
It is also possible to add a Aircheck recorder, LED clock, PFL player etc.

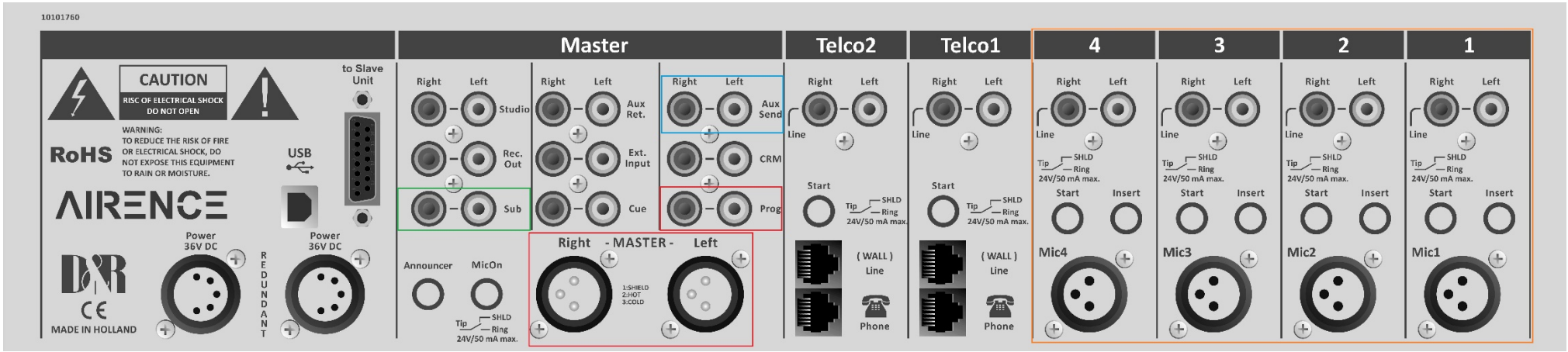


And a Program recorder, shoutcast stream server.




1
2
3
4
Telco1
Telco2
Master
Control
Gain
Line USB
Mic
Gain trim
High
Mid
Low
Sub
Prog
Aux
Cue
On
Telco Send
Phone Line
R-Balance
C-Balance
Conn
TB
Ring
Ledbar
Prog Mono
Extern Input
Aux Send
Aux Return
Mute by Mic
Follow Phones
CRM
Balance
Cue L/R
Split
Phones
Record Out
From Sub
From Aux
Program
Studio
Announcer
Talkback
PHONES
NonStop
(USB to OnAir)
Trim
Data
A
B
Play list <
Play list >
Cancel
Select
Accept
Play
Stop
Rec
AIRENCE
Left
Right

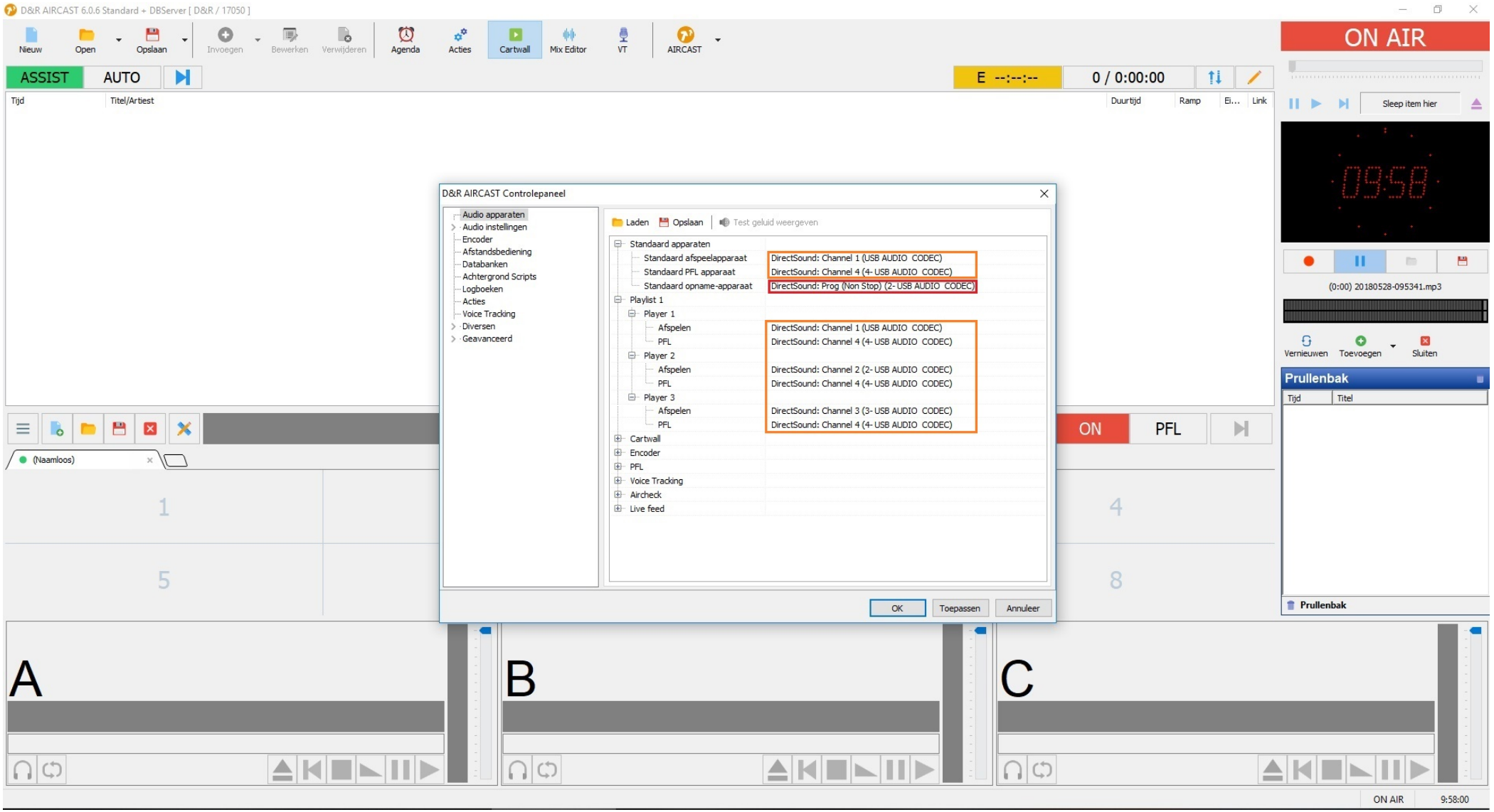




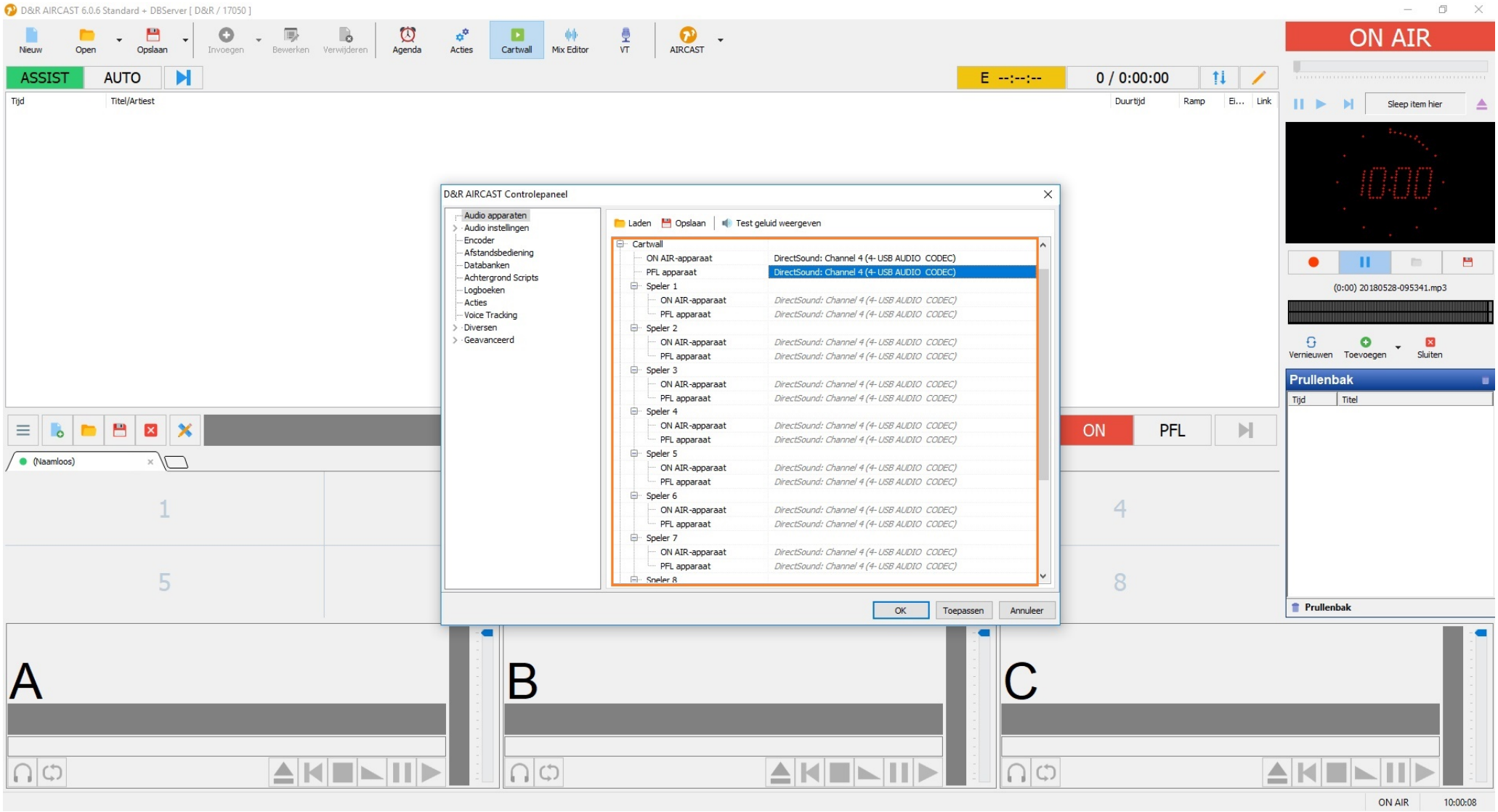
The easiest way to recognize the Audio in and out-puts is to rename them in the Windows Audio settings.

A instruction video can be found at the D&R website by each product and at the Wiki page.

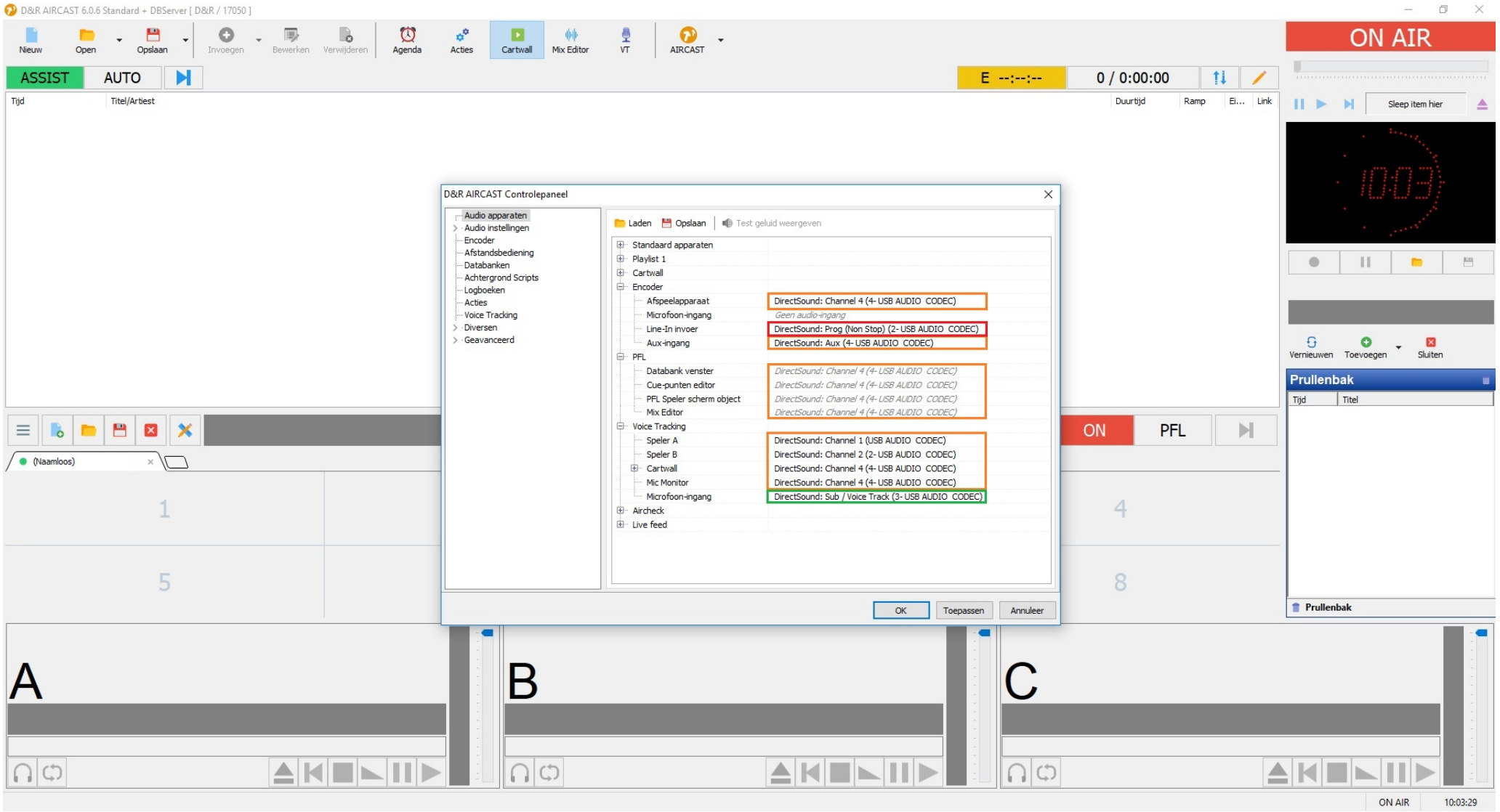
When the USB Audio codecs are renamed you can start to setup the audio channels in Aircast.



Player 1 plays to Channel 1 and it's PFL goes to Channel 4
Player 2 plays to Channel 2 and it's PFL goes to Channel 4
Player 3 plays to Channel 3 and it's PFL goes to Channel 4
The standard playout goes to Channel 1, the standard PFL goes to Channel 4, the standard recording device is Program (Non Stop)



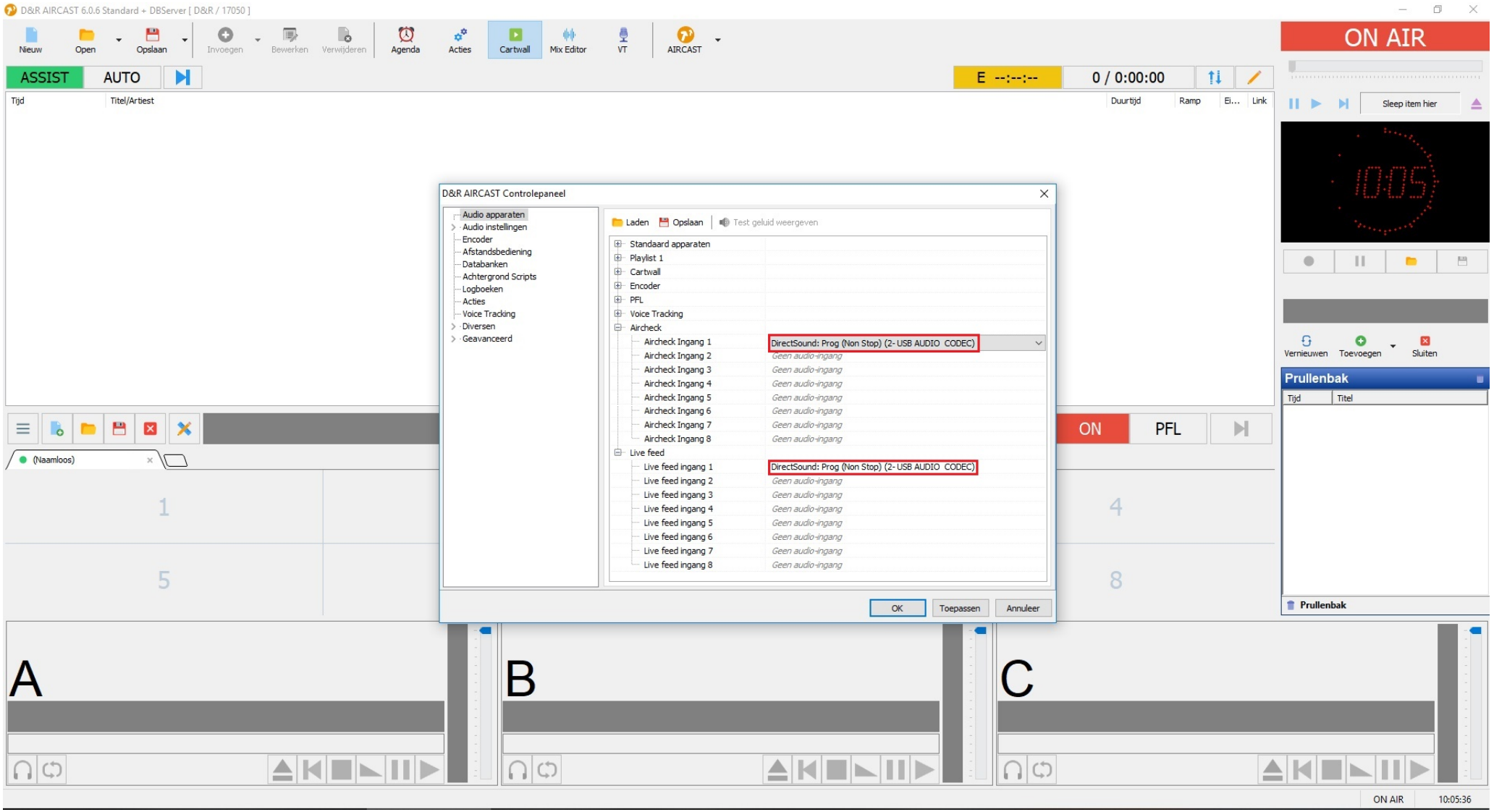
All the Cartwall players playout to channel 4



To listen to the encoder you can select Channel 4, it's line in signal comes from the Prog (Non Stop) and as an Aux signal it receives the Aux,

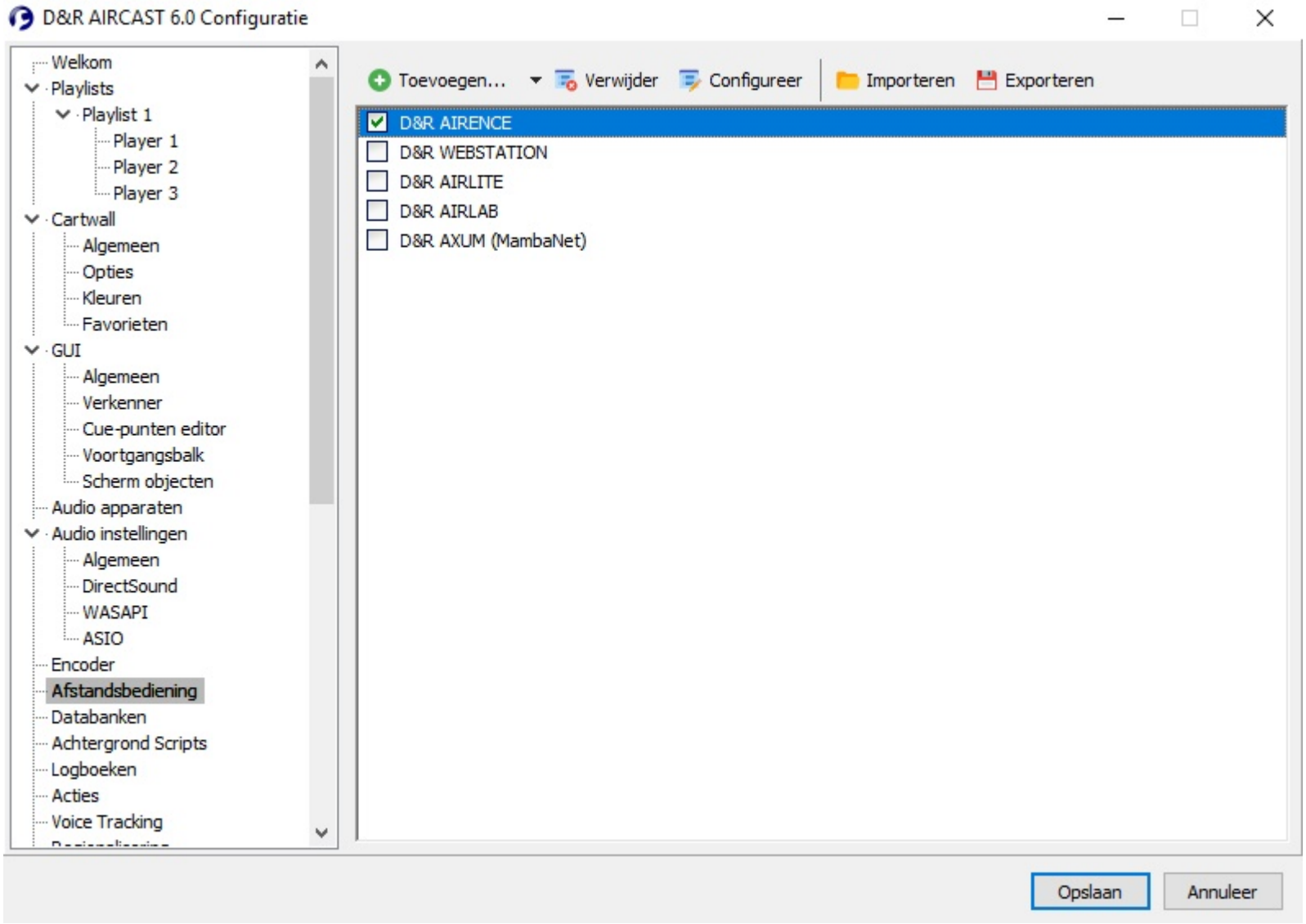
The PFL player comes out of Channel 4

For the Voicetrack recorder we tell Aircast that Player A is Channel 1, Player B is Channel 2, Cartwall is Channel 4 as well as the Mic Monitor and the Microphone input is the Sub / Voice track bus.

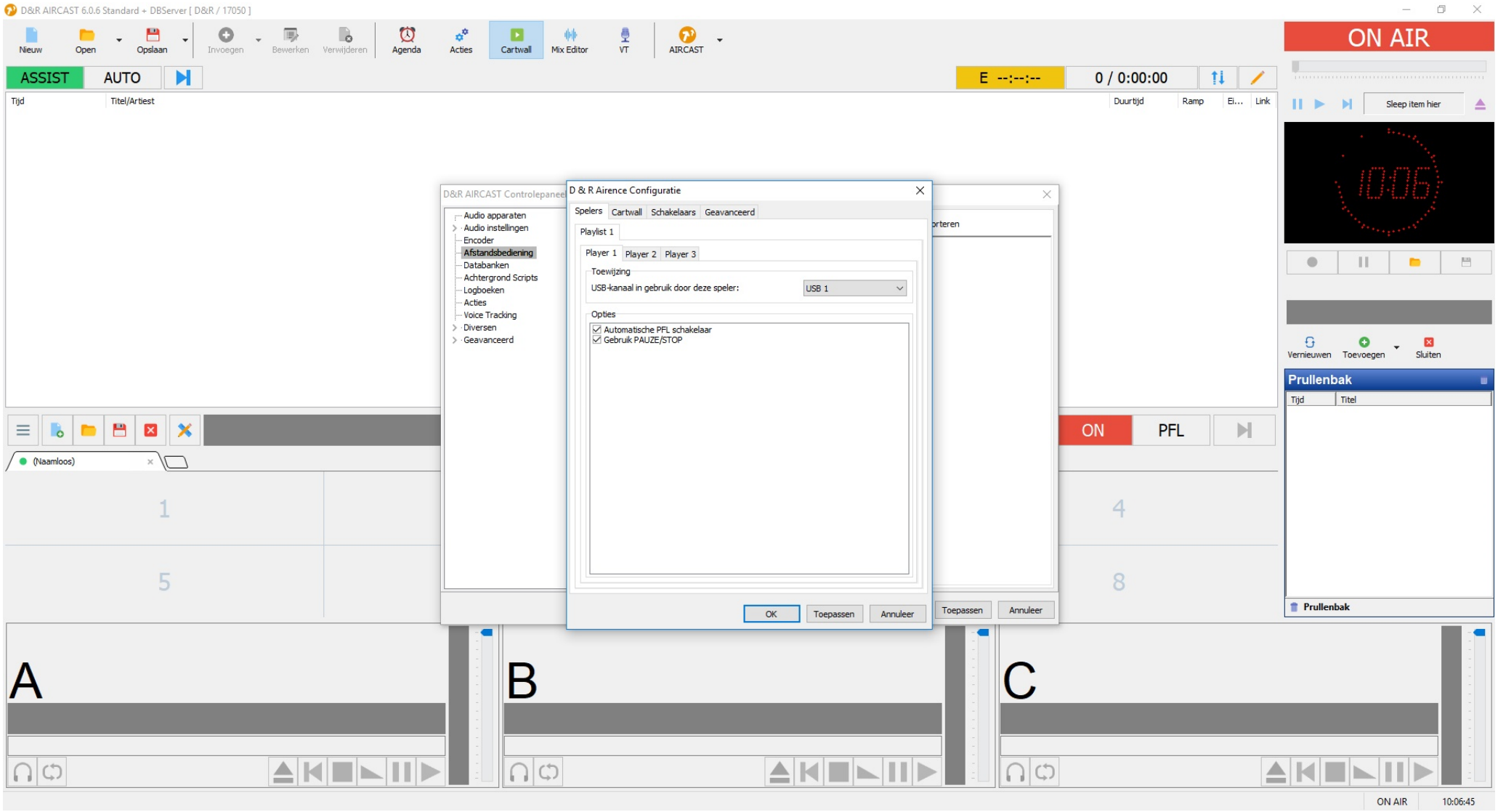


To record the Aircheck you can use different inputs, in this case we selected Prog (Non Stop) but this can also be the on air input at an Airlite.

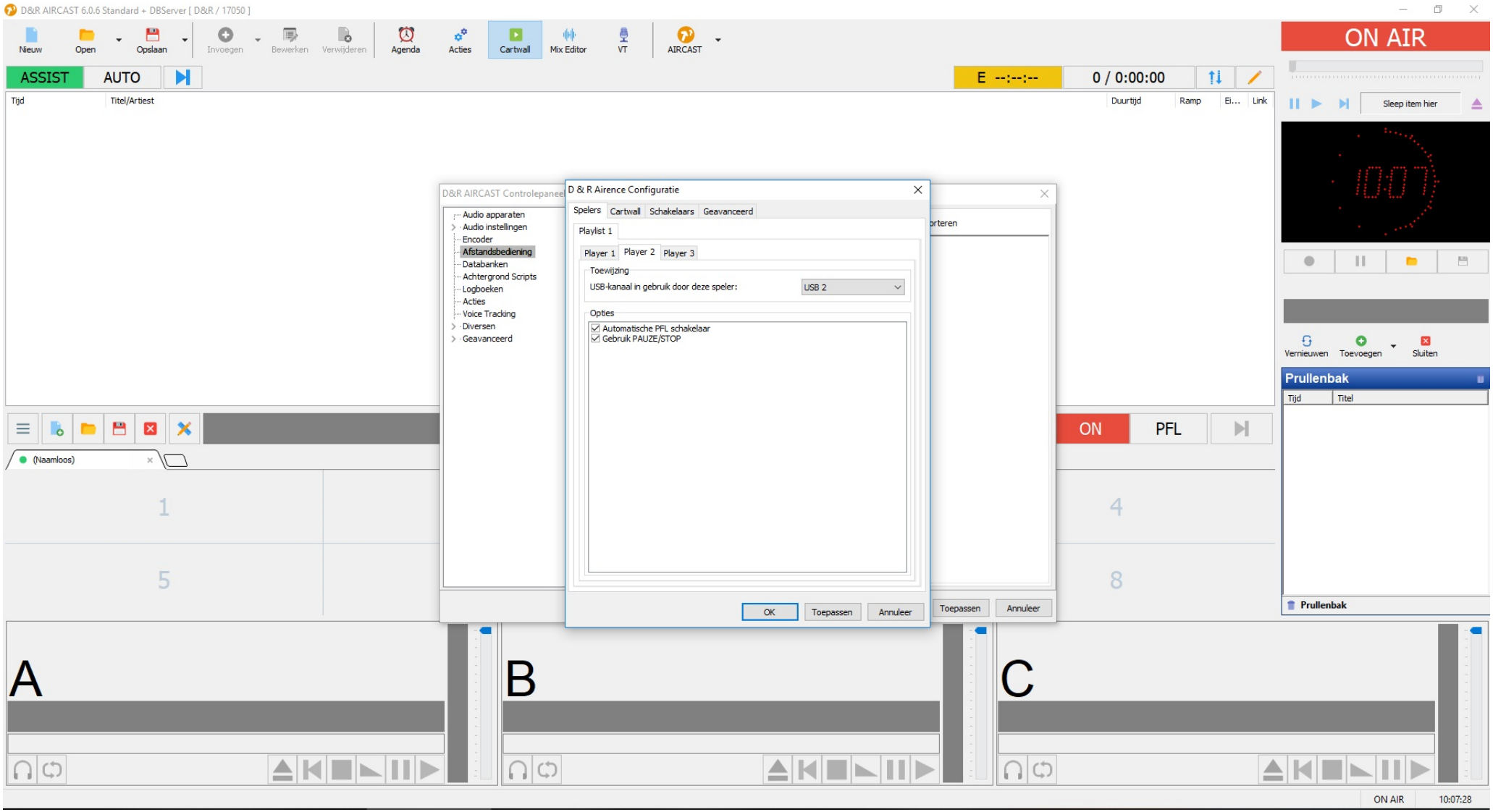
The Live Feed uses the Prog (Non stop) input.



To control Aircast with you're D&R mixer you'll have to add the Remote Control function of the specific mixer.



You'll have to tell Aircast that Player 1 uses the channel USB 1, Player 2 uses the channel USB 2 and Player 3 uses the channel USB 3 this way the Fader starts will work fort his channel.


D&R AIRCAST 6.0.6 Standard + DBServer [D&R / 17050]
Nieuw
Open
Opslaan
Invoegen
Bewerken
Verwijderen
Agenda
Acties
Cartwall
Mix Editor
VT
AIRCAST
ON AIR
ASSIST
AUTO
E --:--:--
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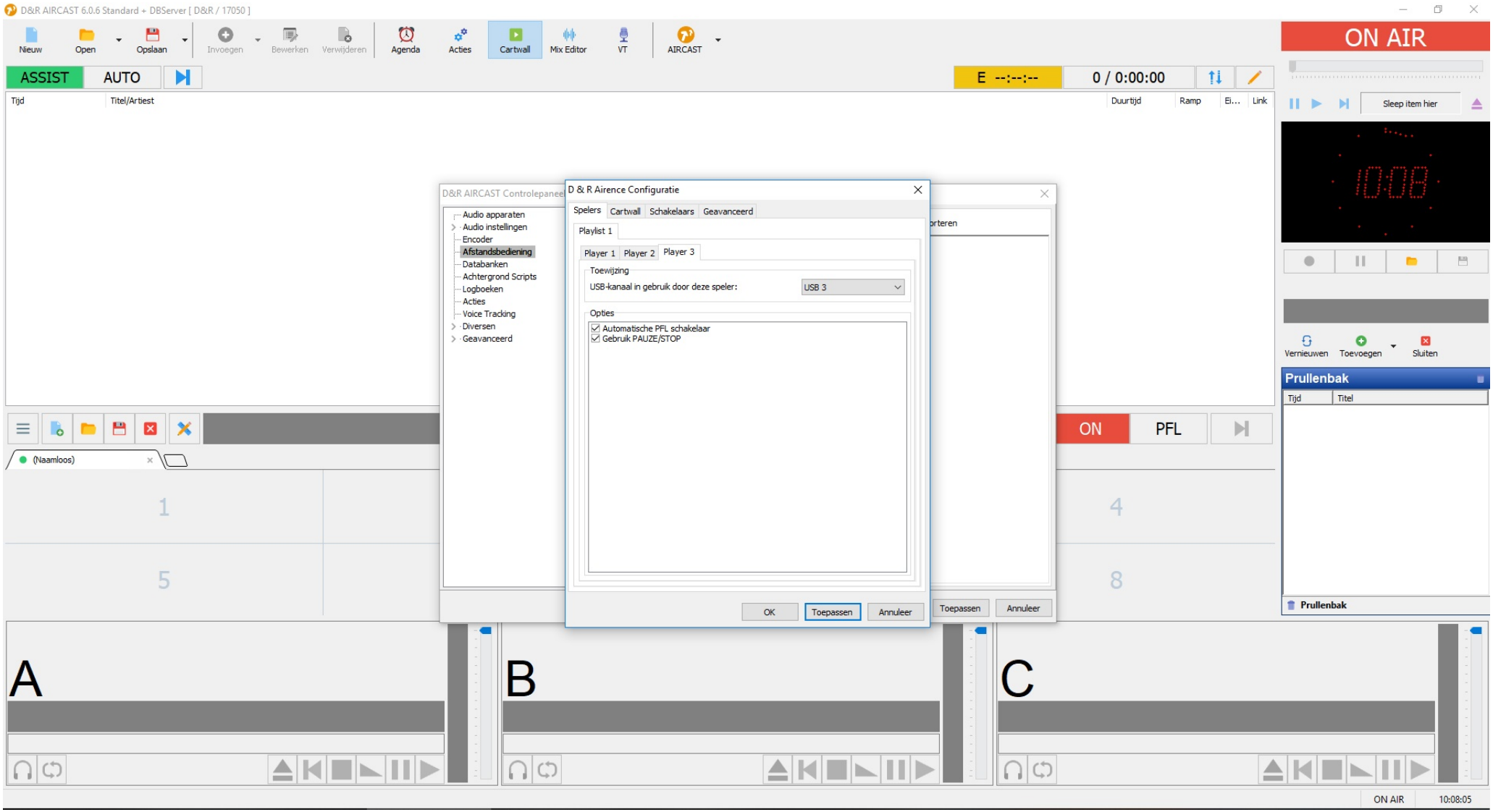
Tijd
Titel/Artiest
Duurtijd
Ramp
Ei...
Link
Sleep item hier
Vernieuwen
Toevoegen
Sluiten
Prullenbak
Tijd
Titel
Prullenbak
D&R AIRCAST Controlepaneel
Audio apparaten
Audio instellingen
Encoder
Afstandsbediening
Databanken
Achtergrond Scripts
Logboeken
Acties
Voice Tracking
Diversen
Geavanceerd
D & R Airence Configuratie
Spelers
Cartwall
Schakelaars
Geavanceerd
Playlist 1
Player 1
Player 2
Player 3
Toewijzing
USB-kanaal in gebruik door deze speler:
USB 2
Opties
Automatische PFL schakelaar
Gebruik PAUZE/STOP
OK
Toepassen
Annuleer
Toepassen
Annuleer
ON
PFL
(Naamloos)
1
4
5
8
A
B
C
ON AIR
10:07:28


D&R AIRCAST 6.0.6 Standard + DBServer [D&R / 17050]
Nieuw
Open
Opslaan
Invoegen
Bewerken
Verwijderen
Agenda
Acties
Cartwall
Mix Editor
VT
AIRCAST
ON AIR
ASSIST
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Tijd
Titel/Artiest
Duurtijd
Ramp
Ei...
Link
Sleep item hier
D&R AIRCAST Controlepaneel
Audio apparaten
Audio instellingen
Encoder
Afstandsbediening
Databanken
Achtergrond Scripts
Logboeken
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Voice Tracking
Diversen
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USB-kanaal in gebruik door deze speler:
USB 3
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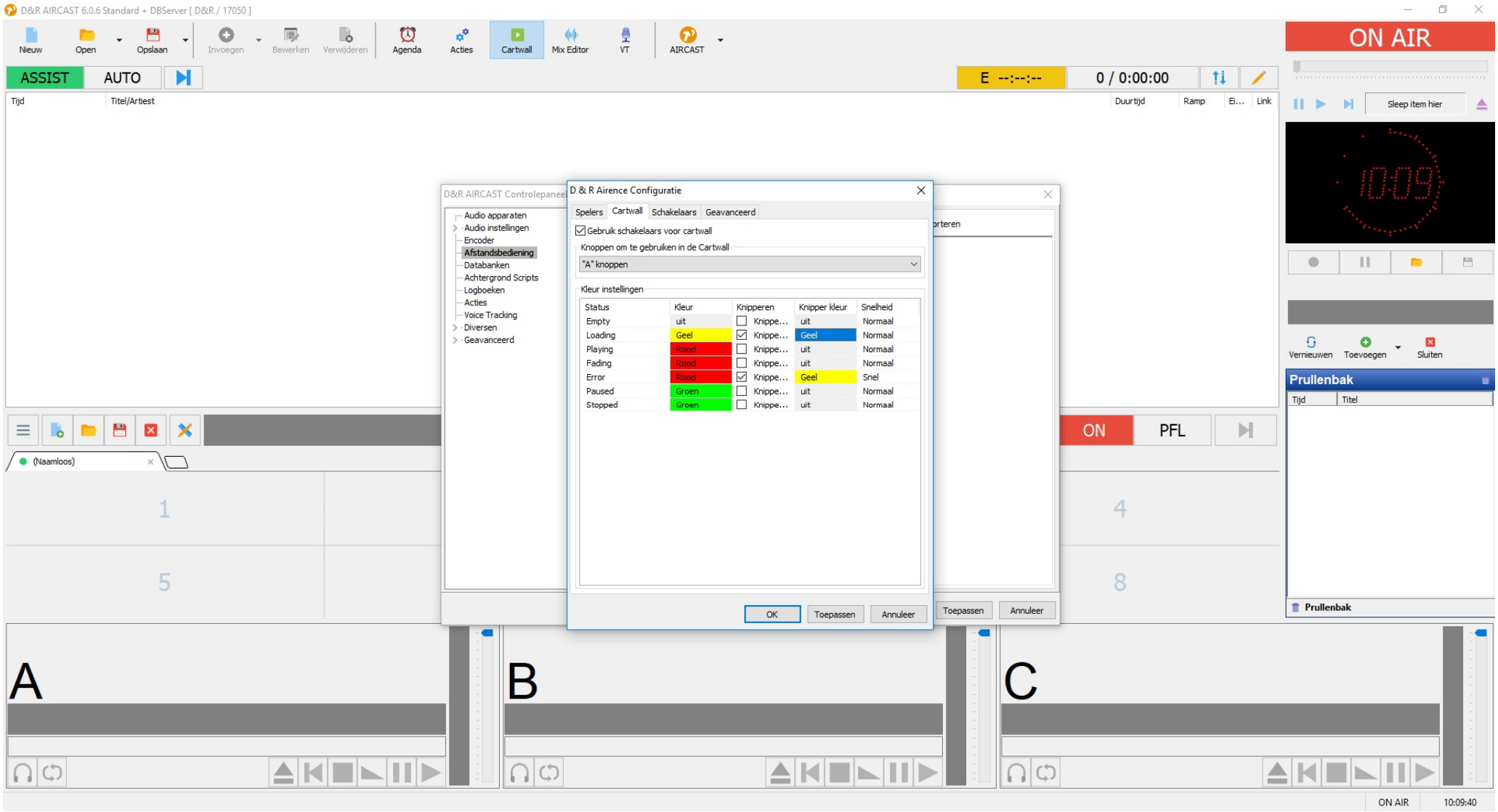
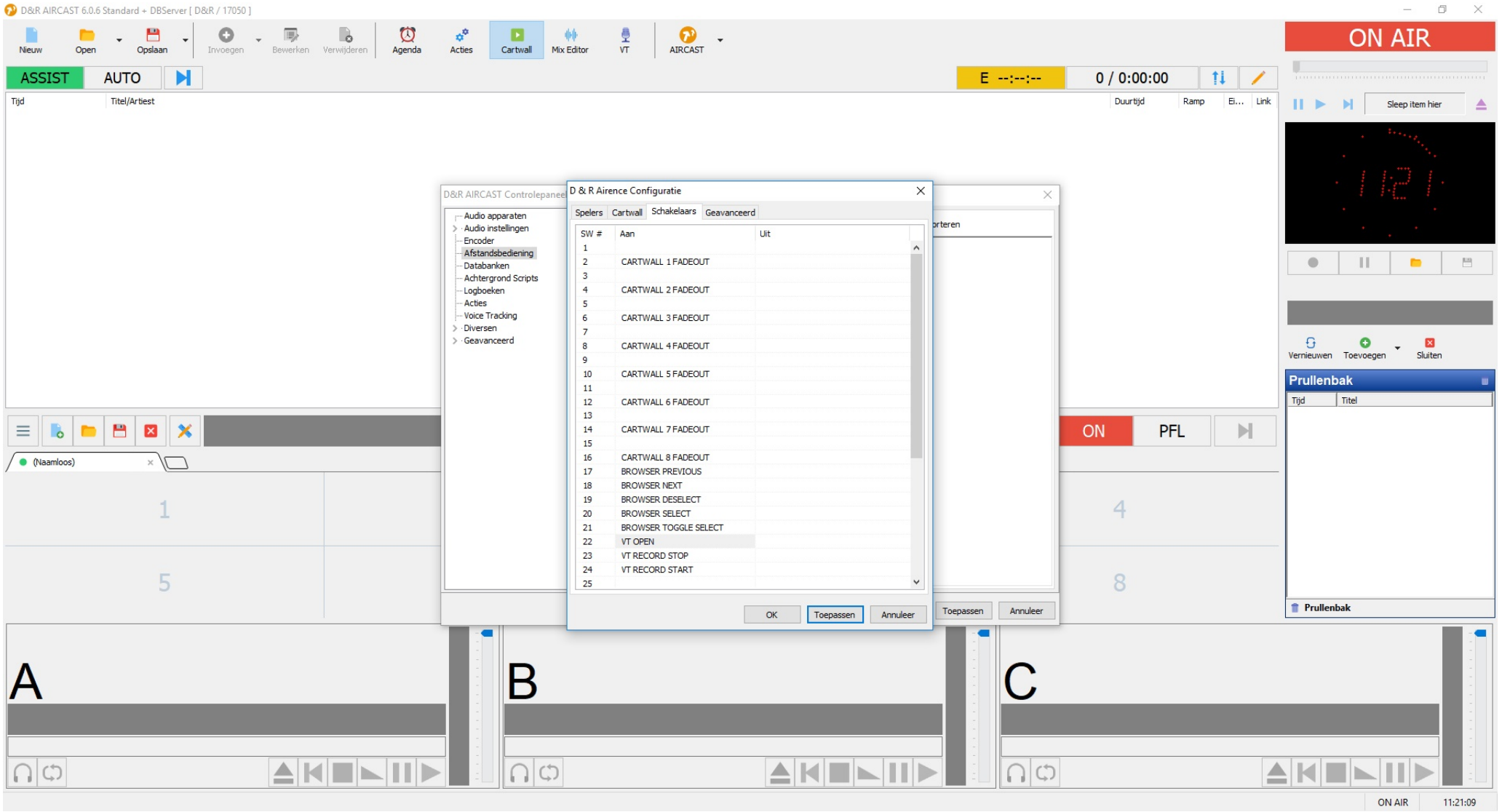
Automatische PFL schakelaar
Gebruik PAUZE/STOP
OK
Toepassen
Annuleer
Vernieuwen
Toevoegen
Sluiten
Prullenbak
Tijd
Titel
Prullenbak
(Naamloos)
ON
PFL
1
4
5
8
A
B
C
ON AIR
10:08:05



For the Cartwall we use the 8 buttons in Row A, it is also possible to change the colors of the Led’s.



For the other switches that arent used for the Cartwall players we can configure different fucntions.

Keep in mind that the switches in Row A (1, 3, 5, 7, 9, 11, 13, 15) are already in use and have to be empty.