

Axia[®] Quasar XR, SR

AoIP Mixing Consoles

QUASAR XR **QUASAR SR**

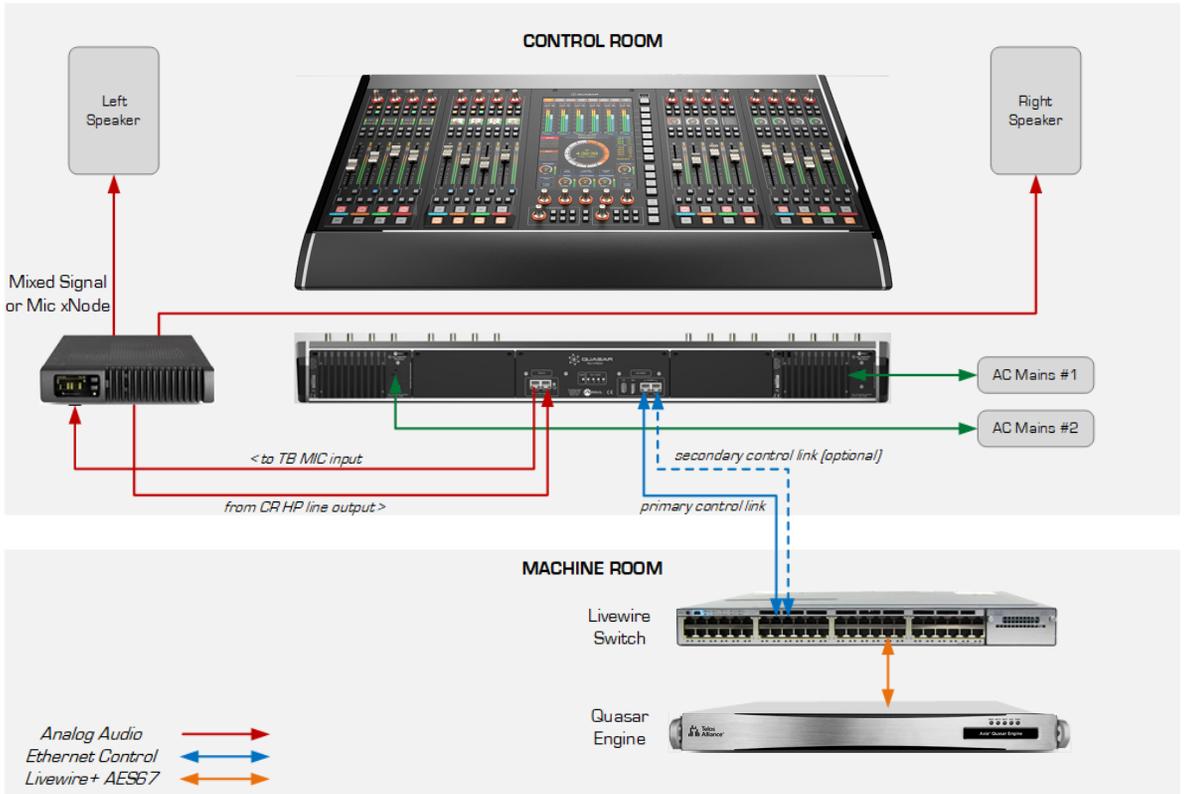


Welcome to Quasar XR and Quasar SR

Setting up a networked audio mixing console is challenging, but the following pages are intended to make it as easy as possible and help the busy engineer get up and running quickly.

This Quickstart Guide assumes a few things:

- Basic networking skills and a familiarity with networking terminology
- Familiarity with Audio over IP and Axia Livewire products
- An approved network switch properly configured for use on a Livewire network



Example of simple Studio configuration.
 Connection of the optional TBP-IO module is included in this drawing.

ITEMS REQUIRED FOR INSTALLATION:

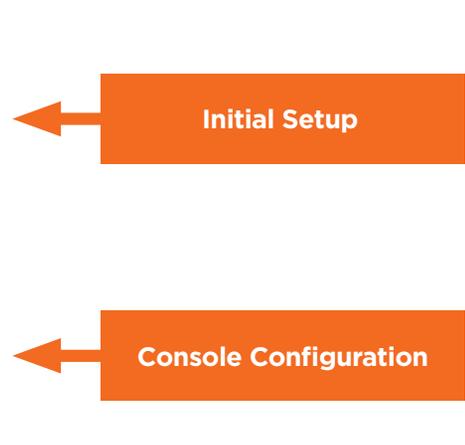
The following items are necessary to complete the installation and configuration.

- Quasar control surface
- Power (mains) cords
- CAT5 Ethernet cable
- Quasar Engine mixing engine
- Gigabit Switch configured for use on an Axia network
- PC with access to the Axia network

Steps to complete in order to get audio from the console:

- 1. Network Switch Configuration
- 2. Quasar Surface Connections
- 3. Quasar Surface Network Configuration
- 4. Quasar XR Modules discovery & configuration
- 5. Quasar SR Modules configuration
- 6. Quasar Engine Installation & network configuration
- 7. Checking Connection to the Quasar Engine

- 1. Quasar Engine Audio Outputs configuration
- 2. Surface Layer Configuration
- 3. Creating and Configuring Input Sources
- 4. Assigning Sources to Input Channels
- 5. Program Assignment & Monitoring



Network Switch Configuration

Audio over IP requires the use of an approved and properly configured switch. Not all switches are capable of handling the traffic generated by AoIP, and an improper configuration can lead to a flood of traffic on the network.

Details of switch configuration are beyond the scope of this Quick Start Guide, and it is assumed the person responsible for installation has the necessary configuration skills or the resources of an IT engineer.

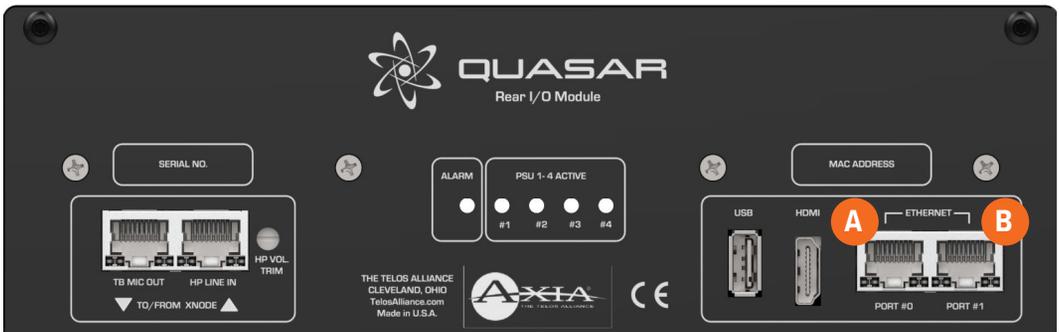
A list of Telos Alliance-approved Ethernet switches is available on our website, at the following url: <https://www.telosalliance.com/Axia/What-Ethernet-Switches-has-Axia-Approved> or you may submit an online support request at the following url: <https://www.telosalliance.com/support-request>.

Quasar Surface Connections

Network Connections

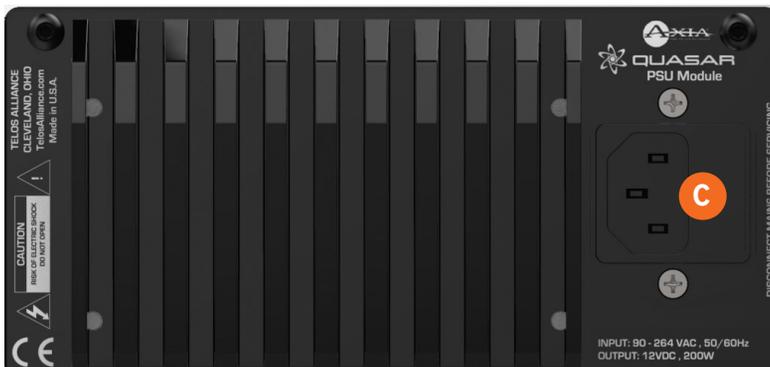
Connect an Ethernet cable to the Primary network port (A), labeled “PORT #0” on the console’s rear I/O board. Connect the other end of the cable to the network switch.

The Secondary network port (B), labeled “PORT #1”, can be used to create an optional redundant network connection. Doing so will require a special configuration of the switch ports as outlined in the Quasar Installation Guide.



Mains Power Connections

Use the provided AC power cable(s) to connect the surface’s PSU module (C) to a grounded power receptacle. If you have more than one power supply in your system, we suggest connecting them to different power sources for redundancy and highly recommend the use of a UPS (uninterruptable power supply) for each source.



Important - The Quasar Surface is grounded through the power cable and therefore relies upon proper grounding of the circuit providing power. There is no separate chassis ground.

Quasar Surface Network Configuration

Quasar Surface and Quasar Engine ship with the following default IP addresses:

- Surface (Master Module) - 192.168.2.10
- Surface (XR Modules) - 192.168.2.11, 192.168.2.12, etc.
- Surface (SR Modules) - no IP address required
- Engine - 192.168.2.100

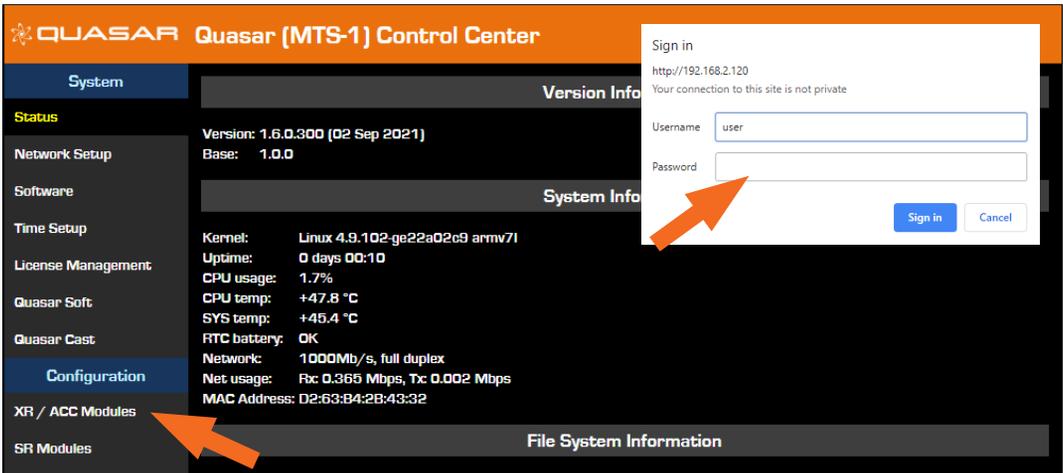
Should you need to change the default settings, or if the warning message: “No Connection to Engine” should appear on the surface’s home screen (just above the clock) once the system boot is completed, then you will need to enter new network settings manually.

- Access the System Setup page on the Master Touchscreen Module, by pushing and holding the Monitor Options key (labeled “MON OPT” and located between the two Control Room volume pots) for 5 seconds.
- Enter the desired IP address and Netmask for the Surface and Engine using the touchscreen or the corresponding rotary encoders beneath the display. A Gateway is optional but typically not required when the console is part of a closed network.
- Press the “Save & Reboot” button.

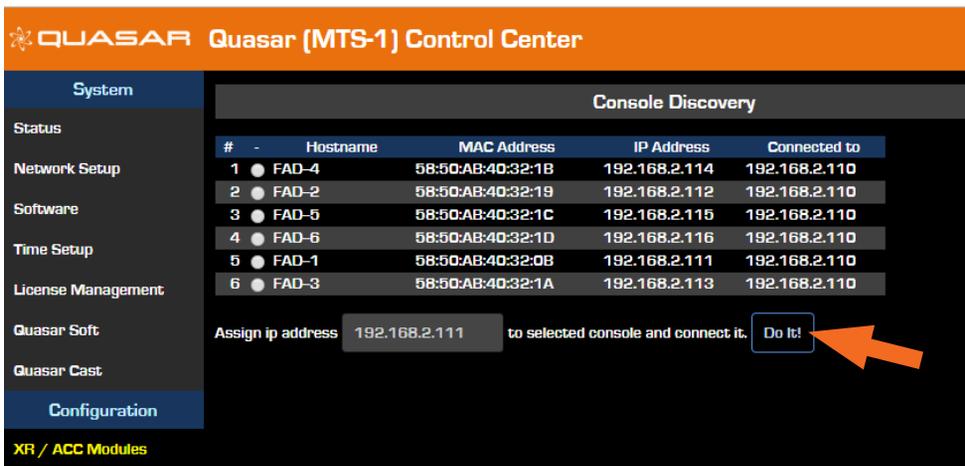


Quasar XR Module Discovery & Configuration

Each fader module on the Quasar XR Surface has a unique IP address to permit configuration via web GUI. Begin by launching a web browser and entering the IP address of the MTS, then click on **XR / ACC Modules**. When prompted for authentication, enter “user” for the user name and leave the password field blank.



All connected fader modules will be listed along with their MAC Address and IP Address. If the pre-assigned IP addresses don't fit into your network scheme, you can change them here by selecting a module's radio button, entering the new IP address, and clicking the “Do It!” button.

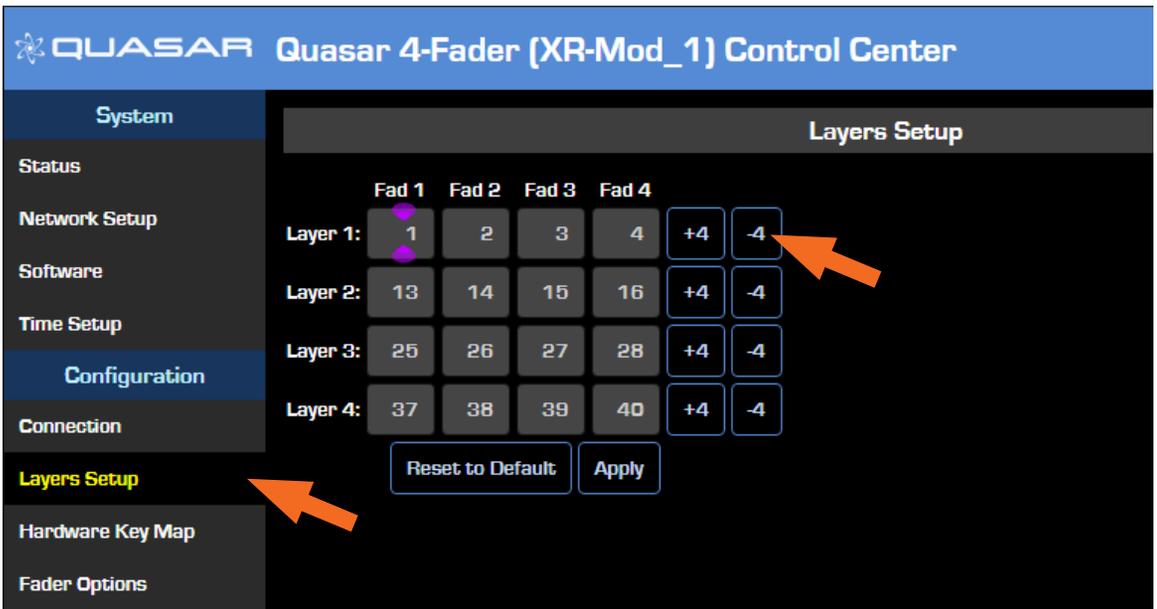


Once all modules have been set, check the access to each module by entering its IP address in your browser, or by clicking directly on each of the addresses listed in the Console Discovery menu.

Quasar XR Surface Layer Configuration

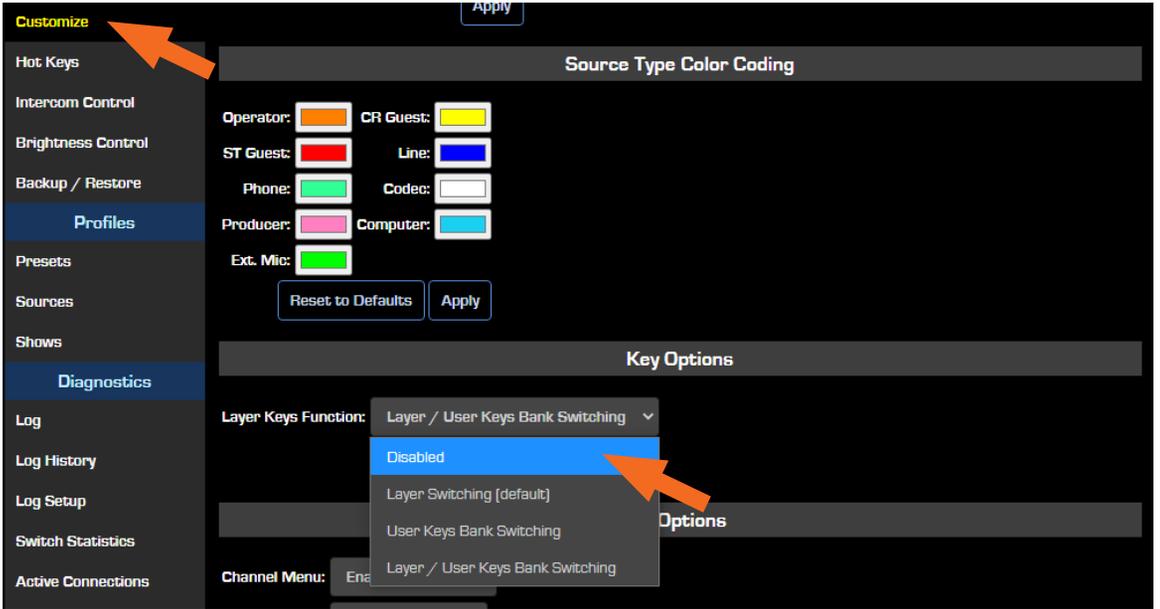
Layers are useful when the number of DSP input channels you need to access exceeds the number of faders or physical channel strips on your Quasar surface. Since any fader on any module can access any input channel on the Quasar engine, you will need to assign four input channels to each of the four available layers on every Fader Module.

- Using a PC connected to your studio network, launch a web browser and enter the IP address assigned to the first (left-most) fader module. When prompted for authentication, enter the user name “user” and leave the password field blank.
- In the Configuration menu, click on **Layers Setup**.
- Enter the desired input channel number for each layer of each of the faders. The “+4” and “-4” buttons can quickly increment or decrement channels in groups of four.



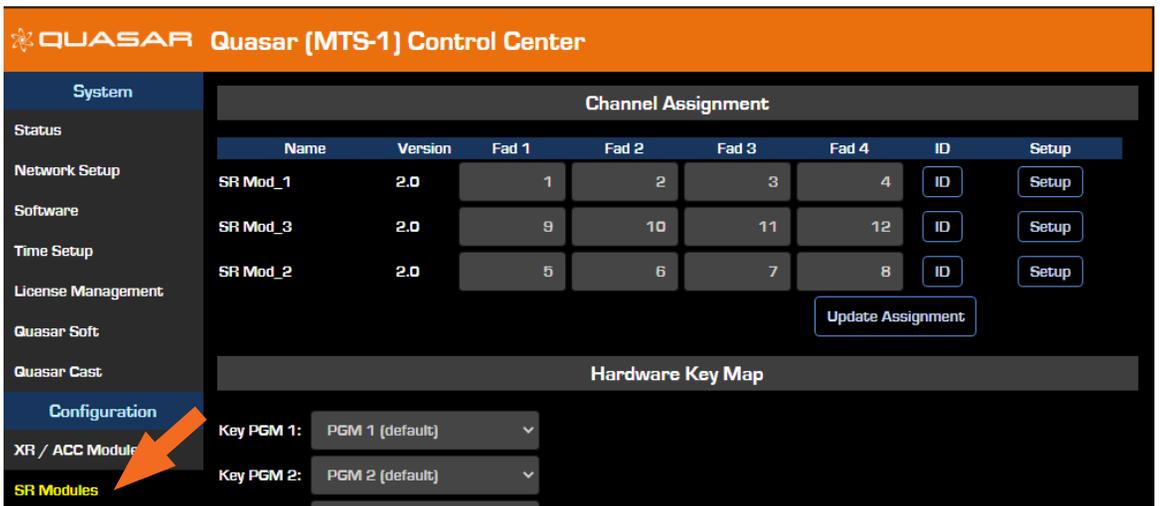
The table shown in the figure above shows which of the 64 input channels available on the Quasar Engine will be loaded on the four channel strips each time the LAYER 1, 2, 3, 4 buttons are pushed on the Master Module.

If you have no need for Layers, you can disable them by navigating to the Master Module web UI and selecting the **Customize** link. In the Key Options section, select the “Disabled” option from the **Layers Keys Function** dropdown. This will switch off the Layer buttons on the Master module.



Quasar SR Module Configuration

Quasar SR Fader modules have no individual IP address and therefore do not need to be discovered. They are always connected to the Master and automatically discovered. Launch a browser and enter the IP address of the MTS module, then click on the **SR Modules** link.



Here you can assign Input channels of your Quasar Engine to the SR modules' faders. Simply type the desired Input Channel number in each of the four Fader fields for each of the SR Modules listed in the Channel Assignment section. Then press the "Update Assignment" button.

Quasar Engine Installation & Network Configuration



Physical Installation

The Quasar Engine is designed to be installed in a climate-controlled environment where any noise generated from its fans will not be an issue, such as a machine room. Please refer to the Quasar Installation Guide for complete installation details.

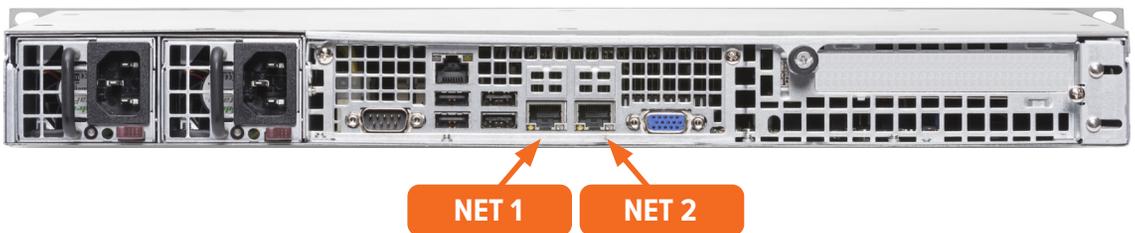
Mains Power Connections

Use the provided AC power cables to connect the engine to grounded power receptacles. We suggest connecting each supply to different power sources for redundancy and highly recommend the use of a UPS (uninterruptable power supply) for each source.

Important - The Quasar Engine is grounded through the power cable and therefore relies upon proper grounding of the circuit providing power. There is no separate chassis ground.

Network Connections

Connect a network cable to the NET 2 port (the right-most port when looking at the rear panel). Connect the other end of the cable to a Gigabit port of your network switch.



Quasar Engine ships with a default IP address of 192.168.2.100 and a netmask of 255.255.255.0. This address can be changed using the web GUI once it is connected to the network. If the IP address must be changed before connecting the Engine to the network, follow the steps below:

- Connect a VGA monitor and a USB keyboard to the appropriate rear panel ports;
- the Basic Setup screen will be displayed.
- Select “1-LAN Settings” with the numeric keypad or up/down arrow keys, then press Enter.
- Select “2-Configure Network Settings”, then press Enter.
- Type the new network settings with the numeric keypad, then press Enter.
- The Engine will prompt you to reboot; select “OK” to reboot with the new settings.

Checking the Connection to the Quasar Engine

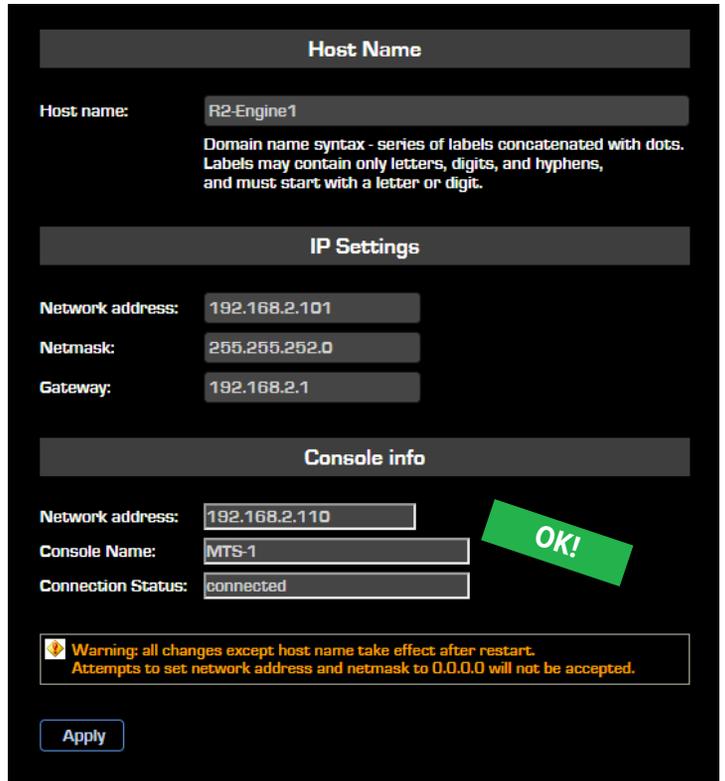
Using a PC connected to your studio network, launch a web browser and enter the IP address assigned to the Engine into the browser's address bar. When prompted for authentication enter the user name "user", and leave the password field blank.

Select the **Network Setup** link, then navigate to the "Console Info" section.

Verify that the IP address of the Quasar Master Touchscreen (MTS) module appears and that the connection status shows as "Connected."

Next, verify that there is no error message above the clock on the MTS home page.

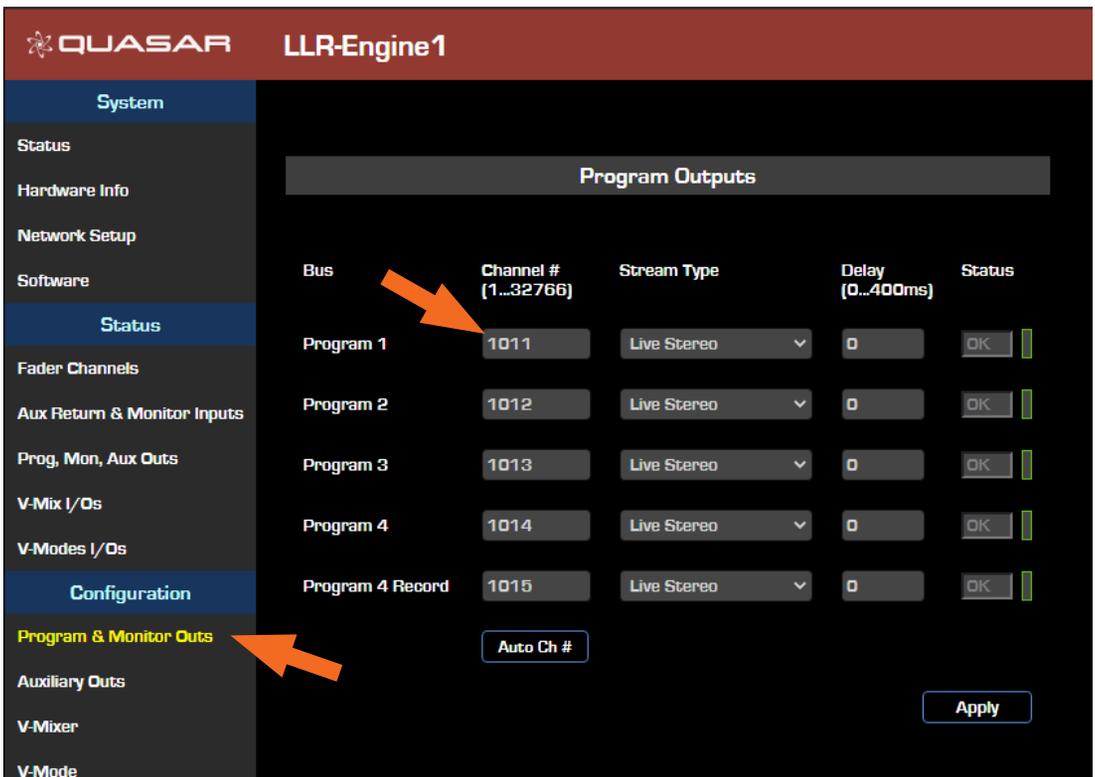
The Quasar Surface is now correctly connected to the Quasar Engine.



Quasar Engine Audio Outputs Configuration

Using a PC connected to your studio network, enter the IP address of the Quasar Engine to display the web GUI.

- From the Configuration menu, select **Program & Monitor Outs**.
- Enter the channel numbers you planned for the Quasar Engine (Livewire Sources) outputs.
- Enable the streams you need to be active on the Engine
- Click the “Apply” button.



Note - We recommend adopting a numbering scheme for Channel ID's that uses the first two or three digits of the last octet of the Quasar Engine IP address. In the example above, the Engine has an IP address of 192.168.2.101, and the Channel Numbers are 1011, 1012, 1013, etc. This will make it easier to identify the channels when browsing a large network.

Monitor Outputs

In order to hear audio through your speakers and headphones, assign the CR Monitor and CR Headphone streams to the Destinations (outputs) of the xNode connected to the speakers and headphone amplifier.



| Bus | Channel # (1...32766) | Stream Type | Status |
|-------------------|--------------------------|-------------|--------|
| CR Monitor Direct | 1040 | Live Stereo | OK |
| CR Monitor | 1041 | Live Stereo | OK |
| CR Headphones | 1042 | Live Stereo | OK |
| PFL/AFL | 1043 | Live Stereo | OK |
| Talk to CR | 1044 | Live Stereo | OK |
| Guest Headphones | 1045 | Live Stereo | OK |
| Studio Monitor | 1046 | Live Stereo | OK |
| Talent Headphones | 1047 | Live Stereo | OK |
| Talk to External | 1048 | Live Stereo | OK |

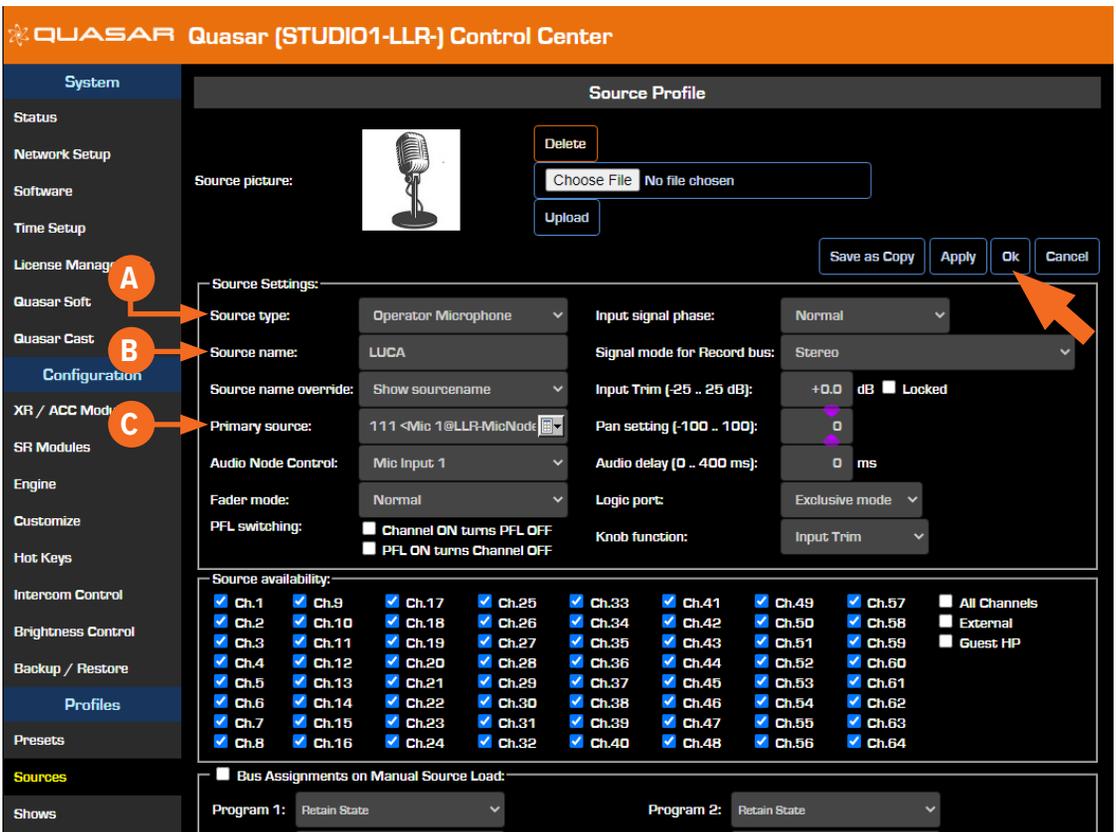
Auto Ch #

Apply

Creating and Configuring Input Sources

In order for sources to appear as Channel inputs on the Quasar Surface, they must first be created and a source type specified.

- Using a PC connected to your studio network, enter the IP address of the Quasar Surface to display the web GUI.
- Navigate to the Profiles menu, then to **Sources**. Click “Create New Source Profile”.
- Select the Source Type (A). Enter the Source Name (B).
- Click the Browse button to the right of the Primary Source field and select the desired source from the list. Click “OK”.
- Repeat these steps for additional sources which will then appear in the Channel Input > Sources menu of your Quasar Surface.



For more detailed information on how to create and configure all your Network sources, please refer to the Quasar User manual.

Assigning Sources to Input Channels

Once Sources have been created, they must be assigned to input channels on the Quasar Engine and then saved to a Show Profile.

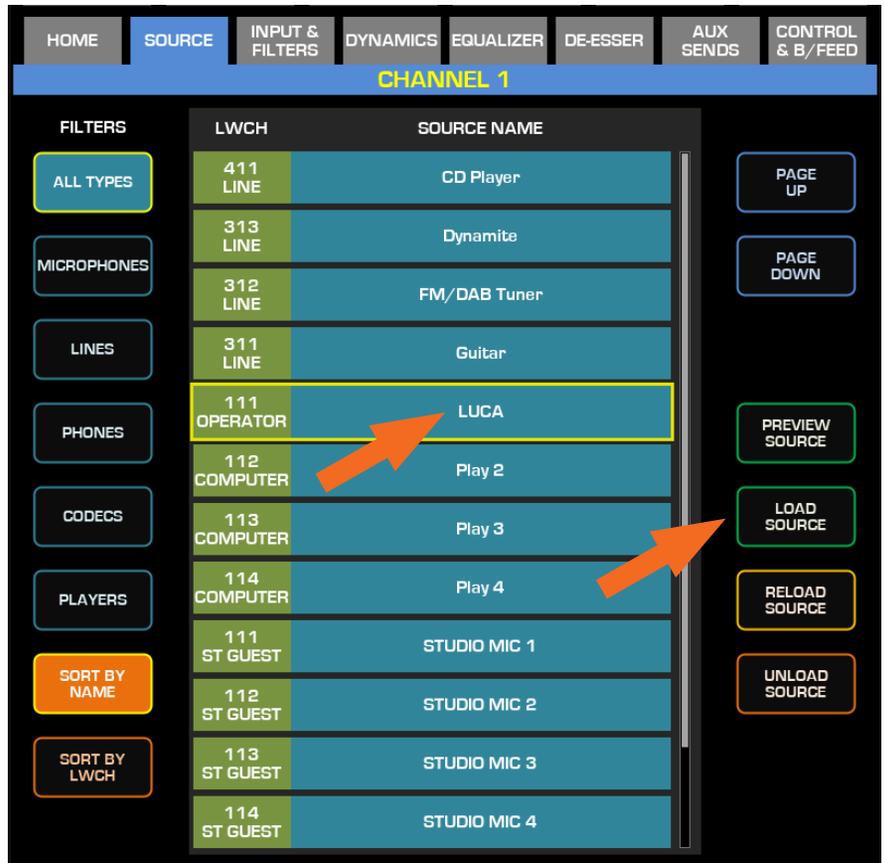
Show Profiles can be created in one of two ways:

- Sources can be assigned directly from the console and the resulting configuration captured as a Show.
- A Show Profile can be created from the web GUI by assigning sources to channels.

Creating a Show Profile From The Console

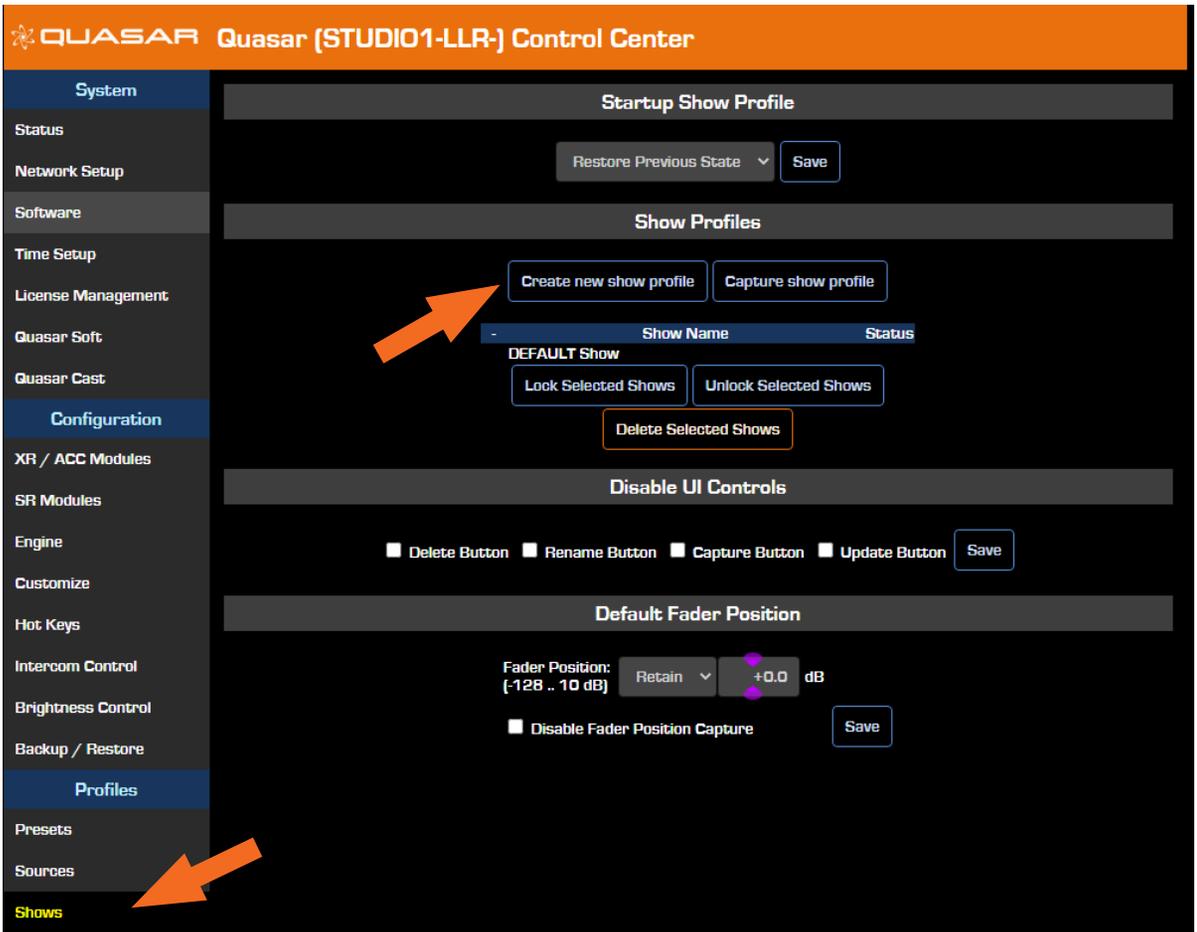
- Push the top encoder of the channel strip to which you want to assign a source, then select the “Source” tab in the Master Touchscreen module.
- All configured and available sources on the network will appear; it may be necessary to use the touchscreen to scroll down to show more sources.
- Push the “Load Source” button.

Note - inactive sources - those generated by devices which are not connected to the network, or switched off - will not be detected by the Quasar and therefore will not show up on the above list.

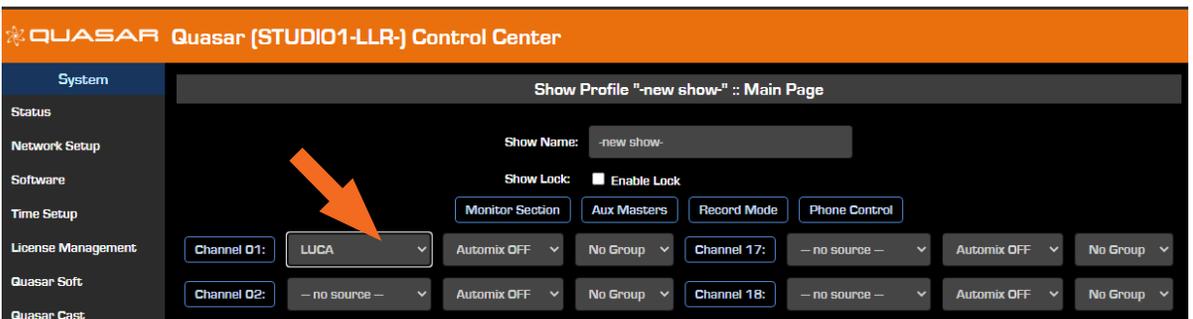


Creating a Show Profile From The Console

- Using a PC connected to your studio network, enter the IP address of the Quasar Surface to display the web GUI.
- Navigate to the Profiles menu, then to the Shows menu.
- Click on the “Create new show profile” button.
- Enter a name for the new Profile and confirm.



A new Show Profile configuration page will appear where Sources can be assigned to input channels from a dropdown menu.



Program Assignment and Monitoring

The output of each fader strip must be assigned to a Program output.

- Press one of the PGM keys on the fader strip; it will illuminate to indicate that it has been assigned.
- Press the On key at the bottom of the fader strip and move the fader up.
- Your meters should be active as shown below.



To hear the audio, make sure you have selected the same Program assigned above as source to your CR Headphones or Speakers, using the controls on your Monitor module, and that the volume is set at an appropriate level.

INFORMATION ABOUT YOUR NEW PRODUCT

IMPORTANT!

Telos Alliance strongly suggests that you use an Uninterruptible Power Supply (UPS) with power line filtering to prevent damage to the unit during electrical storms and power surges. Please note that damage due to lightning is not covered under the product Warranty (refer to your User Manual for warranty information).

For more information on lightning protection please visit our website:
<http://blogs.telosalliance.com/tech/surge-suppression-pointers>

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