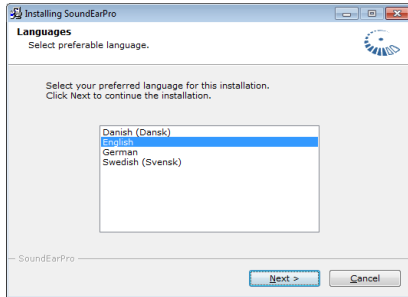


System Installation

1. Install the *SoundEarPro* Software



Insert the CD in your drive

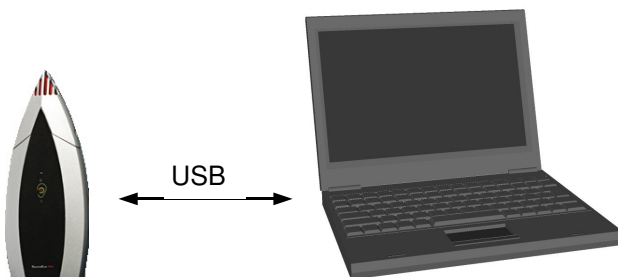


Follow instructions on screen

Do not run the SoundEarPro software until the following step has been completed

2. Install the Controller

Connect *Controller* to the computer and wait for the software driver to be installed.



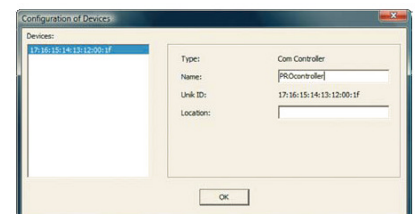
Identifying the controller

Note: The SoundEarPro kit may have been provided with the 3-way USB cable for use with the *Controller*. This allows you to connect the *Controller* to a PC and to a Power Supply at the same time. When the computer is turned off or the USB cable unplugged, the *Controller* will continue to run, taking its power from the mains adapter.

3. Run the SoundEarPro Software

With the Controller still connected, run the SoundEarPro software.

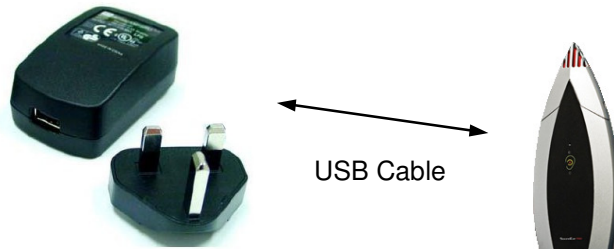
After a few seconds the software should detect the *Controller* and show the **Configuration of Devices** box, allowing you to set the *Controller's* name if you wish to.



System Installation continued

4. Connect the *Samplers*

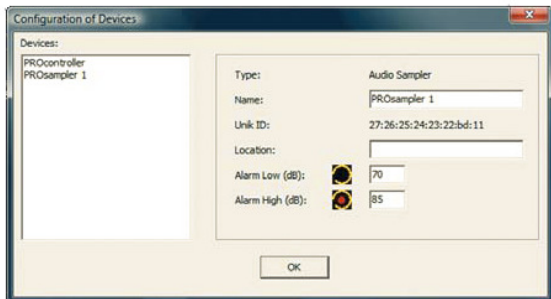
On the first occasion it is better to power up the *Samplers* close to the *Controller*.



After a few seconds the *Sampler* should connect to the *Controller* and the green LED will flash evenly on and off. If the LED blinks fast (more off than on) then it has failed to connect. Remove the power and try again.

5. Adding *Samplers* to the Software

As each *Sampler* connects to the *Controller*, the software should show the **Configuration of Devices** box.



By selecting each *Sampler* you can set its name to indicate its location.

6. Positioning the *Samplers*

The *Samplers* use a wireless system similar to WiFi to communicate with the *Controller*. The range is limited by walls and other interference. Try to position the *Samplers* to give a clear link back to the *Controller*.

To gain extra range, *Samplers* will automatically daisy chain the wireless signal. In these circumstances distant *Samplers* will connect back to the *Controller* through other *Samplers* that are closer.

