



LINN

## Configuring a Nevo-SL to control DS players

Rev 1.0

21 March 2008

### Overview:

This document explains how to configure a Nevo-SL remote control to allow operation of Linn's DS players.

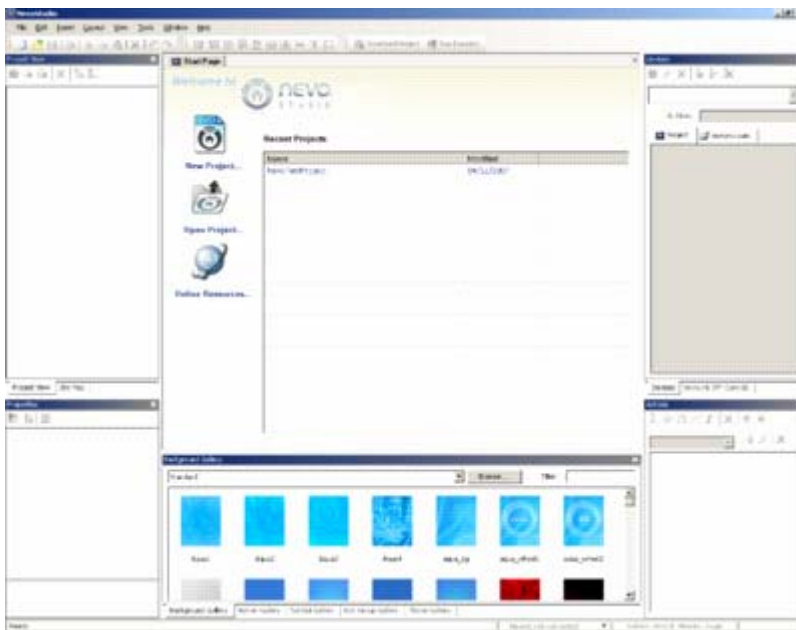
### Procedure:

These instructions apply to the Nevo-SL and Nevo Studio 2.0.

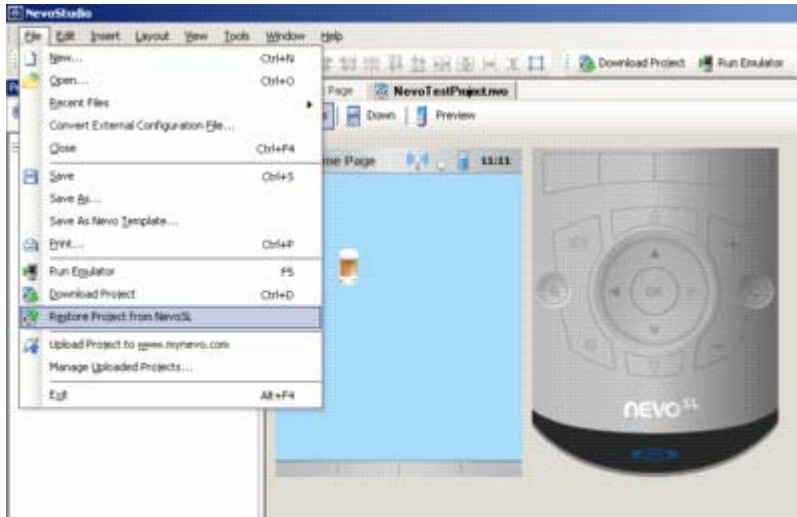
1. Download and install Nevo Studio.

Nevo Studio uses Microsoft Active Sync to communicate to the Nevo-SL device, so you will need to install that also.

2. Plug your Nevo device into your PC using the supplied cable.
3. Run Nevo Studio.

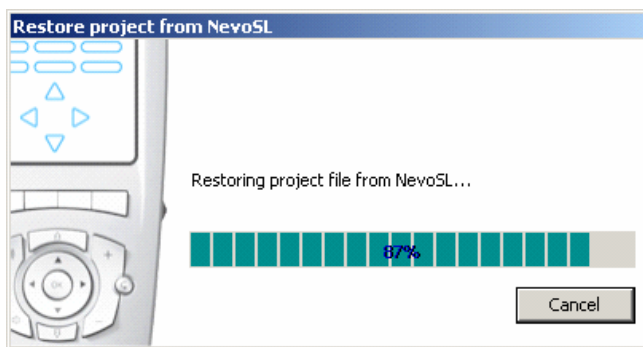


4. Create a project in Nevo studio to modify the Nevo Skin.

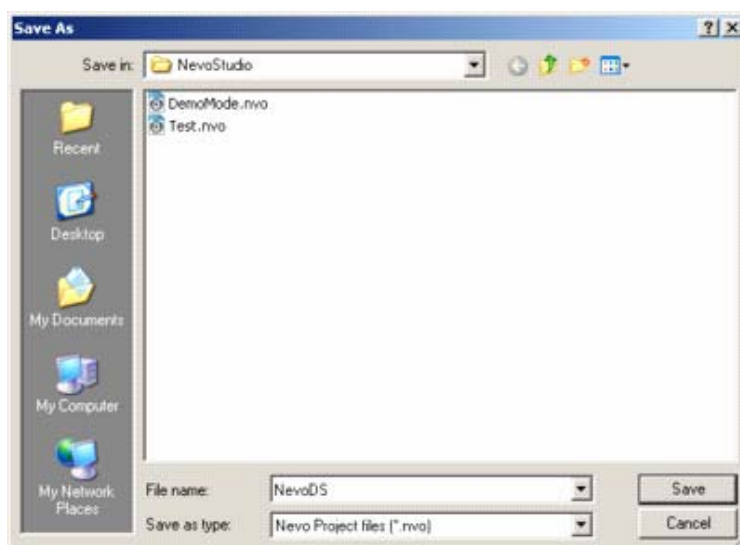


5. Upload the existing Nevo skin into Nevo Studio for editing.

The skin will be uploaded into Nevo Studio.

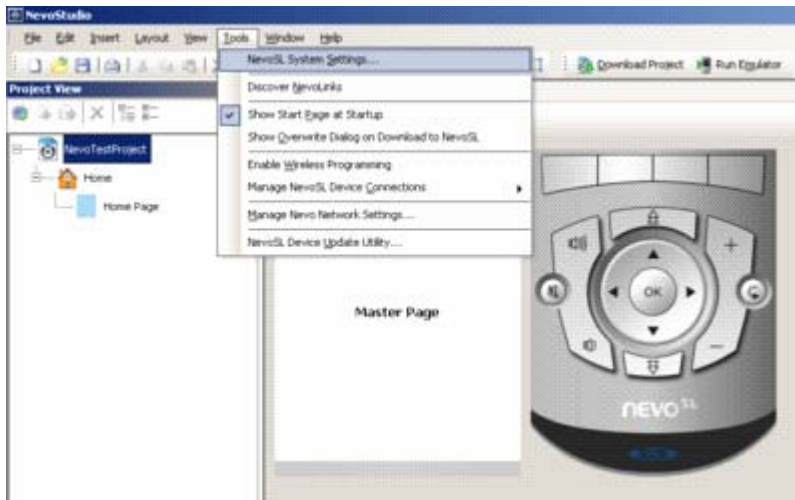


6. Save it as a new project.

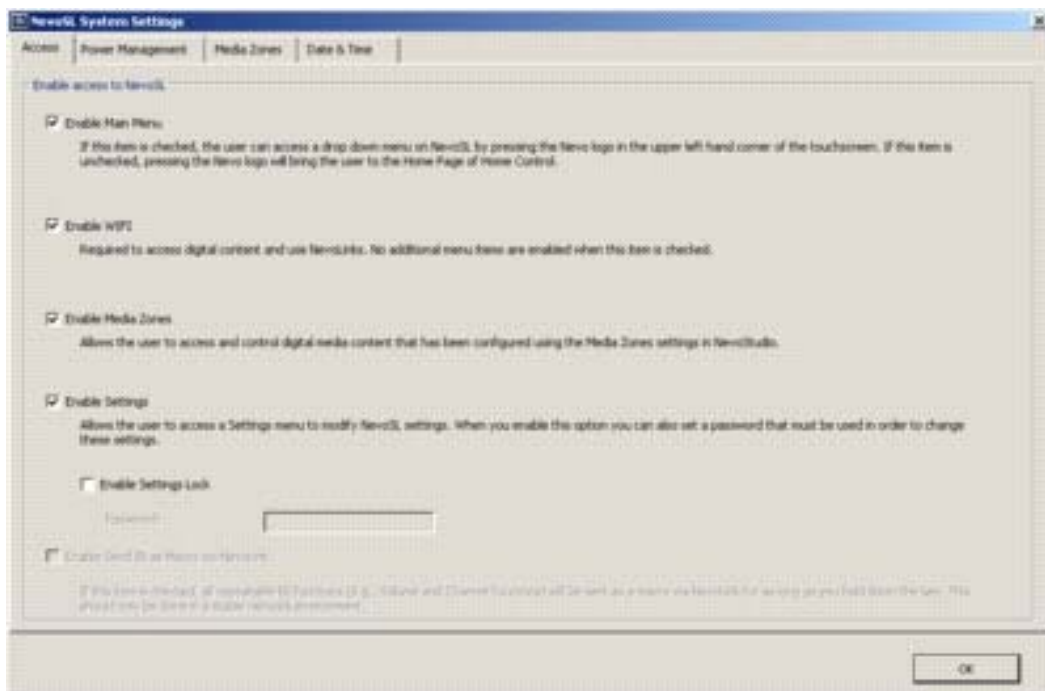


7. Create a Media Zone.

8. Create a zone in the Nevo that includes the DS player and the media server (NAS).



9. Select System settings from the tools menu.



Ensure that your Nevo is configured for wireless connectivity.

10. Select the Media Zones tab, and Add a new Zone.

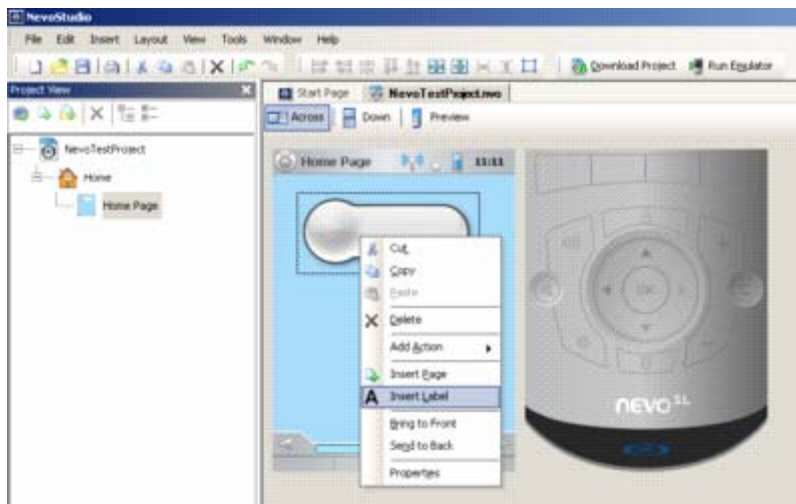
Type in a name for your zone, e.g. Main Room.  
Next to Content Source press the "Browse..." button and select the Media Server from the list (e.g. Twonky Media Server).  
Next to Playback Target press the "Browse..." button and select the DS player from the list.

Add additional zones as required.

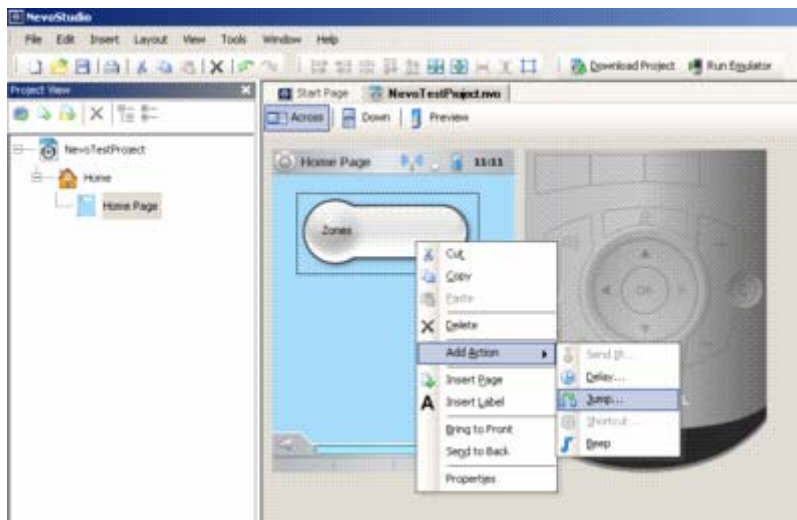


11. Create a button on the Nevo interface to access your Media Zones.

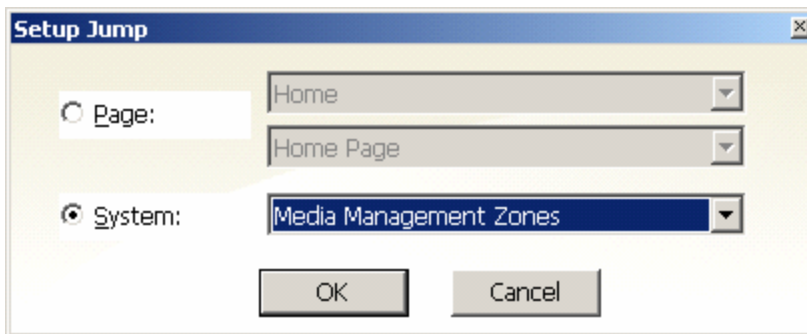
Drag a button from the buttons palette, and place it on the Nevo's "Home Page".  
Label the button "Zones".



Link the button to the Media Zone selection screen by adding a "Jump..." action to the button...

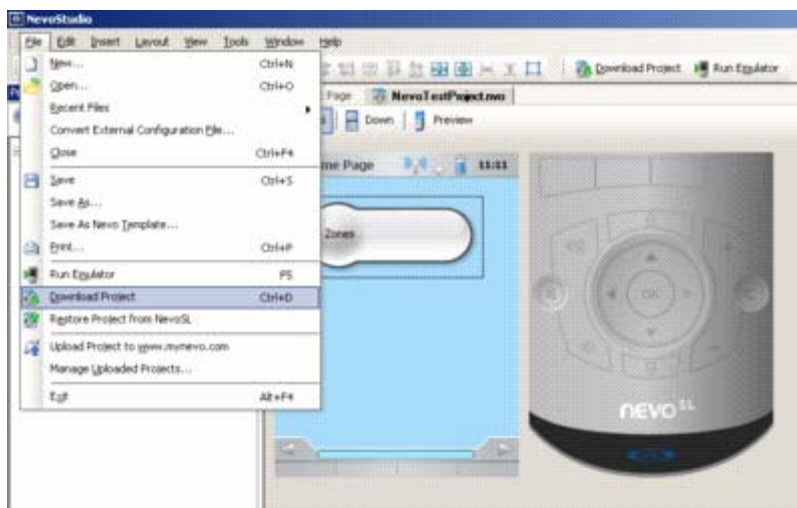


...and then set the jump action to "Media Management Zones".



12. Save your project.

13. Download the project to the Nevo.



14. On the Nevo, press the new Zones button. This will take you to the list of Zones setup earlier. Select the Zone you require and start listening to music.