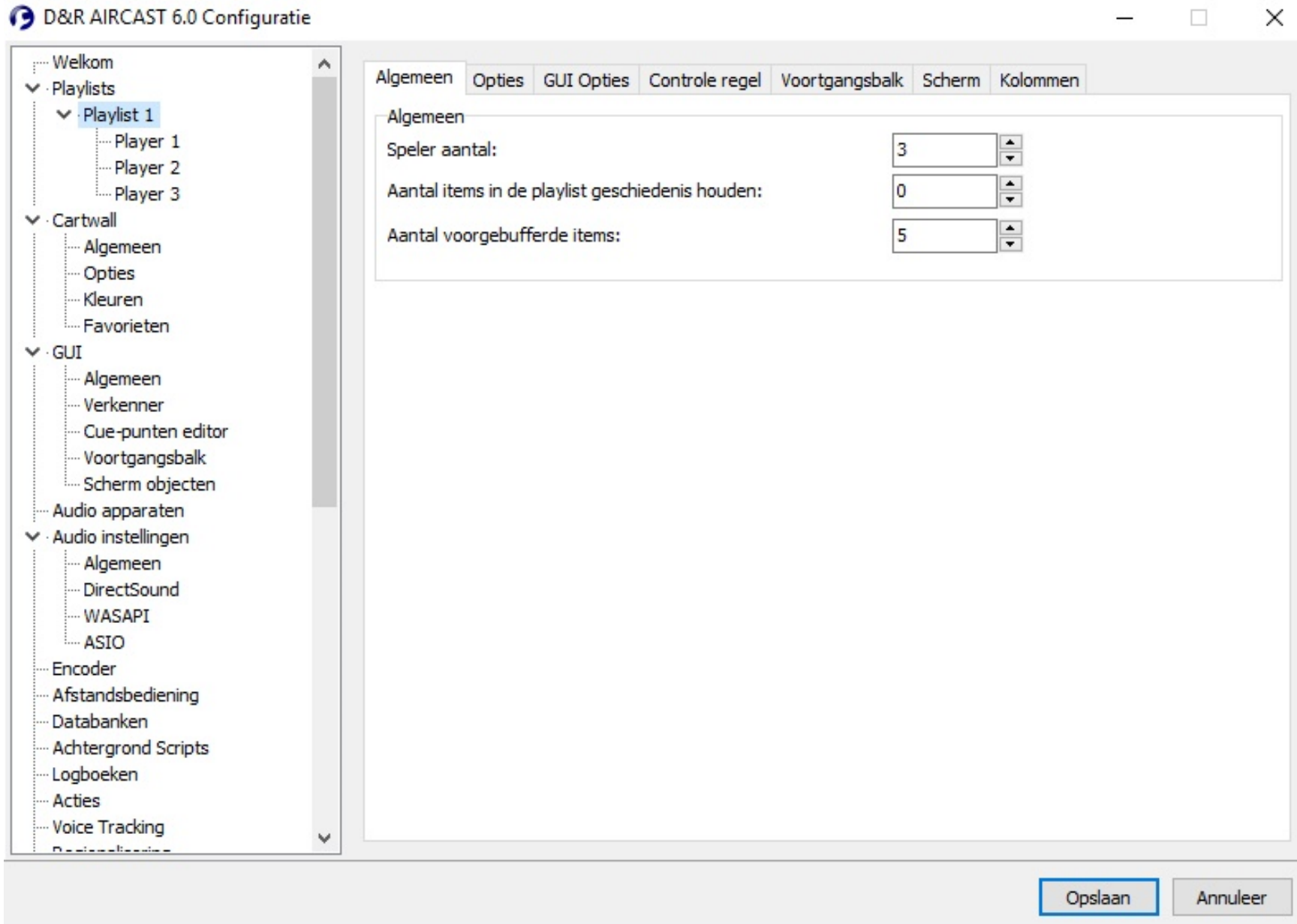


In this Easy setup manual you'll learn how to set up Aircast with you're mixer by following the configuration pictures.

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.



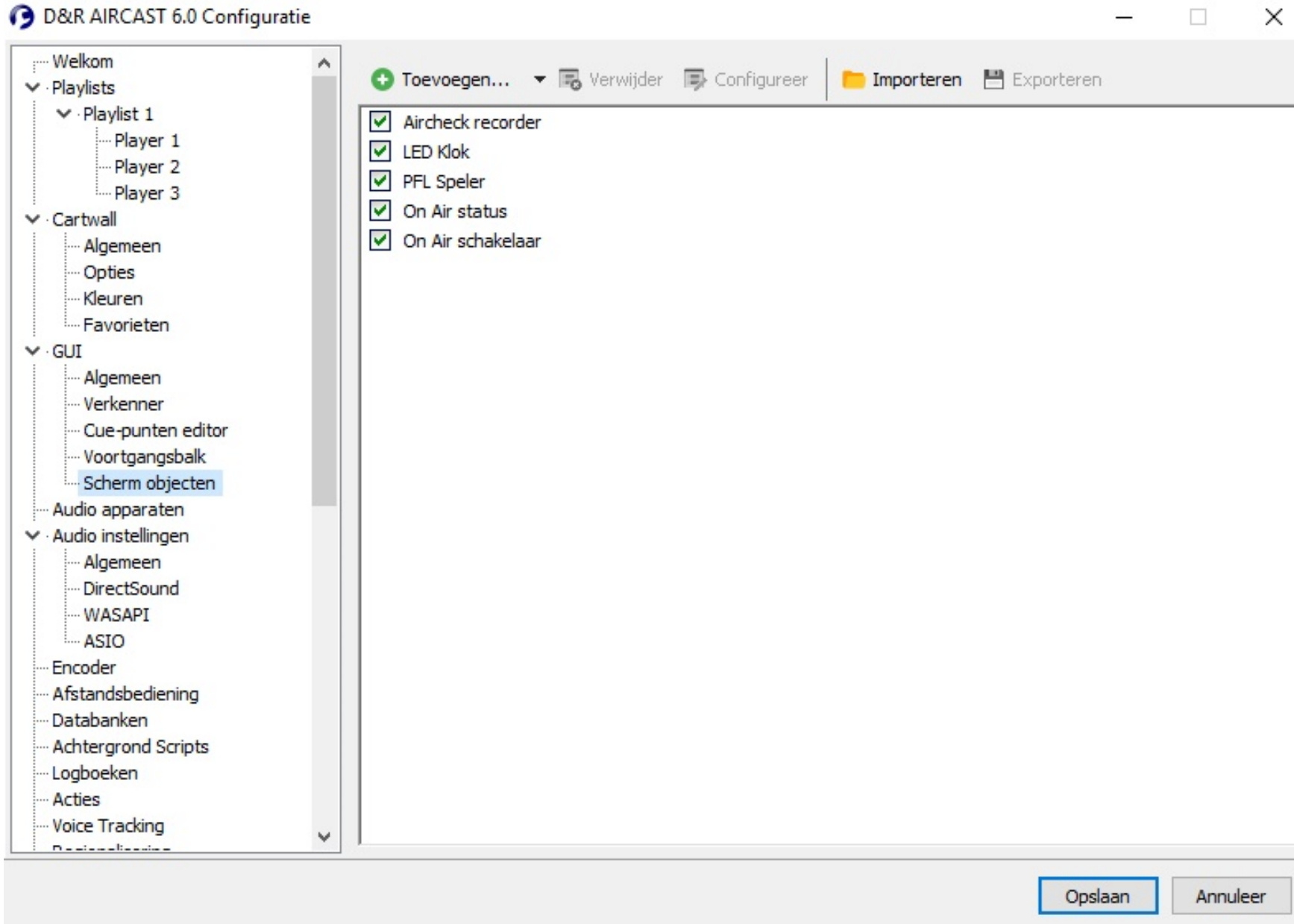
The same can be done with the amount of Cartwall players, you'll have to change the Width and Height. A Width of 4 and a Height of 2 creates 8 players.

The screenshot shows the 'D&R AIRCAST 6.0 Configuratie' window. On the left is a tree view with categories like 'Welkom', 'Playlists', 'Cartwall', 'GUI', 'Audio apparaten', 'Audio instellingen', 'Encoder', 'Afstandsbediening', 'Databanken', 'Achtergrond Scripts', 'Logboeken', 'Acties', and 'Voice Tracking'. The 'Cartwall' category is expanded, and 'Algemeen' is selected. The main area contains the following settings:

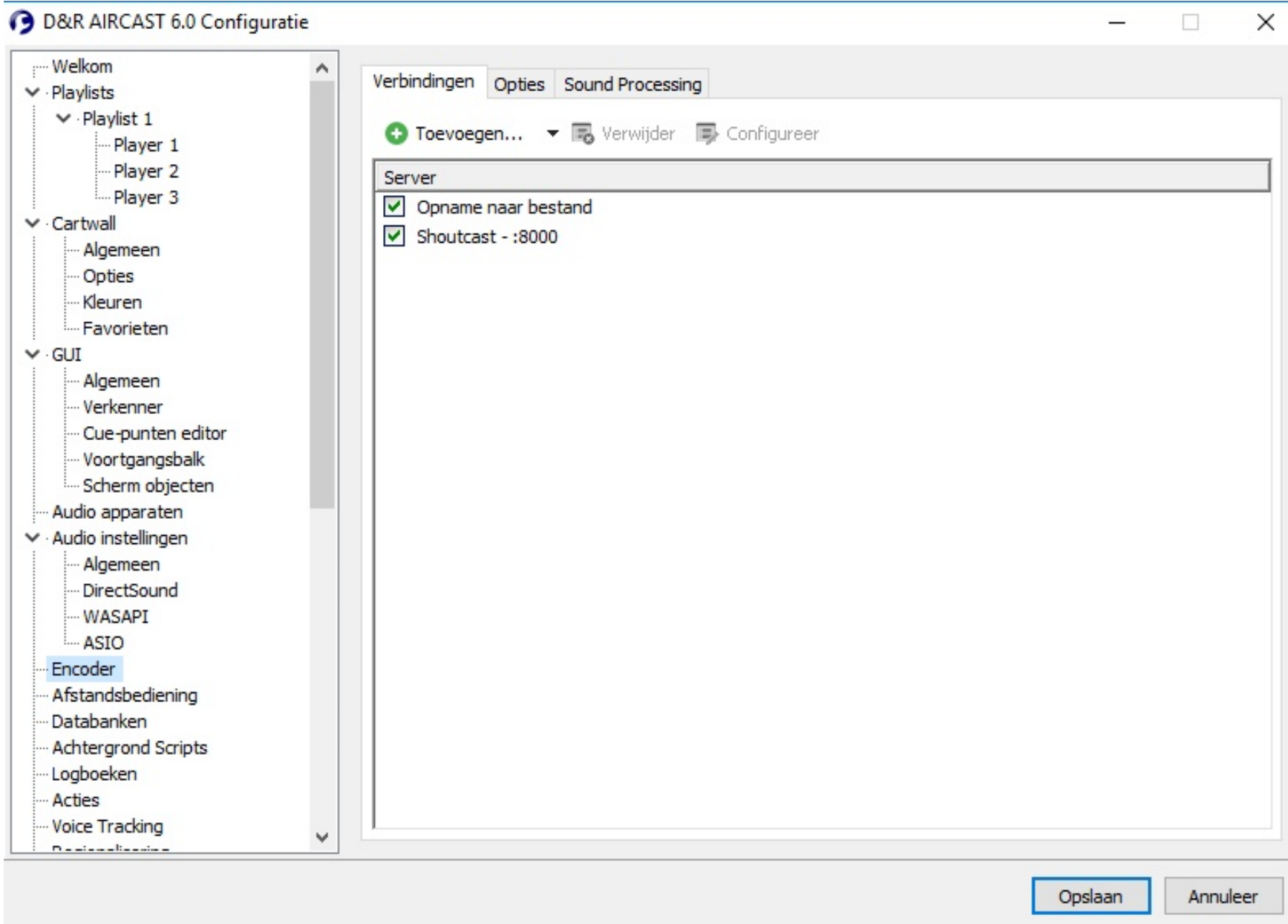
- Cartwall inschakelen
- Rastergrootte (maximum aantal players)
 - Breedte: 4
 - Hoogte: 2
 - = 8 players
- Instellingen
 - Nummering: Links naar rechts
 - Start in de modus: AAN
 - EOF waarschuwing: 10
 - Fade duurtijd: 0
 - Tijd formaat: hh:n!n:ss
 - Ramp formaat: ss
- Positie- en vensteropties
 - Ingebed in het hoofdvenster
 - Identificeer monitors
 - Zichtbaar bij opstarten
 - Altijd bovenaan
 - Onthoud venster positie en grootte
 - Cartwall knop weergeven in toolbar

At the bottom right, there are two buttons: 'Opslaan' and 'Annuleer'.

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



And a Program recorder, shoutcast stream server.



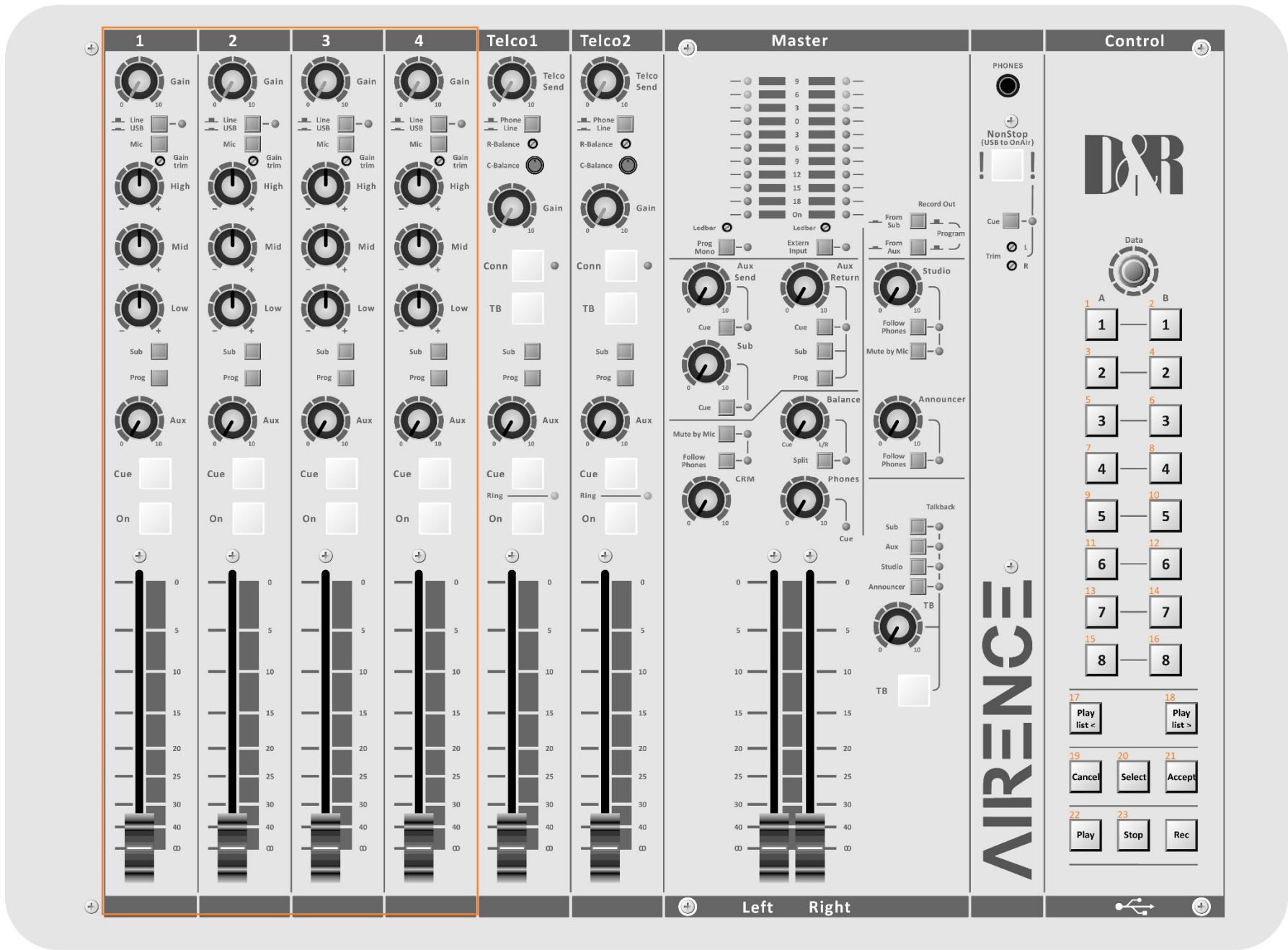
Verbindingen Opties Sound Processing

+ Toevoegen... Verwijder Configureer

Server

- Opname naar bestand
- Shoutcast - :8000

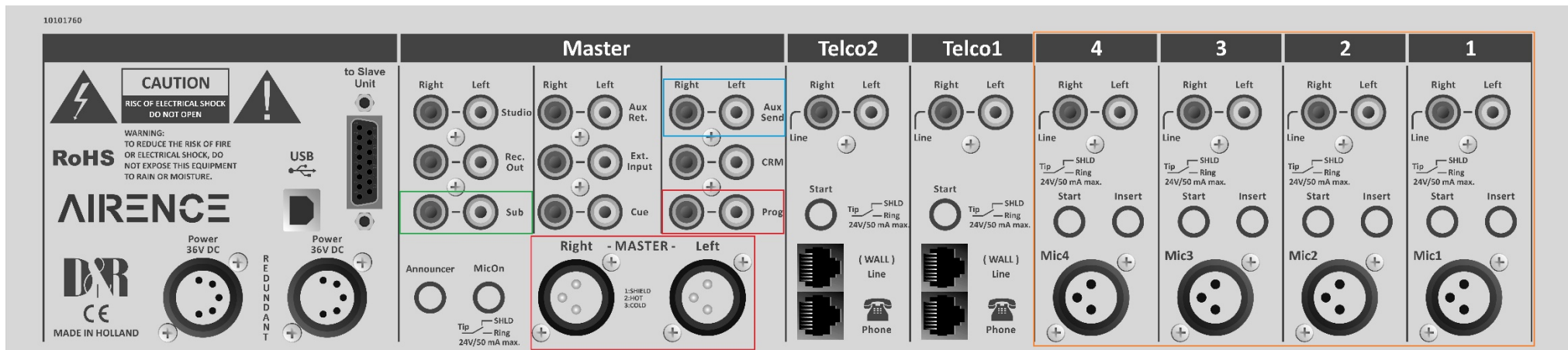
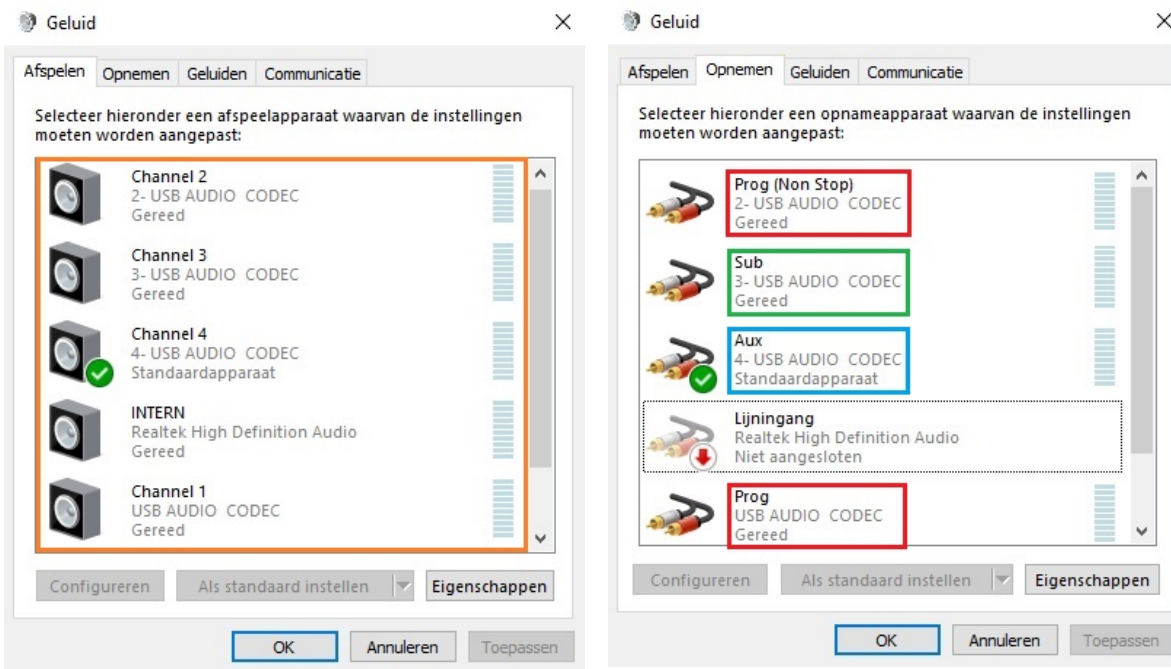
Opslaan Annuleer



AIRENCE

Left Right

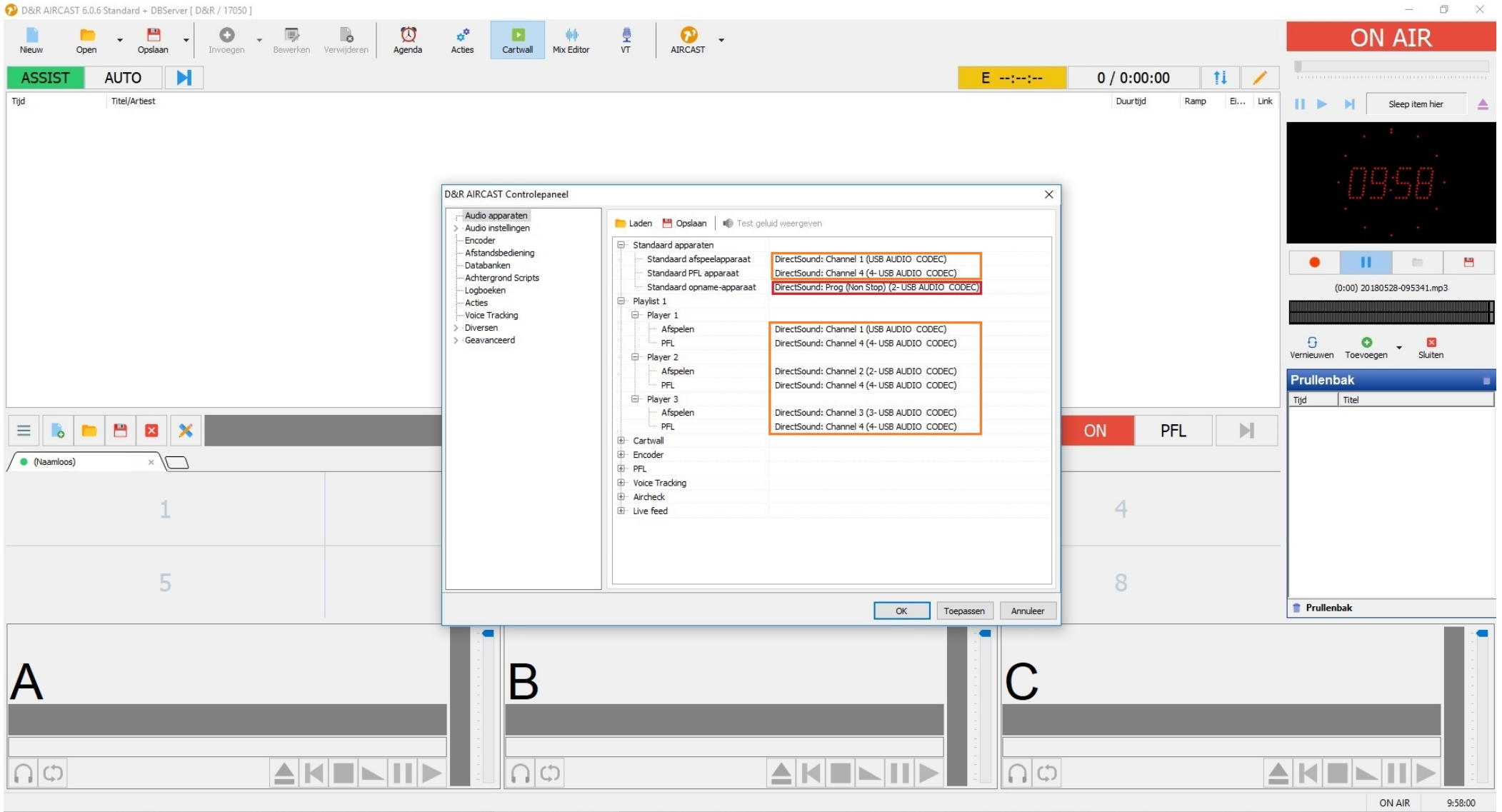




The easiest way to recognize the Audio in and out-puts is to rename them in the Windows Audio settings.

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)

D&R AIRCAST 6.0.6 Standard + DBServer [D&R / 17050]

Nieuw Open Opslaan Invoegen Bewerken Verwijderen Agenda Acties Cartwall Mix Editor VT AIRCAST

ASSIST AUTO ▶ E --:--:-- 0 / 0:00:00 ↕ ✎

Tijd | Titel/Artiest | Duurtijd | Ramp | Ei... | Link

D&R AIRCAST Controlepaneel

- Audio apparaten
 - Audio instellingen
 - Encoder
 - Afstandsbediening
 - Databanken
 - Achtergrond Scripts
 - Logboeken
 - Acties
 - Voice Tracking
 - Diversen
 - Geavanceerd

Laden Opslaan Test geluid weergeven

Speler	ON AIR-apparaat	PFL apparaat	DirectSound
Cartwall	ON AIR-apparaat		DirectSound: Channel 4 (4-USB AUDIO CODEC)
	PFL apparaat		DirectSound: Channel 4 (4-USB AUDIO CODEC)
Speler 1	ON AIR-apparaat		DirectSound: Channel 4 (4-USB AUDIO CODEC)
	PFL apparaat		DirectSound: Channel 4 (4-USB AUDIO CODEC)
Speler 2	ON AIR-apparaat		DirectSound: Channel 4 (4-USB AUDIO CODEC)
	PFL apparaat		DirectSound: Channel 4 (4-USB AUDIO CODEC)
Speler 3	ON AIR-apparaat		DirectSound: Channel 4 (4-USB AUDIO CODEC)
	PFL apparaat		DirectSound: Channel 4 (4-USB AUDIO CODEC)
Speler 4	ON AIR-apparaat		DirectSound: Channel 4 (4-USB AUDIO CODEC)
	PFL apparaat		DirectSound: Channel 4 (4-USB AUDIO CODEC)
Speler 5	ON AIR-apparaat		DirectSound: Channel 4 (4-USB AUDIO CODEC)
	PFL apparaat		DirectSound: Channel 4 (4-USB AUDIO CODEC)
Speler 6	ON AIR-apparaat		DirectSound: Channel 4 (4-USB AUDIO CODEC)
	PFL apparaat		DirectSound: Channel 4 (4-USB AUDIO CODEC)
Speler 7	ON AIR-apparaat		DirectSound: Channel 4 (4-USB AUDIO CODEC)
	PFL apparaat		DirectSound: Channel 4 (4-USB AUDIO CODEC)
Speler 8	ON AIR-apparaat		DirectSound: Channel 4 (4-USB AUDIO CODEC)
	PFL apparaat		DirectSound: Channel 4 (4-USB AUDIO CODEC)

OK Toepassen Annuleer

ON PFL ▶

1 5 4 8

Prullenbak

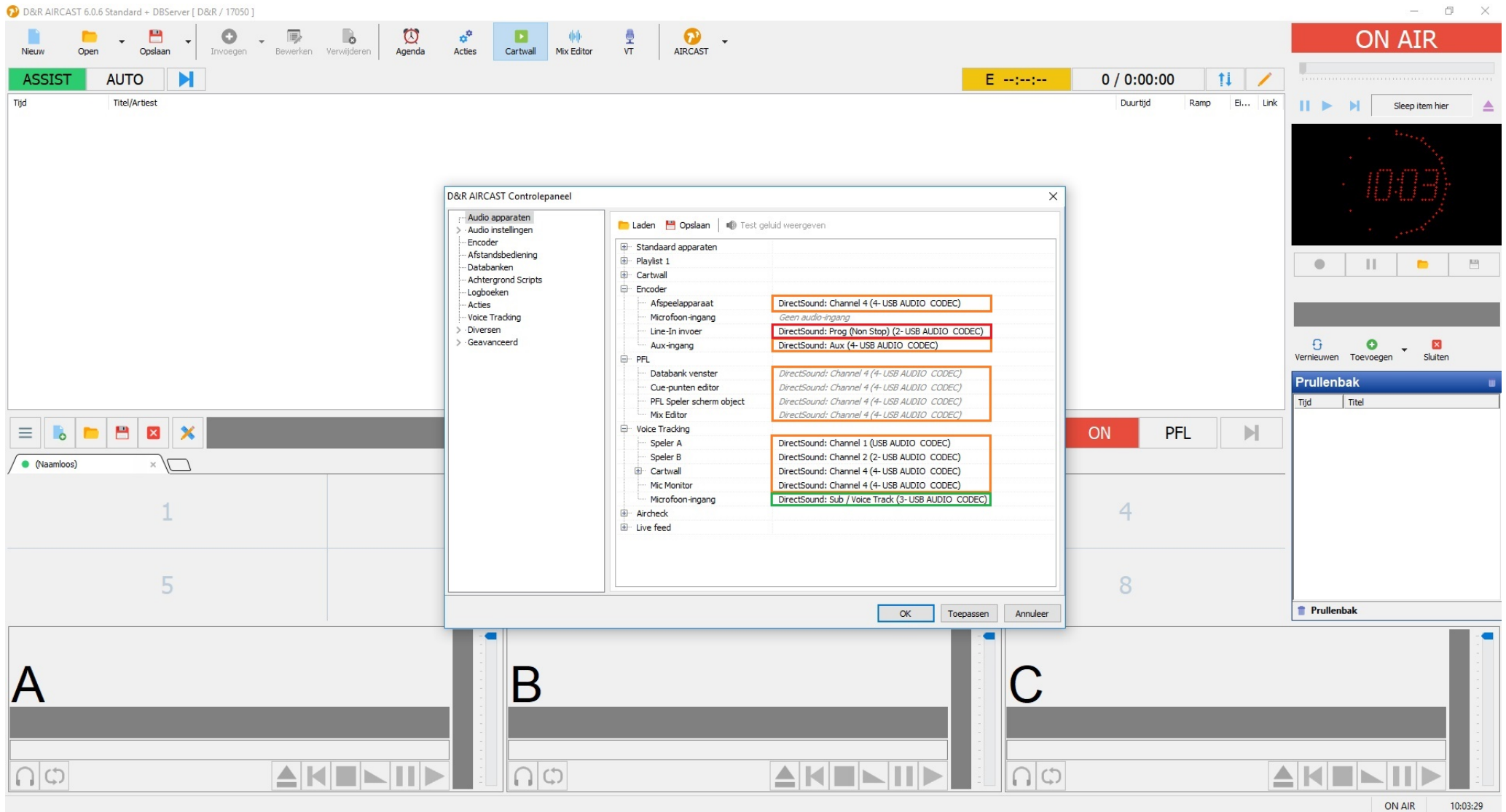
Tijd	Titel
(0:00)	20180528-095341.mp3

Vernieuwen Toevoegen Sluiten

A B C

ON AIR 10:00:08

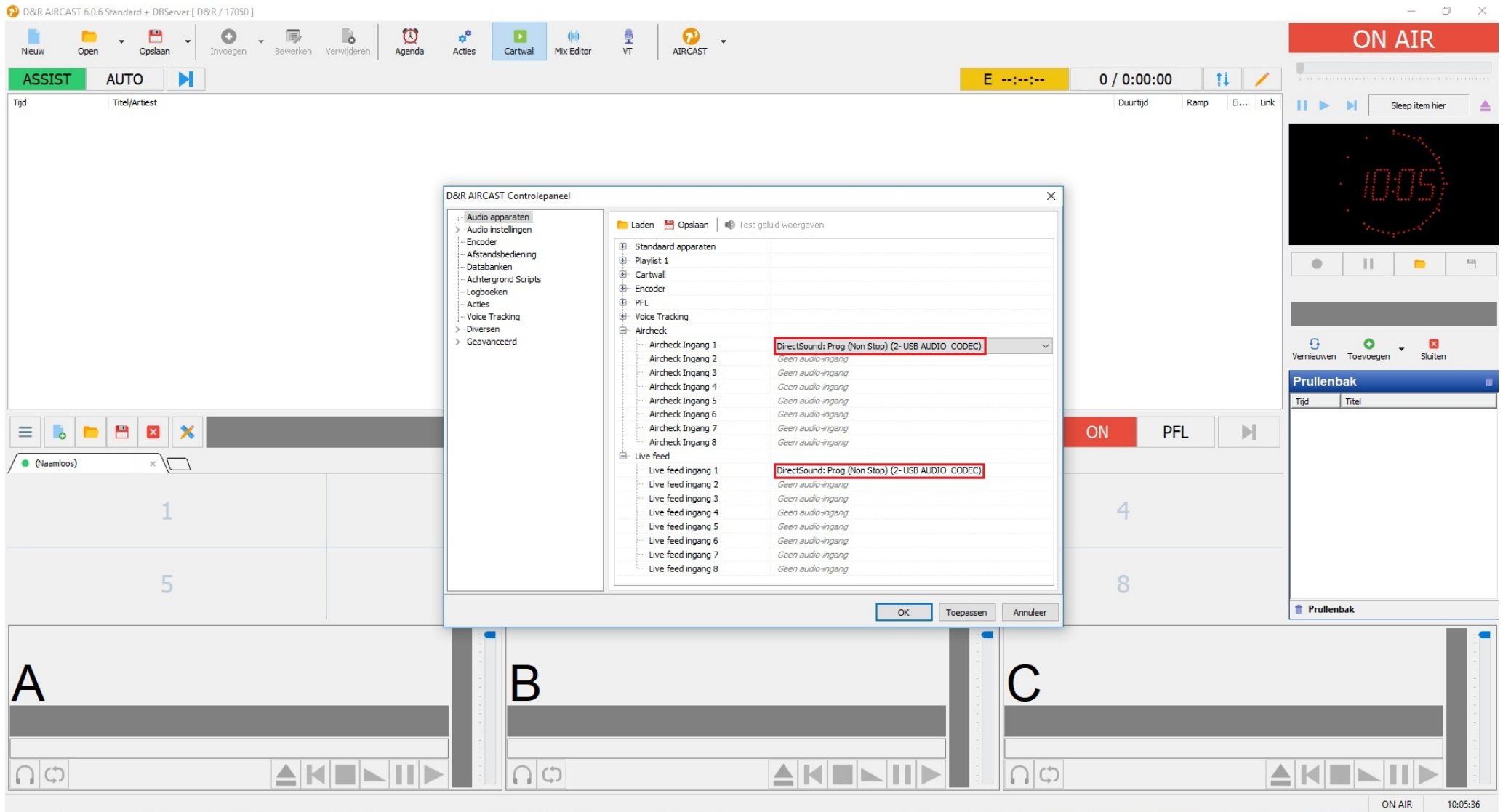
All the Cartwall players payout to channel 4



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,

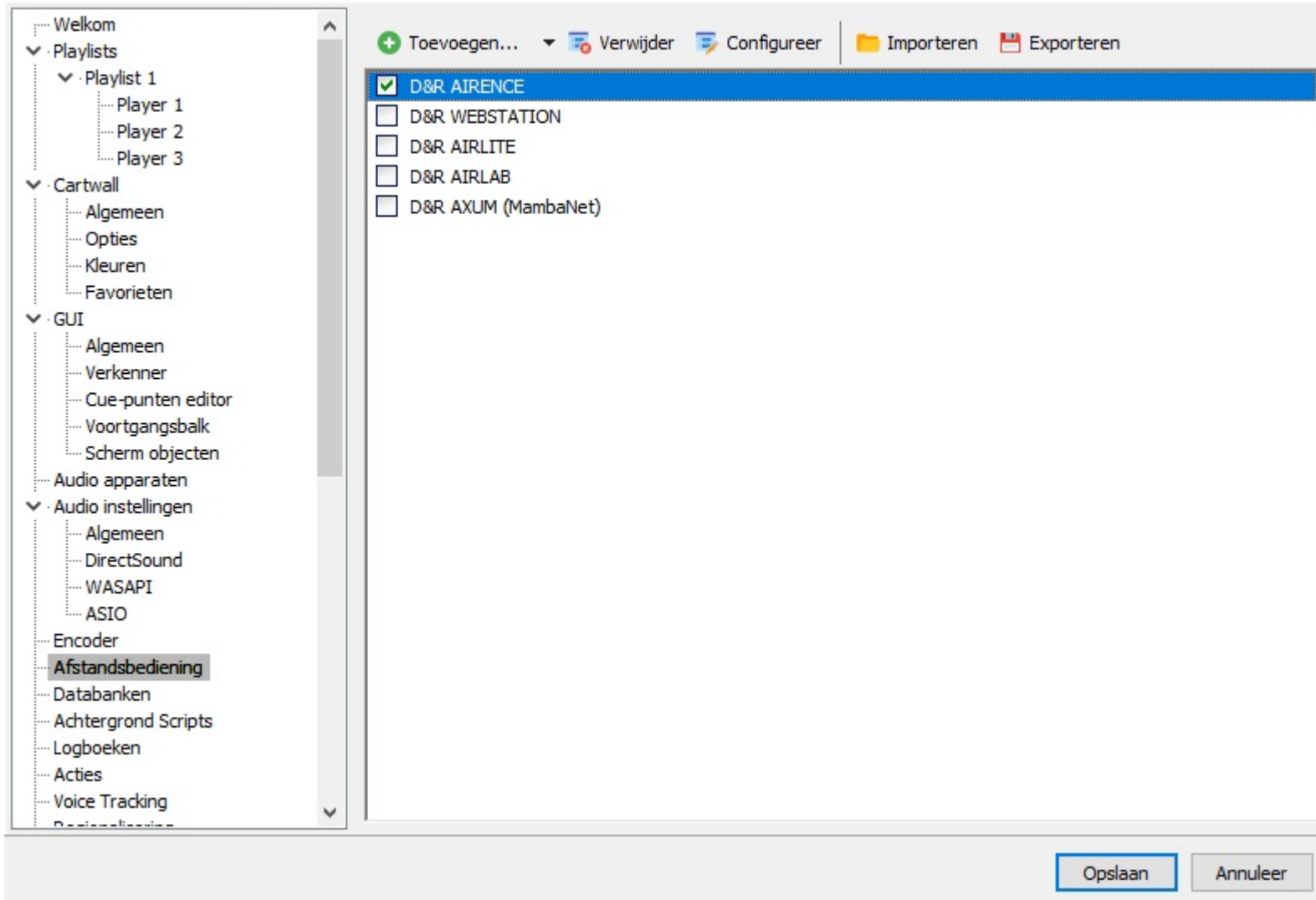
The PFL player comes out of Channel 4

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.

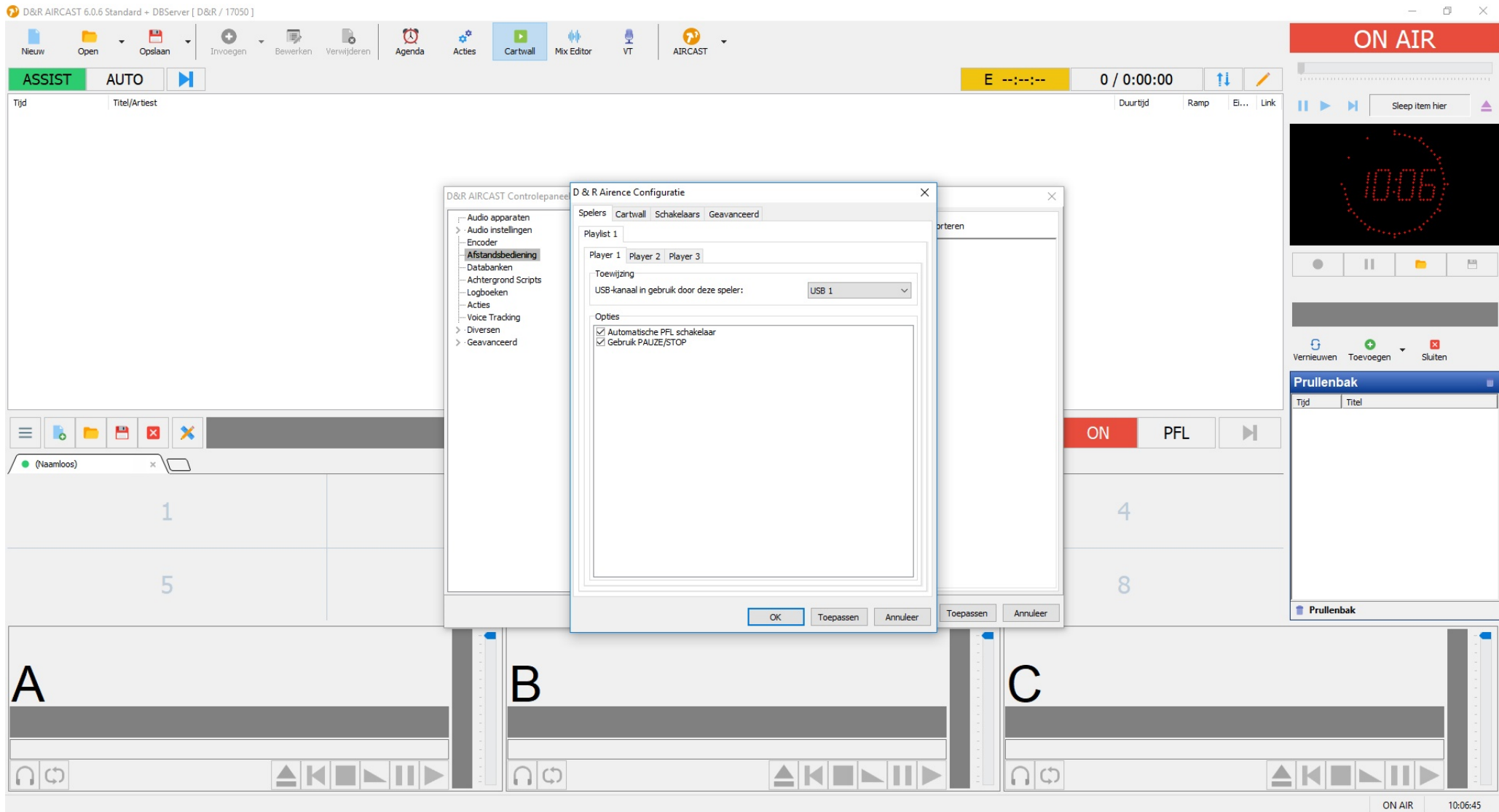


To record the Aircheck you can use different inputs, in this case we selected Prog (Non Stop) but this can also be the on air input at an Airlite.

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 for his channel.

Tijd Titel/Artiest Duurtijd Ramp Ei... Link

Tijd	Titel/Artiest	Duurtijd	Ramp	Ei...	Link
------	---------------	----------	------	-------	------

ON AIR

Sleep item hier



Control buttons: Play, Stop, Record, Mute

Vernieuwen Toevoegen Sluiten

Prullenbak

Tijd	Titel
------	-------

D & R Airenc 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

Menu icons: Home, Settings, File, Close, Undo

1 5

ON PFL

4 8

A B C

Audio waveforms and playback controls for three channels.

Tijd Titel/Artiest Duurtijd Ramp Ei... Link

Tijd	Titel/Artiest	Duurtijd	Ramp	Ei...	Link
------	---------------	----------	------	-------	------

Sleep item hier



Control buttons: Stop, Play, Pause, Record

Vernieuwen Toevoegen Sluiten

Prullenbak

Tijd	Titel
------	-------

D & R Airenc Configuratie

Spelers Cartwall Schakelaars Geavanceerd

Playlist 1

Player 1 Player 2 Player 3

Toewijzing
USB-kanaal in gebruik door deze speler: USB 3

Opties
 Automatische PFL schakelaar
 Gebruik PAUZE/STOP

OK Toepassen Annuleer

Menu icons: Home, Settings, Folder, Save, Close, Undo

1 5

4 8

A

Audio player controls: Headphones, Refresh, Volume, Play/Pause, Stop, Next, Previous

B

Audio player controls: Headphones, Refresh, Volume, Play/Pause, Stop, Next, Previous

C

Audio player controls: Headphones, Refresh, Volume, Play/Pause, Stop, Next, Previous

D&R AIRCAST 6.0.6 Standard + DBServer [D&R / 17050]

Nieuw Open Opslaan Invoegen Bewerken Verwijderen Agenda Acties Cartwall Mix Editor VT AIRCAST

ASSIST AUTO 0 / 0:00:00 E --:--:-- Duurtijd Ramp Ei... Link

Tijd Titel/Artiest

D & R Airence Configuratie

Spelers Cartwall Schakelaars Geavanceerd

Gebruik schakelaars voor cartwall

Knoppen om te gebruiken in de Cartwall

*A" knoppen

Kleur instellingen

Status	Kleur	Knippen	Knipper kleur	Snelheid
Empty	uit	<input type="checkbox"/> Knippe...	uit	Normaal
Loading	Geel	<input checked="" type="checkbox"/> Knippe...	Geel	Normaal
Playing	Rood	<input type="checkbox"/> Knippe...	uit	Normaal
Fading	Rood	<input type="checkbox"/> Knippe...	uit	Normaal
Error	Rood	<input checked="" type="checkbox"/> Knippe...	Geel	Snel
Paused	Groen	<input type="checkbox"/> Knippe...	uit	Normaal
Stopped	Groen	<input type="checkbox"/> Knippe...	uit	Normaal

OK Toepassen Annuleer Toepassen Annuleer

ON PFL 4 8

ON AIR 10:09

Prullenbak

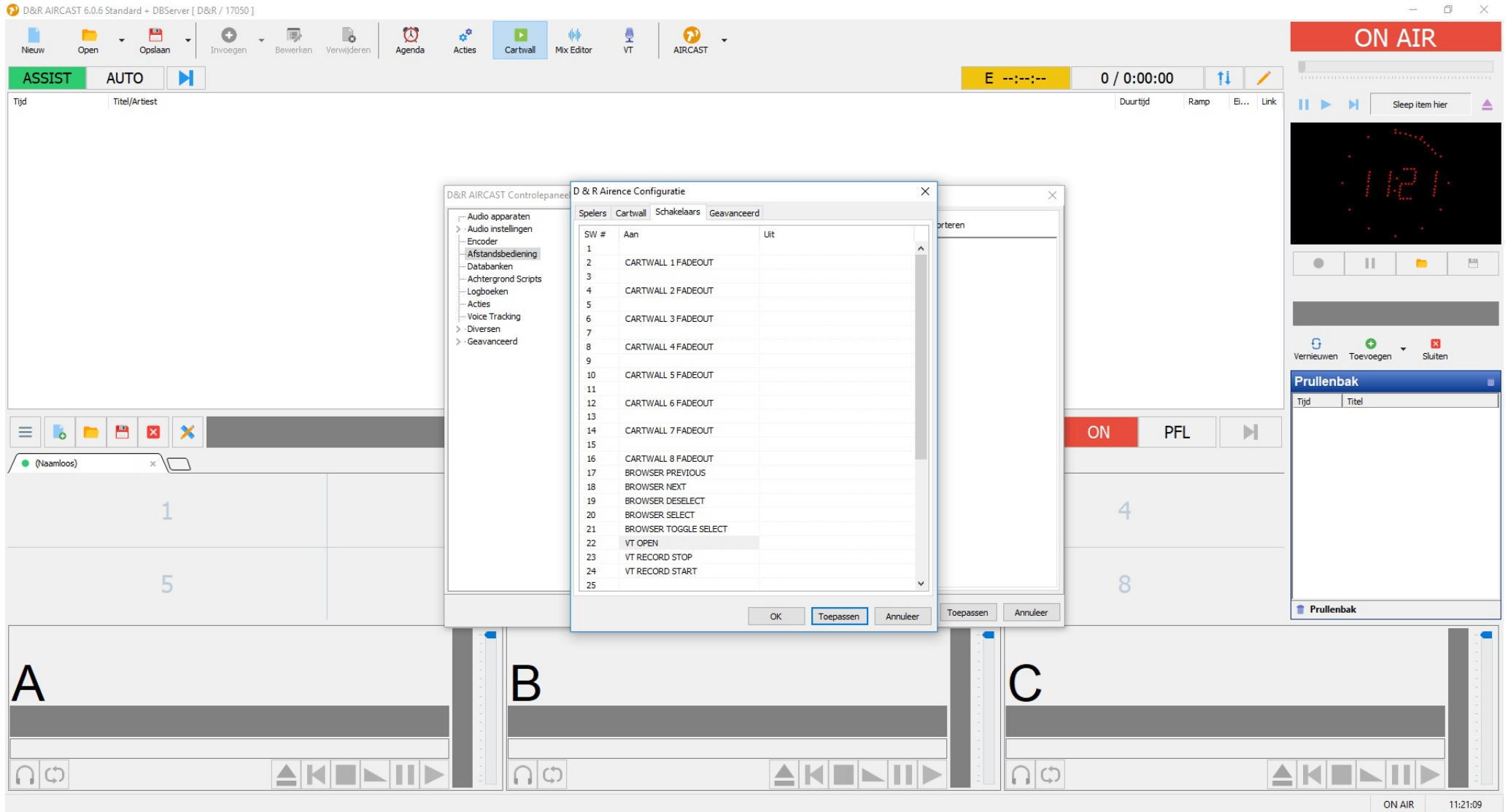
A B C

1 5

4 8

ON AIR 10:09:40

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 are not used for the Cartwall players we can configure different functions.

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.