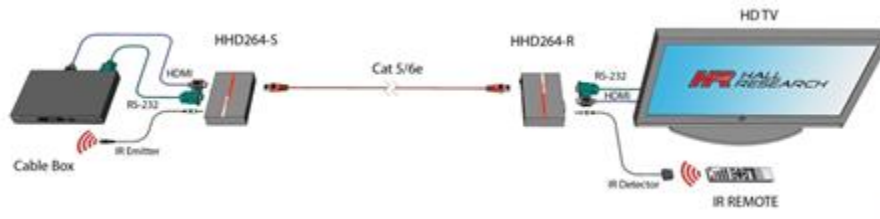


HHD264 Video over LAN - Quick Installation Guide

How to setup the HHD 264 on the network?

Point to Point:

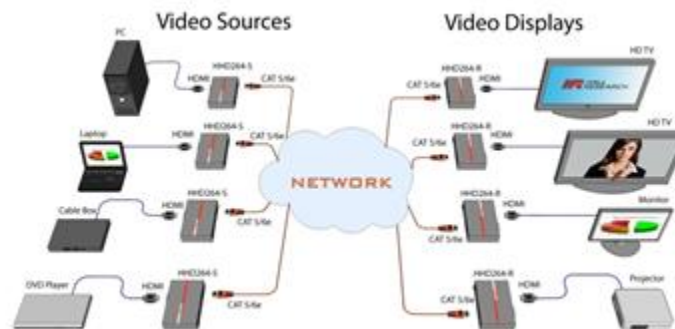


Example of Point-to-Point

- In a **DHCP** network, there is no need to do any IP configuration if it is a Point-to-Point (No Switch or Router involved in the setup). The network will assign automatically all the addresses.
- If it's a **static** network, then assign unique IP addresses to the units. Simply connect the sender (TX) and receiver (RX) using a CAT 5e/6 cable and make sure they are in the same group.

Many- to-Many:

- Requires a Gigabit IGMP Network Switch.



Example of Matrix setup (many sources to many displays)

If the Switch Supports DHCP:

- If your switch supports DHCP, there is no need to worry about any IP configuration. Connect all the senders and receivers to the switch and install the latest Windows GUI software (Hall Research's DVMMT V1.3 as of Feb-2017).
- Connect the PC to the switch and run the GUI to scan all the devices.

Note:

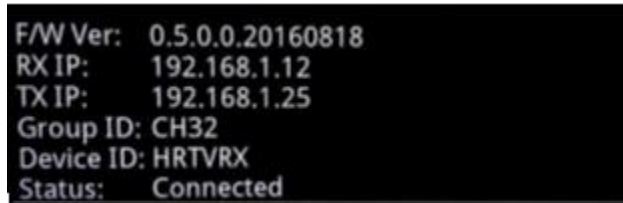
- To install DVMMT, your PC requires .NET 3.5 SP1, which can be downloaded from Microsoft website or download it from Hall Research from the following link. (http://www.hallresearch.com/files/gui_downloads/dotnetfx35.exe).

If the Switch does not support DHCP:

- If the switch does not support DHCP, you have to configure each unit to a static IP *one by one* by using the PC GUI.
- As we know, all the devices on the network will have an IP. The HHD264-S and HHD264-R comes with a default IP address 192.168.1.11 and 192.168.1.12 with subnet mask "255.255.255.0" respectively.
- If you think the unit is not responding, just reset using factory reset button on the unit by holding it for 10 seconds. This will restore the IP to the default settings.
- To configure the HHD264 to a static IP, you have to know its current IP that can be found in **two** ways.
 - One way of knowing this is by using an On Screen Display (OSD) by connecting the receiver (RX) to a display (480p minimum).
 - The other way is by using the Windows GUI and configuring the PC's IP to the HHD264's default network (Recommended).

Know the IP address Using OSD

- Connect the receiver (RX) to a display and know the IP address from the OSD displayed.
- To know the sender's IP, connect it to the RX using a CAT5e/6 cable directly without using a switch. Know the sender's IP address from the OSD displayed.



```
F/W Ver: 0.5.0.0.20160818
RX IP: 192.168.1.12
TX IP: 192.168.1.25
Group ID: CH32
Device ID: HRTVRX
Status: Connected
```

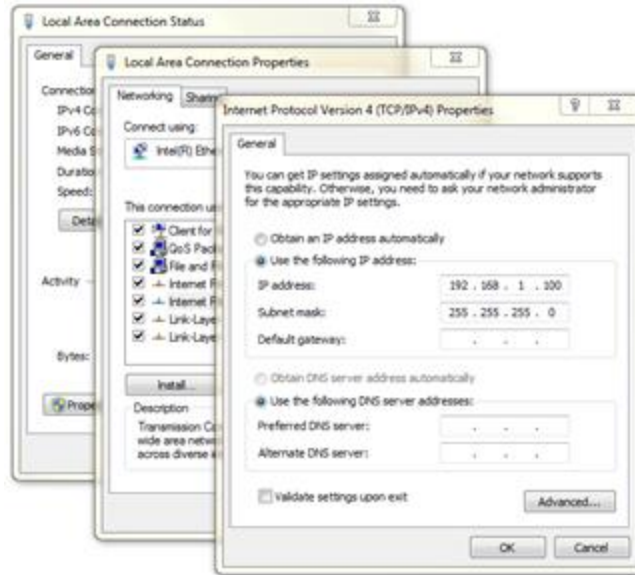
- To increase the time the OSD appears on screen, set the TX and RX to a different group.

Configuring Static IP addresses using Windows GUI (Recommended)

- Connect the receiver to the PC using a network switch.
- Setting the IP address of the PC to be in the same network subnet as HHD264 is a key factor to find the devices on the network.

Note:

- **HHD264** must be connected one by one while setting the Static IP configuration as all the units have the same default IP, connecting more than one could result in IP conflict.
- All the devices in the network must have a unique IP address. Two senders cannot be in the same group.
- To be in the same channel, receivers must be in the same group as the sender.



- Open the Windows GUI and scan the network. Double click on the device you found and change its IP to a required static IP.
- Make sure you allow access to the Windows GUI through the Firewall when you launch it for the first time. (Refer HHD-264 FAQs for more info)
- Connect another HHD264 and repeat the process, until you have changed all the devices to static addresses.

For more information, please refer [HHD264 User Manual](#) .