



KA-DV300U / Streamproducer

Quick-Start

For KA-DV300 firmware version 104 and Streamproducer 2.0



JVC wants you to get the most out of your GY-DV300 with the KA-DV300 Network Pack. If you have any questions, concerns or problems, please feel free to contact our Network Product Specialist at: sagin@jvc.com

Supported Accessory Cards:

- Operating Voltage: 3.3 VDC
- Max. Current: 300 mA @ 5V

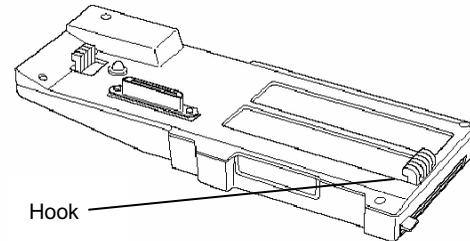
As of October 2002, the KA-DV300 supports the following accessory cards:

- **Wired LAN:**
 - Socket Communications (www.socketcom.com)
 - US: EA2900-117 (Rev. C)¹
 - Europe: EA2903-162 (Rev. C)¹
 - Asia: EA2906-194 (Rev. C)¹
 revision number on the upper-right of the product label.
- **Wireless LAN:**
 - TRENDNet (www.trendware.com)
 - TEW-16PC, revision 0.8.3 or later (discontinued)
 - TEW-201PC
 - Linksys (www.linksys.com)
 - WCF11²
- **CF Memory:**
 - SanDisk (www.sandisk.com)
 - SDCFB-16 ~ SDCFB-256¹

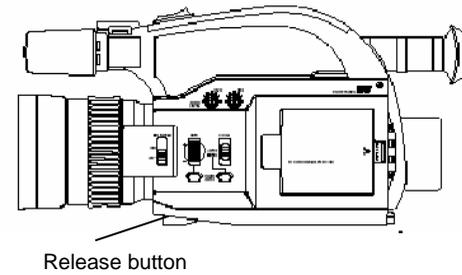
¹ – requires CF type I or type II to PCMCIA adapter
² – requires CF Type II to PCMCIA adapter

Attaching the KA-DV300 to the GY-DV300

1. Insure that the GY-DV300 power is off.
2. Slide the connector cover located on the bottom of the GY-DV300 in the direction as shown by the arrow located next to the connector cover.
3. Align the hook on the KA-DV300 with the cutout on the rear of the GY-DV300 below the battery compartment.

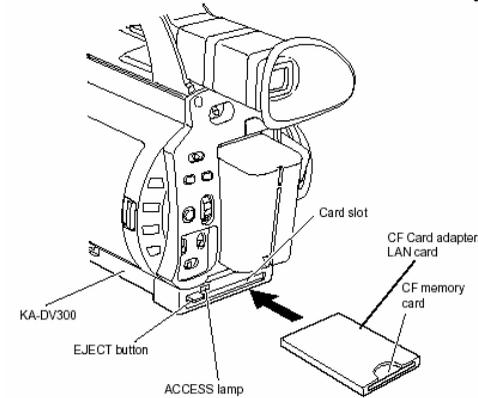


4. Rotate the KA-DV300 upward toward the GY-DV300 until a positive 'click' is heard and felt.
5. To remove the KA-DV300 Network Pack, press the release button on the front of the pack and pull away from the camera.



Inserting Accessory Card

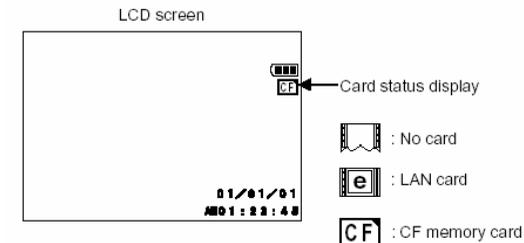
1. Insure that the GY-DV300 power is OFF.
2. Insert the accessory card in the KA-DV300.
 - The card can only be inserted in one direction. Do not force the card into the slot.



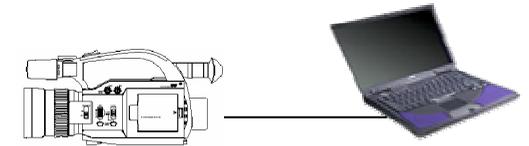
3. Turn on the power to the GY-DV300.
4. The status of the inserted card is displayed on the LCD and/or viewfinder screen.

NOTES:

- When turning the power on, the card status display will flash during initialization.
- Inserting a card with the power ON may result in damage to the card.



Wired Connections, Single Camera to Single Computer



DHCP: OFF
 IP Address: 192.168.100.101
 Netmask: 255.255.255.0

DHCP: OFF
 IP Address: 192.168.100.102
 Netmask: 255.255.255.0

Both IP addresses must be within the same network group and have the same subnet mask, as shown by the shading above. In this example, the Network Group is 192.168.100.

When connecting directly from the camera to a computer, operation is assured if the following conditions are met:

- DHCP should be OFF.
- If DHCP is off, the IP address of the camera and the computer must be unique, but in the same Network Group.
- The Netmask of both the camera and computer must be the same.
- A CAT-5 crossover cable is used between the camera and computer if no switch or hub is present.
- Under most conditions, the computer LAN card should be set for no proxy server. Please refer to the KA-DV300 Users Guide for information regarding this setting if troubles are encountered.

Wireless Connections, Single Camera to Single Computer

In a similar manner to the wired connection, when connecting directly from the camera to a computer using a wireless link without an access point, operation is assured if the following conditions are met:

- DHCP must be OFF.
- The IP address of the camera and the computer must be unique, but in the same Network Group.
- The Netmask of both the camera and computer must be the same
- set the WLAN AD HOC MODE to ON.
- The WLAN ESS ID on both the KA-DV300 and the computer must be the same. The camera default ESS ID is 'wireless-lan'.
- The KA-DV300 and the computer must be set to use the same channel (WLAN CH).
- Under most conditions, the computer LAN card should be set for no proxy server. Please refer to the KA-DV300 Users Guide 'Setting a Proxy Server' for information regarding this setting if troubles are encountered.

Installing Streamproducer

If your computer meets the minimum requirements discussed on Page 5 of the Streamproducer Users Guide and does not have a previous version of Streamproducer installed (if it does, follow the directions on Page 7 of the Streamproducer Users Guide for removing it) you can proceed with the automatic installation.

1. Insert the Streamproducer CD ROM into your computers CD drive. If Setup is not started automatically, click on 'Start' and then 'Run'. Run the file 'Startup.exe' from the CD-ROM.
2. From the opening window, you choose whether to continue with an English or Japanese installation. For this discussion, English was selected.
3. The next window enables you to select what portions to install. Click "Install Streamproducer: 
4. The installation will continue automatically. When asked, we recommend installing the software into the default folder, as shown below.
5. You will be given an opportunity to select which models of JVC cameras you will be connecting to. Even if you only have one camera type, we recommend installing the software for all camera types, as shown here:
6. All files required for use are installed in a single step, including the required CODECs and Streamcapture, the plug-in for using Internet Explorer. When the installation completes, you will have to reboot your computer, which can be done automatically by selecting this option and clicking "Finish".

Connecting with Streamproducer

Connecting to the camera with JVC's Streamproducer supports the following features:

- Real-time viewing of up to four cameras or .asf files, with audio.
- Remote control and setup of all connected cameras and network packs.
- Capturing (saving to PC disk drive) the output from any connected camera.
- Connections to multiple cameras using a single instance of Streamproducer.
- Instant switching between cameras and files when streaming.
- Publishing point for a media server.
- Stream to up to 10 clients.

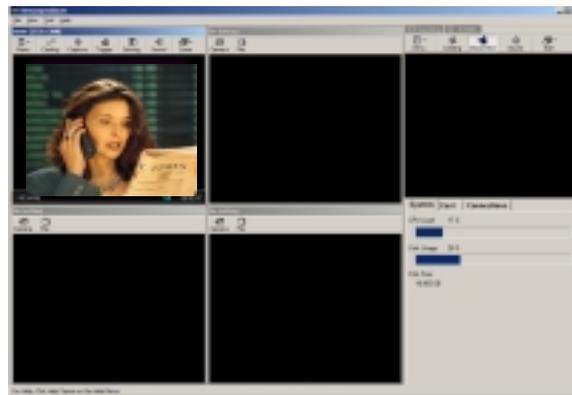
The following example shows how to connect to a single camera using Streamproducer:

1. Open Streamproducer.
2. In and one of the viewable windows, click the 'Camera' icon.

3. In the IP address window, enter the address of the desired camera, as shown here, click 'OK'.



4. Enter the camera name. Although we recommend that it does, this name does not have to match the name assigned to the camera in the cameras menu. The name entered here is used to create a folder on the PC where captured scene files are stored.



5. Click 'OK'. The camera output will appear in the window in about two seconds.

Please refer to the Streamproducer Users Guide for instructions on streaming using Streamproducer

Connecting with a Web Browser

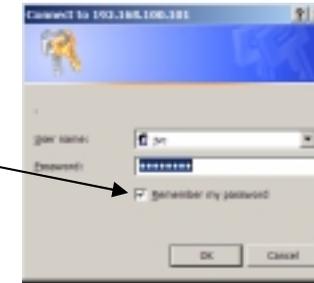
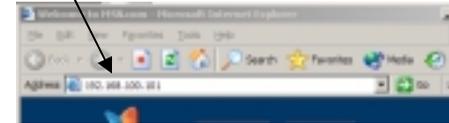
Connecting to the camera with A Web Browser supports the following features:

- Real-time viewing of camera output, with audio.
- Remote control and setup of camera and network pack.
- Capturing (saving to PC disk drive) camera output
- Connections to multiple cameras using multiple instances of the Web browser (each instance can connect to only one camera)
- Publishing point for a media server.
- Stream to a single client.

NOTE: Installation of Streamproducer is required before a Web Browser connection can be established.

The following example shows how to connect to the camera using Microsoft Internet Explorer:

1. Open Internet Explorer
2. Enter the cameras IP address in the address bar as shown here
3. Press 'Enter' or click 'Go'
4. If a valid connection between your computer and the GY-DV300/KA-DV300 exists, you should see the camera login screen, shown here. Note that this screen will *not* be shown if you have previously logged into the camera and selected the 'Remember my Password' option.
5. Once a user name and password have been entered, the NETWORK SETUP screen, shown here, will be visible.
6. To view or cast the camera output, click 'STREAM CAPTURE'. The view window, shown at right, will open.



Please refer to the Streamproducer Users Guide for instructions on streaming using Streamcapture



Determining the Casting URL

To determine the casting URL (the address that clients use to view the stream)

when using *Streamproducer*, click on the 'CONNECTIONS' tab. Any URL shown is valid.

When connection, a client must use both the URL and port as shown in the window.



To determine the casting URL (the address that clients use to view the stream) when using *Streamcapture with Internet Explorer*, from the Streamcapture window, shown previously, click 'PROP', then click 'CAST'. Any URL listed is valid. When connection, a client must use both the URL and port as shown in the window.

