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DIGITAL & ANALOG DEVICES

SKYPLAY-DFS Quick Start Guide

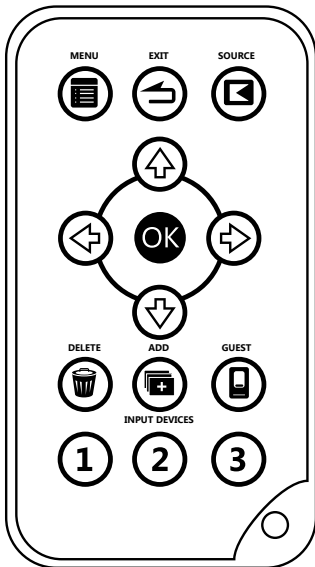
The SKYPLAY-DFS distributes HDMI high-definition audio and video up to 100 feet in both point-to-point, point-to-many, and many-to-point configurations. Each transmitter is compatible with up to 4 receivers and each receiver can be paired to switch up to 4 transmitters.

The SKYPLAY-DFS transmitter and receiver must be paired together to pass video. Please see instructions on page 8 of this guide.

SKYPLAY-DFS-S Package Contents:		SKYPLAY-DFS-R Package Contents:	
1 ea	SKYPLAY-DFS-S Wireless Transmitter	1 ea	SKYPLAY-DFS-R Wireless Receiver
1 ea	IR Emitter	1 ea	IR Remote Control
1 ea	HDMI Cable	1 ea	HDMI Cable
1 ea	5V DC Power Supply	1 ea	5V DC Power Supply (USB)

IR Remote (SKYPLAY-DFS-R)

The included IR remote performs all of the pairing and source selection operations of the SKYPLAY-DFS wireless HD distribution system.



- Enter the menu
- Return to the previous menu
- Select video source
- Up, down, left, right for menu
- Confirm selection
- Remove video source
- Add video source
- Power off the receiver
- Select source 1
- Select source 2
- Select source 3

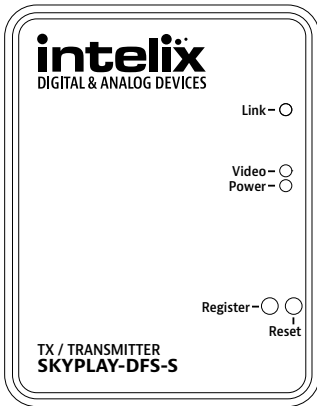
SKYPLAY-DFS-S Setup

Please review the location of all ports before proceeding with installation.

1. Connect an HDMI cable between the HDMI port on the source device to be extended and the HDMI Input port on the SKYPLAY-DFS-S.
2. Plug the IR emitter into the IR Out port on the SKYPLAY-DFS-S.
3. Remove the adhesive on the IR emitter. Attach the emitter to the IR window on the source device.
4. Plug the power supply into a wall outlet. *Do not apply power to the SKYPLAY-DFS transmitter at this time.*

In addition to resting on a flat surface, the SKYPLAY-DFS-S can be mounted on a wall or furniture. Please see page 4 for mounting guidelines.

Top



Link LED—Indicates network status. LED will be solid during normal operation.

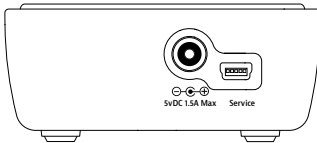
Video LED—Indicates the video stream is present.

Power LED—Indicates power is applied to transmitter.

Register Button—Pressed during initial configuration to pair with receiver.

Reset Button—Press for soft reboot of transmitter.

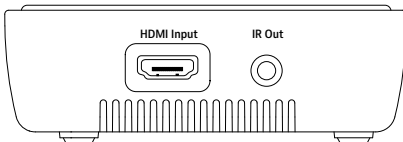
Front



Power Input—5V DC power input for supplied power supply.

Service Port—Only used for firmware updates.

Right



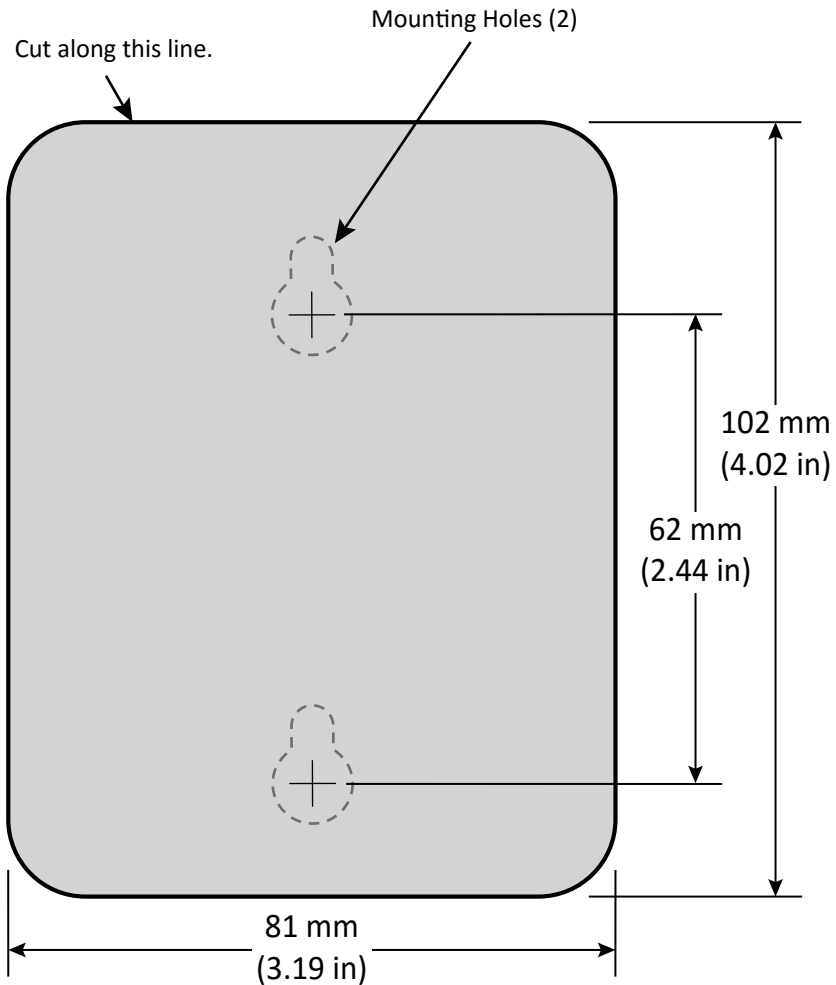
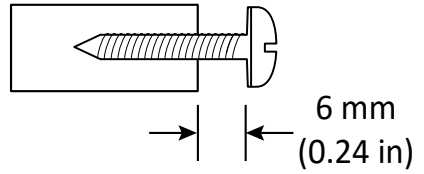
HDMI Input—HDMI input port to connect to source device.

IR Out Port—Remote control of source from wireless receiver.

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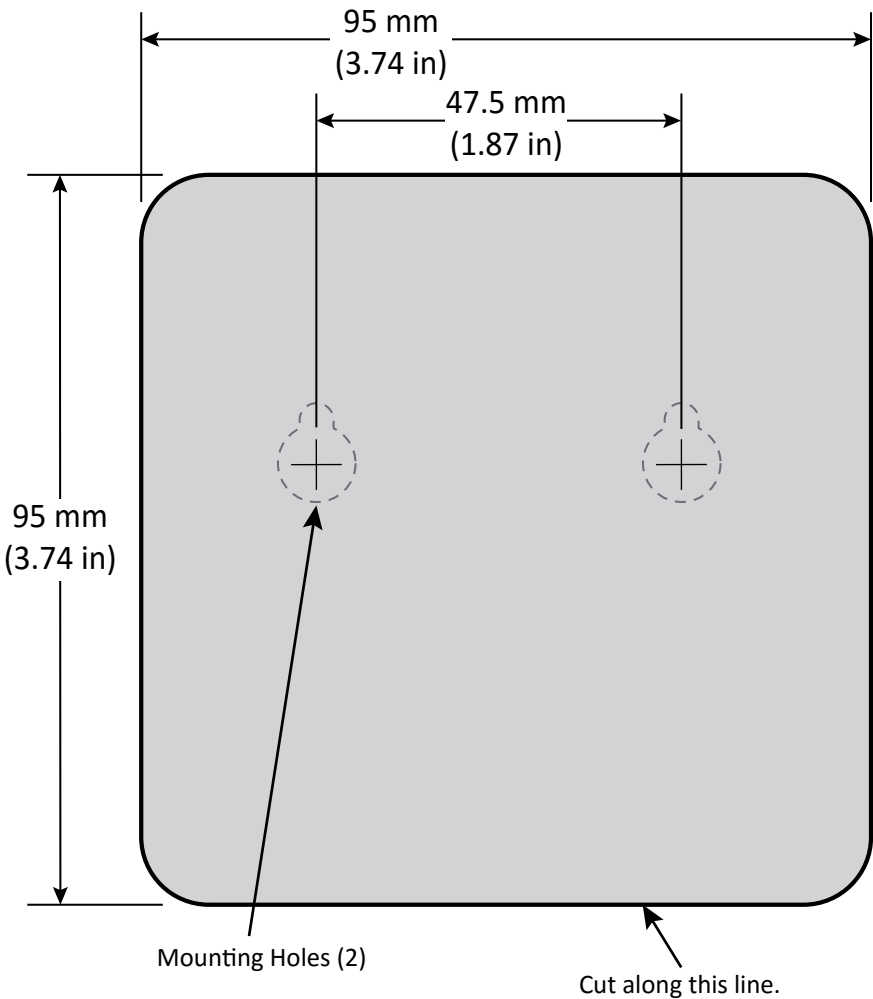
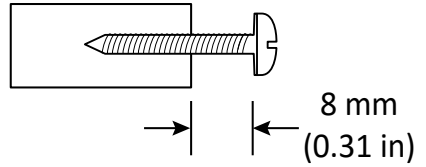
SKYPLAY-DFS-S Wall Mounting

Use the template below to mount the SKYPLAY-DFS-S to a wall. Use #10 pan head screws that are long enough to secure the transmitter to the wall while also providing proper clearance to reach the mounting holes.



SKYPLAY-DFS-R Wall Mounting

Use the template below to mount the SKYPLAY-DFS-R to a wall. Use #8 pan head screws that are long enough to secure the receiver to the wall while also providing proper clearance to reach the mounting holes.



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SKYPLAY-DFS-R Setup

Please review the location of all ports before proceeding with installation.

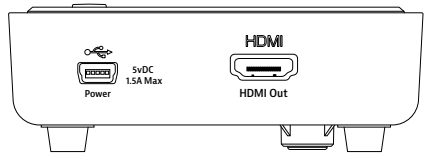
1. Place the SKYPLAY-DFS-R in a location where the IR Receiver is not blocked by any obstructions.
2. Connect an HDMI cable between the HDMI Out port on the SKYPLAY-DFS-R and the HDMI Input port on the display.
3. Plug the power supply into a wall outlet. *Do not apply power to the SKYPLAY-DFS receiver at this time.*

In addition to resting on a flat surface, the SKYPLAY-DFS-R can be mounted on a wall or furniture. Please see page 5 for mounting guidelines.

Power Input—5V DC power input for supplied power supply.

HDMI Out—HDMI output port to connect to display.

Rear



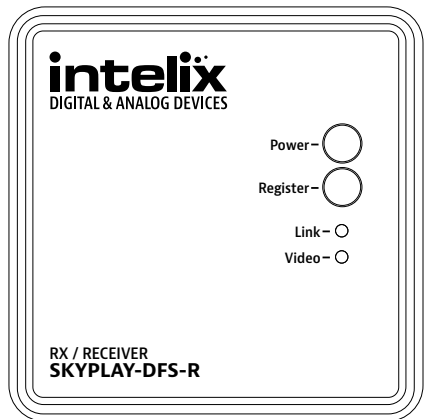
Power Button—Press power on and off receiver.

Register Button—Pressed during initial configuration to pair with receiver.

Link LED—Indicates network status. LED will be solid during normal operation.

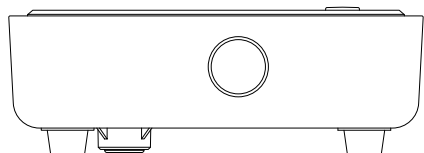
Video LED—Indicates the video stream is present.

Top



IR Receiver—Receives IR signal for source device and sends it to source through transmitter.

Front



SKYPLAY-DFS Point-to-Point Pairing

The SKYPLAY-DFS transmitter and receiver must be paired together to pass video.

1. Apply power to the display.
2. Plug the power supply with USB connector into the Power Input port on the SKYPLAY-DFS-R.
3. Plug the power supply into the Power Input port on the SKYPLAY-DFS-S.
4. Apply power to the source device.
5. Press and hold the Register button on the SKYPLAY-DFS-R until the following message appears on the display:
`Please Activate Registration on Transmitter Unit`
6. Press and hold the Register button on the SKYPLAY-DFS-S until the following message appears on the display:
`Adding transmitter name. Press OK to continue or Exit to cancel`
7. Press the Register button on the SKYPLAY-DFS-R to confirm.
8. The following message with a progress bar will appear on the display while the devices are paired:
`Adding transmitter name...`
9. When pairing is complete, the message and progress bar will be removed from the display. The Link and Video LEDs on SKYPLAY-DFS-R the will be lit. Video from the source device will pass to the display.

SKYPLAY-DFS Point-to-Many Pairing

Below are the steps necessary to pair additional SKYPLAY-DFS receivers to the transmitter for a point-to-many installation.

1. Power off all paired SKYPLAY-DFS receivers.
2. Plug the power supply with USB connector into the Power Input port on the SKYPLAY-DFS-R.
3. Repeat steps 5 through 9 above.

Complete Installation Guide and Technical Specifications can be found on Intelix.com.

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