

# JetStream MINI Quick Start Guide

The goal of this guide is to teach the essentials of setting up your JetStream Mini. We won't cover every single feature here (there are other manuals in this box if you need that) but we recommend that you read this guide to get your bearings and get started. Ready? Set? Go!

## Essential Connections

You will need to connect the following things to get started:

1. PC monitor: connect a monitor to either the VGA or DVI connector. [i3 PC models use HDMI and Display Port in lieu of the VGA and DVI connectors.]
2. USB Keyboard
3. USB Mouse
4. Admin LAN: the network that you will use to configure the JetStream. [ENCO Inside customers cross connect this LAN connection to the Audio LAN after setup is complete.]
5. Audio Net 2: this cable goes to your audio network switch. [At this time, Audio Net 1 is not functional.]
6. Connect the DATA port on your console to COM 1 on the JetStream. If you have a second console that will be used with this JetStream it will connect to COM 2.

After you have these connections made, plug in the power. The embedded computer will automatically boot up. If local or networked audio is connected, the JetStream will begin processing it immediately, even while the computer is booting up. The computer will log itself in automatically. If the console becomes locked, the username is JetStream and the password is logitek.

The embedded computer runs under Windows Embedded Standard 7 and is used to administer the JetStream. The computer is set up to obtain an IP address automatically via DHCP. If you wish to change this to a static IP address, you will do this in Windows through the Network and Sharing Center. If you plan to use another computer to configure the JetStream via the web browser, we recommend setting a static IP address. If you will always go to the JetStream desktop, DHCP will be fine. It's up to you.

**There is a program called JetStream Server that starts automatically at boot. This program needs to run at all times to serve the JetSet configuration pages and perform other functions.**

## Other Things to Consider At This Point

The JetStream does have the Windows firewall enabled, but it does not ship with antivirus software. A lightweight antivirus client is a good idea.

If you're installing this JetStream in a location where you won't have a keyboard, mouse, and monitor available, see the **Headless Operation** guide for more information.

## Configuring Inputs and Outputs



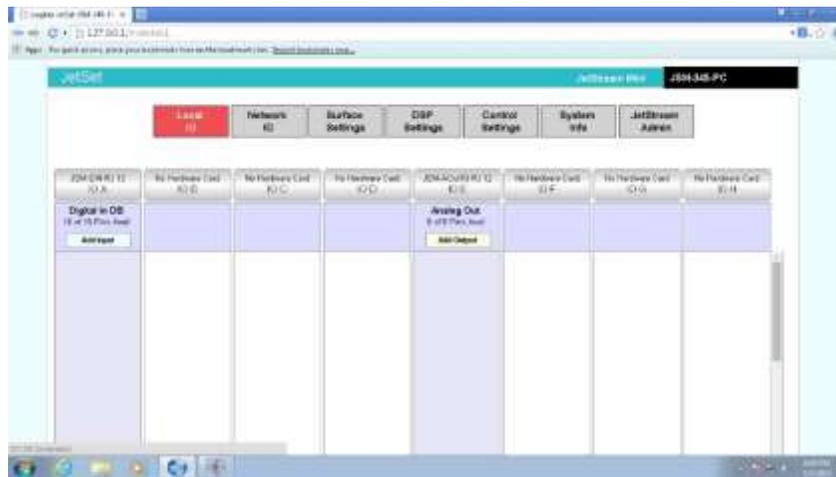
We install the SlimJet internet browser on every JetStream and set it as the default browser on the PC. When you launch it, it will go to 127.0.0.1 by default, which opens JetSet on the JetStream. SlimJet is a lightweight freeware version of Chrome that runs very well on the Atom processor. In our testing it will perform better on the JetStream desktop than most mainstream browsers.

If you are connecting to the JetStream through another computer on the admin LAN, enter the IP address that the admin LAN is set for into your web browser. We have tested JetSet with Internet Explorer, Chrome, Firefox, and Safari.

Your browser will display the login screen. The default username is user with no password.

Logitek JetStream Audio Networking  
JSM-345-PC JetSet Login  
User Name: user  
Password:  
Connect Clear

After you log in, you will arrive at the Local IO page.



## Hardware Cards

JetSet will tell you which cards the JetStream reports as currently installed.



## Software Cards

JetSet will calculate the number of input or output pins available on a card and give you a button to add an input or output on cards that have been installed.



If you would like to work ahead before you install a card, click in the grey box below the hardware card chip and select the type of card you plan to install. This enables you to add input or output definitions before you plug in the card. Then when you install the card it will be ready to go.

## Add Inputs

In your web browser, go to the card slot you will connect your source and click **Add Input**. The Input editor will appear.



The essential information you need to enter here:

**Surface Label** – the text that will appear on the console

**Unique Name** – A unique text identifier for this source that will appear in Command Builder

**Num Channels** – The number of channels for your source. 1 for mono, 2 for stereo.

**Left Pin** – The channel on the input card you are assigning to the left channel (if mono, this is your only choice)

**Right Pin** – The channel on the input card you are assigning to the right channel

**IO Gain** – Boost or reduce the input level here in dB. Negative numbers reduce gain, positive numbers increase gain. 0 applies no change to the level.

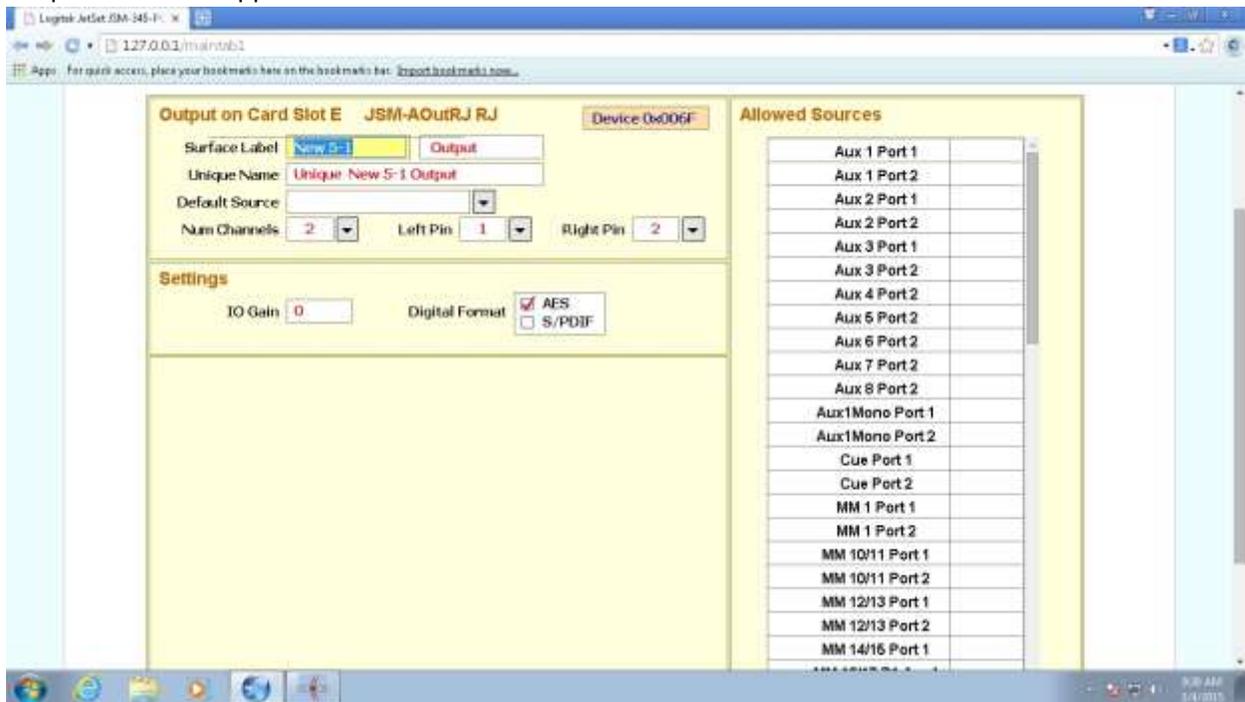
Click Upload to JetStream to create your input. After the JetStream has processed the information the web page will return to the Local IO page. Wait for it to load that page before creating a new input.

As you can see, there are numerous other features on this page that are explained in the JetSet manual if you need to go deeper. One other note: the “Send to Network” checkbox doesn’t function right now. We’ll explain how to send inputs to the network later in this guide.

**Tip:** Input pins correspond to channels of audio, not connector pins. Because digital audio carries two channels of audio per wire, a digital input has two pins for left and right. The number of input pins available on a card is determined by the card type. See the JetStream Mini manual for more information.

## Add Outputs

In your web browser, go to the card where you want to connect your audio and click **Add Output**. The Output editor will appear.



The essential information you need to enter here:

**Surface Label** – The label for this output as it will appear in JetStream Server.

**Unique Name** – A unique text identifier for this output that is used in Command Builder.

**Default Source** – This is a dropdown list of all available sources that can be routed to the output on the jetStream. The available sources in this list are mix buses (such as program or monitor or headphones) and both local and network inputs. This source will be routed to the output when you first create the output. (If you edit the output later and change this default, the route will not change unless you manually change it in JetStream Server.) Whenever the JetStream gets a Full Reset the output route will return to this default.

**Num Channels** – The number of channels for your output. 1 for mono, 2 for stereo.

**Left Pin** – The channel on the output card you are assigning to the left channel (if mono, this is your only choice)

**Right Pin** – The channel on the output card you are assigning to the right channel

**IO Gain** – Boost or reduce the output level here in dB. Negative numbers reduce gain, positive numbers increase gain. 0 applies no change to the level.

Click Upload to JetStream to create your output. After the JetStream has processed the information the web page will return to the Local IO page. Wait for it to load that page before creating a new output.

To learn about the other items on this page, refer to the JetSet manual.

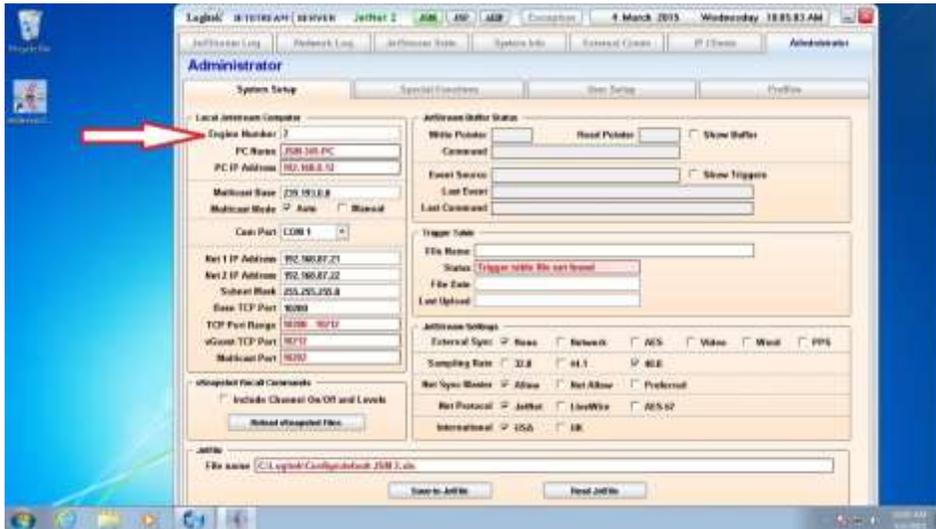
Tip: Output pins correspond to channels of audio, not connector pins. Because digital audio carries two channels of audio per wire, a digital output has two pins for left and right. The number of output pins available on a card is determined by the card type. See the JetStream Mini manual for more information.

## Engine Number

If you purchased this JetStream MINI as part of a system, we assigned it a unique engine number before it went in the box. Every JetStream needs a unique engine number; valid numbers are 1 to 254.

If this JetStream is being added to an existing Logitech system, you will need to change the engine number from 1 to a number that is not being used by an existing JetStream router or JetNet computer driver. Here's how:

1. If Audio Net 2 is plugged in, unplug it.
2. In JetStream Server, click on the Administrator Tab.
3. On the System Setup tab, under Local JetStream Computer, change the engine number.



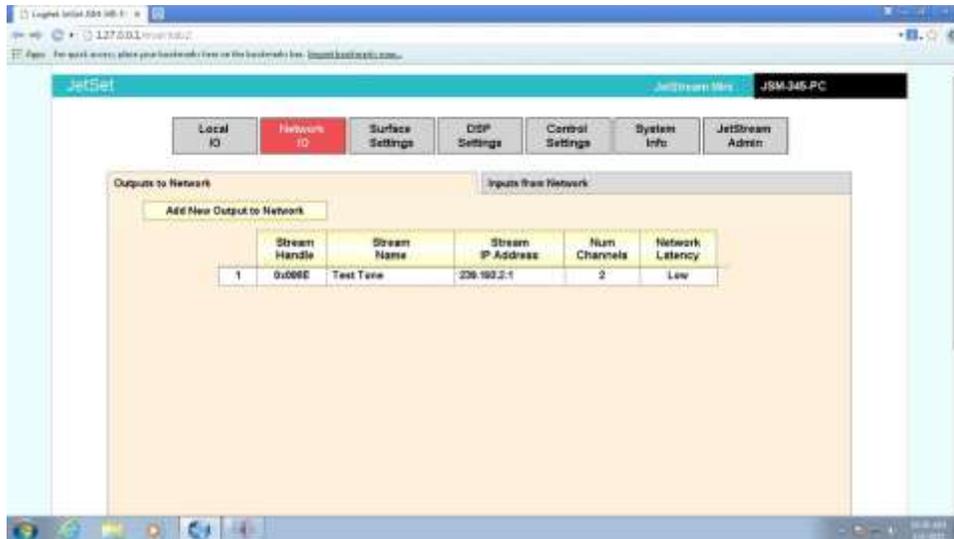
4. Close JetStream Server. Wait 10 seconds. Restart the JetStream Server program.
5. Plug in the Audio Net 2 cable. The process is complete.

## Networked Audio

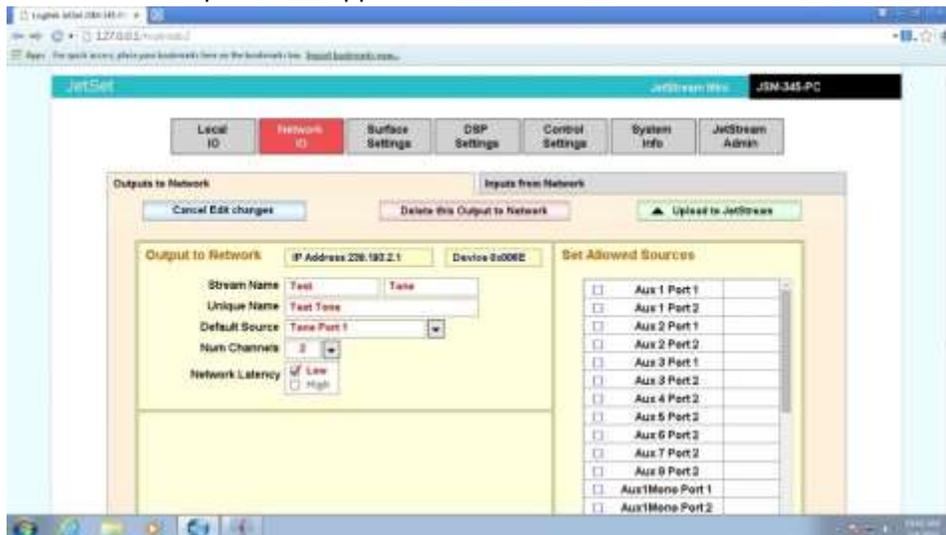
When the JetStreams first power up and every few minutes thereafter, they advertise to the other JetStreams and JetNet audio drivers the networked sources they have available to share. We set up a networked input called Test Tone before the JetStream leaves the factory.

Here's how to share an audio source (either an input or a mix bus such as Program) with another JetStream:

1. In JetSet, click on **Network IO**. Tabs for network outputs and inputs appear.



2. To edit an existing network output, click on the line you wish to edit. To create a new network output, click the **Add New Output to Network** button.
3. The network output editor appears.



**Stream Name** – The label that appears on the audio console

**Unique Name** – a unique text identifier used by Command Builder

**Default Source** – the source to be sent to the network (drop-down list)

**Num Channels** – 1 = mono, 2 = stereo. If you are only using Logitech equipment, you can use either mono or stereo streams. If you are using Livewire equipment, set all streams to stereo.

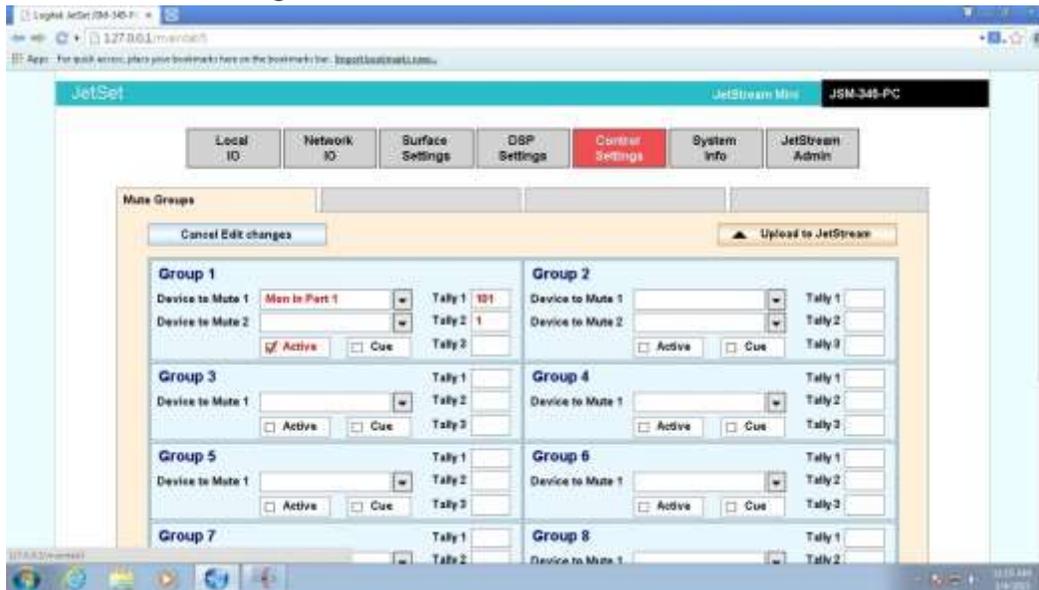
**Network Latency** – Low latency is recommended for streams destined for JetStream hardware. High latency must be used on streams destined for JetNet software audio drivers.

When editing is complete, click **Upload to JetStream** to save and send it to the system. Wait for the upload to complete before beginning your next task.

For more information on other features on this page, including editing network inputs, see the JetSet manual. You know, the spiral bound book you're resting your coffee on? That one.

## Microphone Muting

There are two steps to setting up microphone muting on the console. First we set up a Mute Group. Click on **Control Settings**.



Choose the bus you wish to mute (monitor, studio, etc) from the drop-down list.

Enter the tally number of the GPI you wish to turn on while the muting is active. GPI outputs on the back of the JetStream are numbered 1-16. GPI outputs on the console connected to port 1 are numbered 101-112. GPI outputs on the console connected to port 2 are numbered 201-212. Three tallies are available, which lets you use multiple GPI outputs to turn on on-air lights or skimmers as you wish.

If you wish for the monitors to mute when the microphones in this mute group are placed in cue, check the cue box.

Finally, if you want everything you entered into the mute group to actually function, check the **Active** box. If this box is unchecked, all of the group's settings will be ignored!

When everything is set, click Upload to JetStream and wait for it to say "Upload to JetStream OK."

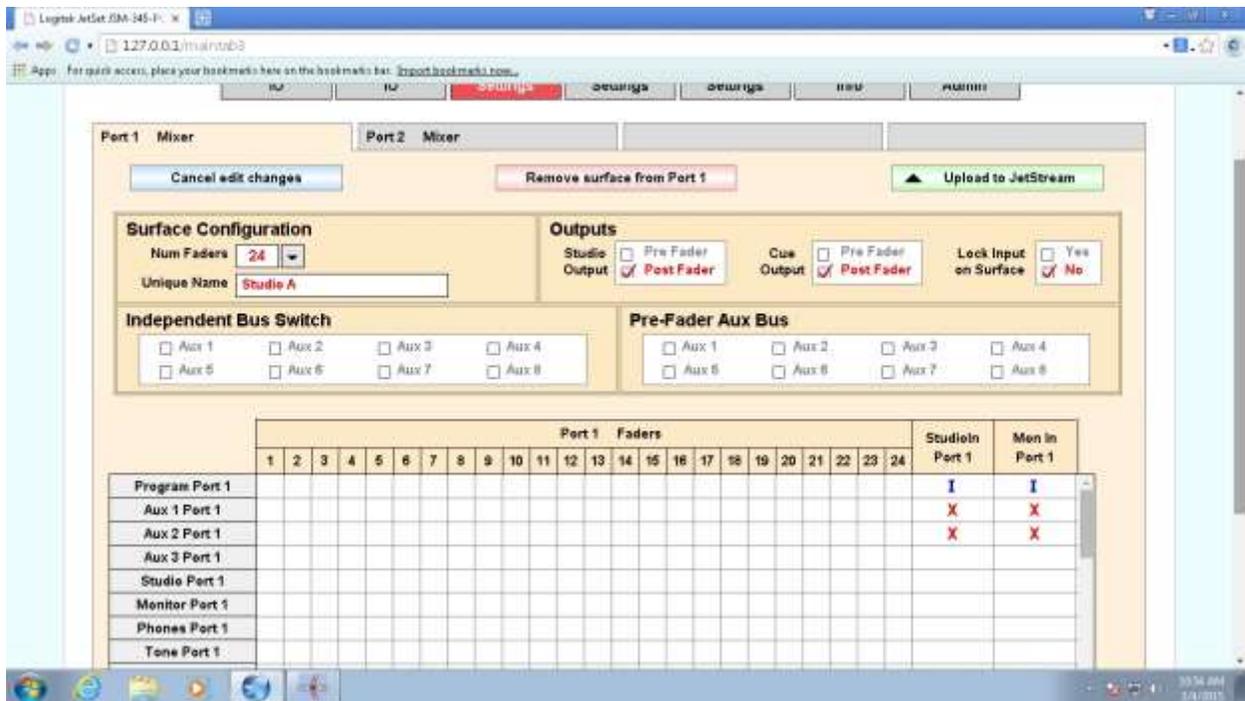
Now, go back to Local IO or Network IO (depending upon where the audio is coming from), edit the microphone input, and put the group number that you just set up in the Mute Tally box under GPI Outputs. Don't forget to save.

## GPI Outputs

Audio Start	<input type="text"/>
Audio Stop	<input type="text"/>
Audio Tally	<input type="text"/>
Mute Group	<input type="text" value="1"/>

## Assigning Sources to the Console

Click the Surface Settings button. The Surface editor appears.



On this grid you will assign inputs and mix buses to the different parts of the audio console.

Lines on the grid are sources. Columns on the grid are destinations. Use the scroll bars to see the entire grid. The web page is adaptive to your screen size.

A blue I mark is made with a mouse right-click and signifies the default route made to the destination when the JetStream receives a full reset. Only one I mark may be made per column.

A red X is made with a left click and signifies that the source is allowed to be routed to that destination.

If there is no mark in the grid, then that source cannot be selected by the console on that destination.

To change from an I mark to an X, right click in the box. To clear a box with an I in it, right click to change it to an X and then left click to clear the box. To clear a box with an X in it, left click.

The rows on the grid are color coded. Grey lines are mix buses. Green lines are local inputs. Tan lines are network inputs.

If no selection is made in a fader column, JetSet will put an I in the first local input it finds when the page is uploaded. Consoles are happier when they have at least one item to route to a fader.

### **Important Routes You Will Want to Make**

In order to listen to program or an air return in the studio, monitor, or headphones selectors, you will want to select Program Out in the Studio In, Mon In, or Phones In columns.

### **A Note on Microphones**

If you have set up monitor muting, an individual microphone should only be routed to the console once for the muting logic to properly function. We recommend making static routes for the microphones and not allowing operators to move the mics around. However, there's nothing stopping you from putting an X in every column for a microphone. If you do this, make sure to explain to the operators the importance of placing a microphone on the console only once.

### **Thank You!**

Thank you for purchasing this Logitek product. We hope this quick start guide has been useful. You can learn more about JetSet and JetStream Server in the JetSet manual. You'll find wiring information in the JetStream Mini manual. You'll learn about how your console works in the console manual. And if you want to write scripts to make cool things happen, there's the Command Builder manual. Of course, if you have questions, you can always contact us in support for help.

And now, for the legal stuff:

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