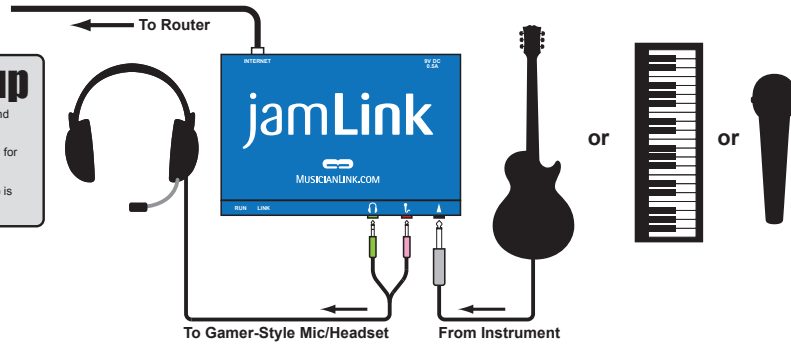


Simple Set-up

The Simple Set-up allows you to get up and running quickly.

A standard "Gamer-Style" headset is used for both monitoring and mic.

A single instrument (Guitar, keyboard etc.) is plugged into the JamLink input jack.

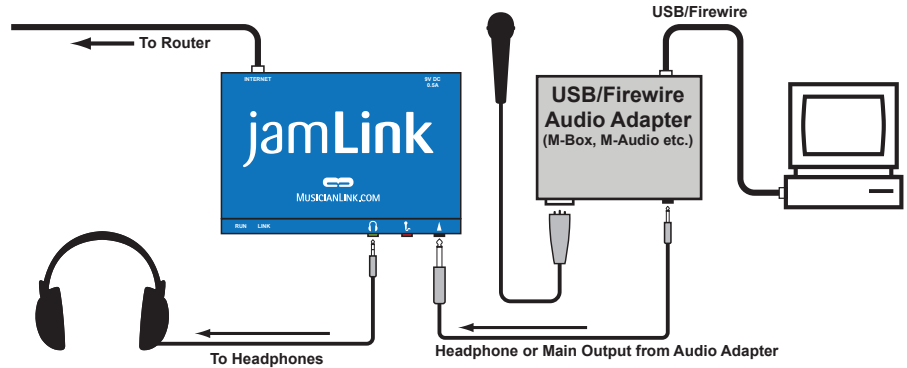


USB/Firewire Audio Adapter Set-up

This set-up allows you to send audio from your USB/Firewire audio adapter to your JamLink (recording projects, software synths, mic/line inputs etc.)

The main output or headphone output of the audio adapter is patched into the input of the JamLink.

Headphones are plugged into the JamLink to monitor both the audio adapter and the incoming remote audio from the JamLink.



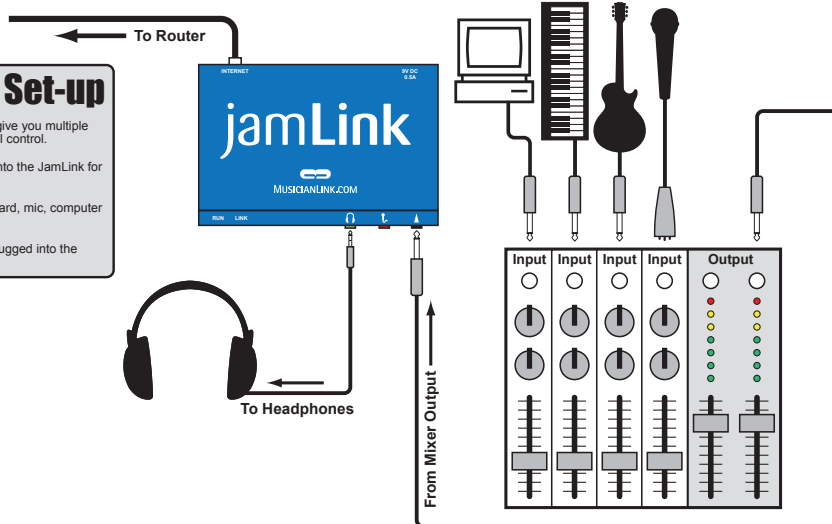
Small Mixer Set-up

This set-up uses a small mixer to give you multiple inputs and more flexibility and level control.

Stereo Headphones are plugged into the JamLink for monitoring.

Multiple instruments (guitar, keyboard, mic, computer audio) are plugged into the mixer.

The mono output of the mixer is plugged into the input jack of the JamLink.



Pro Set-up

The Pro Set-up uses a larger multi-bus studio mixer. This gives you the most flexibility and allows you to monitor your own local instruments in stereo with full fidelity thru your studio monitors or headphones.

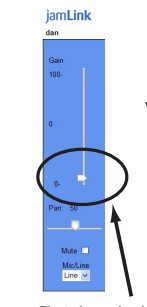
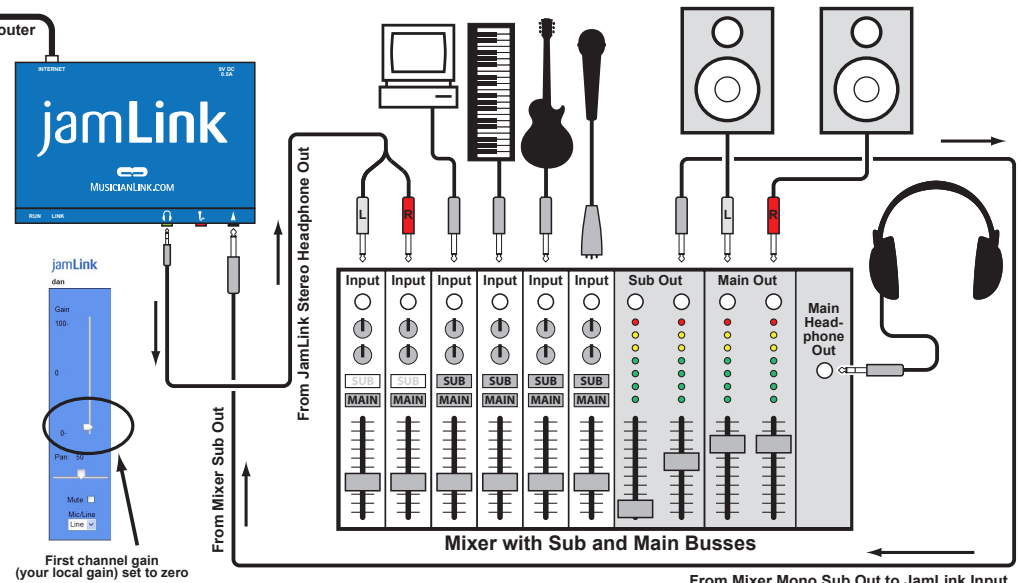
Your instruments are all plugged into inputs on the mixer and bussed to both the MAIN and SUB busses of the mixer.

The JamLink's stereo headphone output is plugged into two channels of the mixer (or one stereo channel) and bussed just to the MAIN bus of the mixer.

The SUB bus output of the mixer is plugged into the Input jack of the JamLink.

You can monitor thru studio monitors or headphones. The MAIN bus outputs of the mixer are plugged into your studio monitors. The headphones are plugged into the headphone jack on your mixer.

Since you are already monitoring your own instruments thru the MAIN bus of the mixer, the first channel gain (your local gain) in the JamLink web interface should be set to zero.



First channel gain (your local gain) set to zero

From Mixer Mono Sub Out to JamLink Input