

## **Application Note - USB Host Update**

(VS-300 / VS-505) | Version 2.7

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## 1 Setup

### 1.1 What do you need ?

Before using USB flash drive on ViewStream player, please make sure you have the following parts:

- USB flash drive
- M3-300/320 or ViewStream 300/505 player (Model: VS-300/505)
- USB update tool “USBupdateX.XX.exe” or UPDATE.INI \*
- Power supply (DC12V)

Note:

\*The UPDATE.INI can be created by a software tool – “USBupdateX.XX1.exe”. Both can be downloaded from [www.dvsignage.com/support/tools-support](http://www.dvsignage.com/support/tools-support)

## 2 Content Update

This section explains the use of USB flash drive for content update. The content such as video, images, playlist file and firmware are updated through a USB flash drive.

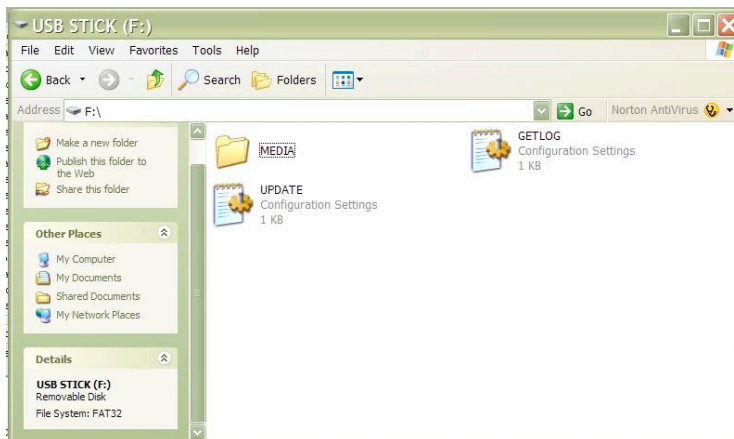
### 2.1 Preparation

USB flash drive

- Ensure the USB flash drive is formatted as FAT32 and no “Password control” files are installed on it.
  - Create a new folder “MEDIA” on the USB flash drive.
- Create a text file named “UPDATE.INI” \* on the root directory. Please refer to the **UPDATE.INI** section for details. You can download this .ini file from [www.dvsignage.com/support/tools-support](http://www.dvsignage.com/support/tools-support)



The USB update does not work without this update.ini file.



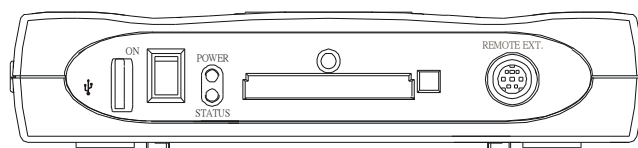
- Copy all media content (.mpg, .jpg etc.) into the “MEDIA” folder. These files are now prepared for uploading to the M3-300/320 or ViewStream 300/505 player.

## 2.2 USB upload

Connecting USB flash drive on to M3-300/320 or ViewStream 300/505 player.

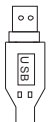
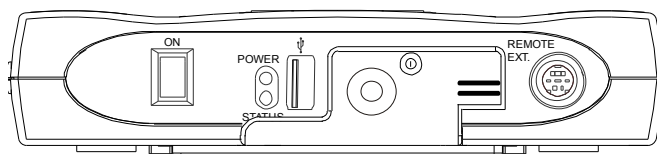
Make sure the player must be power off before inserting the CompactFlash Card (or SD card on VS-505) and USB flash drive. For the ViewStream 300/505, power will be reset (off then on) automatically when it detected the USB flash drive is inserted.

### ViewStream 300 connection :



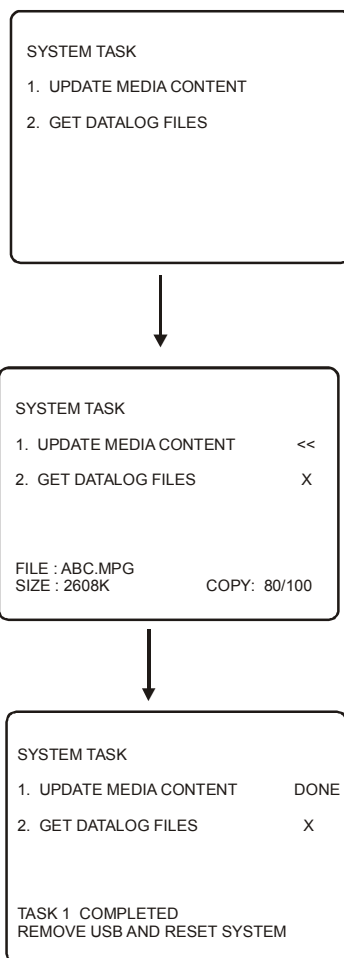
USB Memory Stick

### ViewStream 505 connection :



USB Flash Drive

1. When the media content is being copied from memory stick to CompactFlash card (or SD card). A sequence of screens will be shown as below:



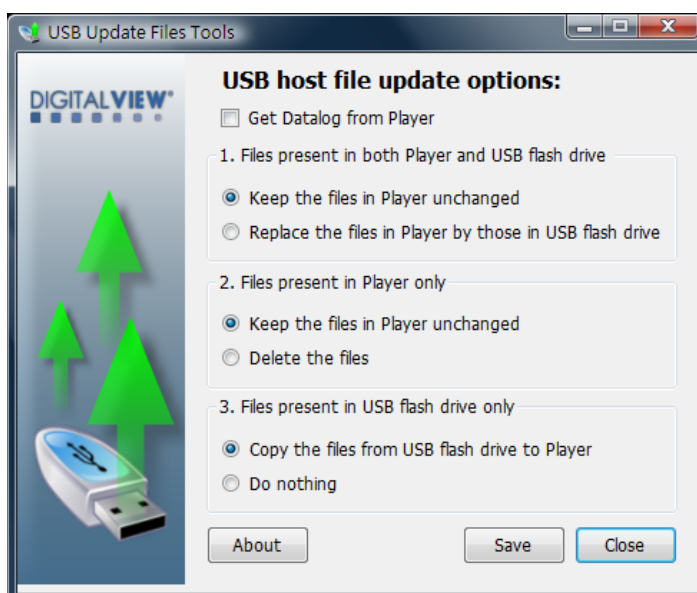
2. Once files copy is completed, for ViewStream 300/505, power will be reset (off then on) automatically when it detected the USB flash drive is removed.

Note: On the VS-300 all media files must be stored and running inside the “MEDIA” folder on CompactFlash card (or SD card for VS-505). The media file(s) stored outside “MEDIA” folder will not be played.

## 2.3 UPDATE.INI

This is a text file to control the file transfer mechanism between player and the USB flash drive. This file must contain the description and options as shown in the example file below and placed in the root directory on the USB flash drive. This “Update.ini” file can be created manually or generated by a software tool “USBupdateX.XX.exe” (download “USB Host Update/Memory Stick Application....” from : [www.dvsignage.com/support/tools-support](http://www.dvsignage.com/support/tools-support)

Screen of “USBupdate1.01.exe”:



Note: This software tool requires Microsoft .NET Framework to execute. If your computer does not have the Microsoft .NET Framework installed. Please go to the <http://www.microsoft.com> to download and install the latest .NET Framework.

Example of the “update.ini” text file:

```
[update]

USB host file update options:

-----

1. Files present in both Player and USB flash drive

(*) Keep the files in Player unchanged
() Replace the files in Player by those in USB flash drive

-----

2. Files present in Player only

(*) Keep the files in Player unchanged
() Delete the files

-----

3. Files present in USB flash drive only

(*) Copy the files from USB flash drive to Player
() Do nothing

-----
```

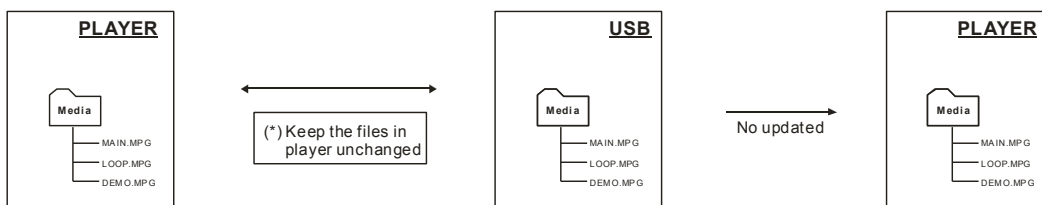
The USB update does not work without this update.ini file.

The following explains the details of each options of the “update.ini” file.

## 1. Files present in both Player and USB flash drive

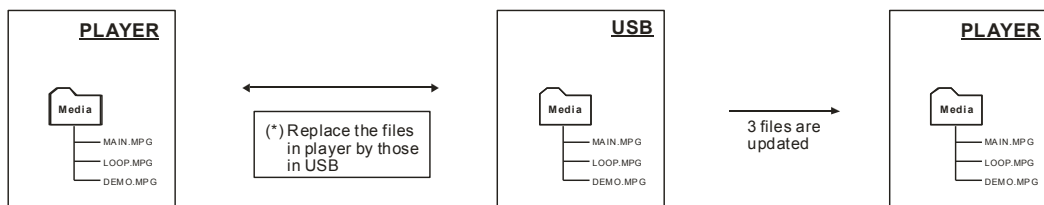
If both Player and USB flash drive has the file(s) with same filename, you may have two options :

*Option 1 – Keep the files in Player unchanged*





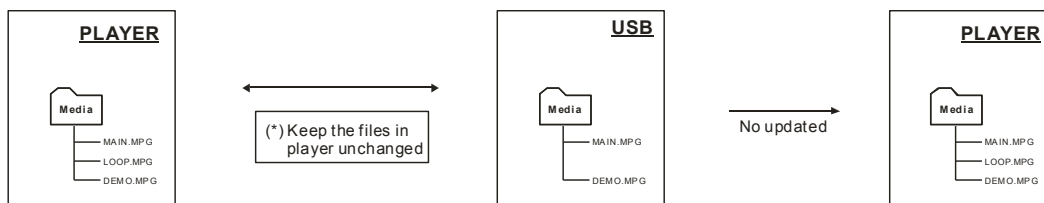
## Option 2 – Replace the files in Player by those in USB flash drive



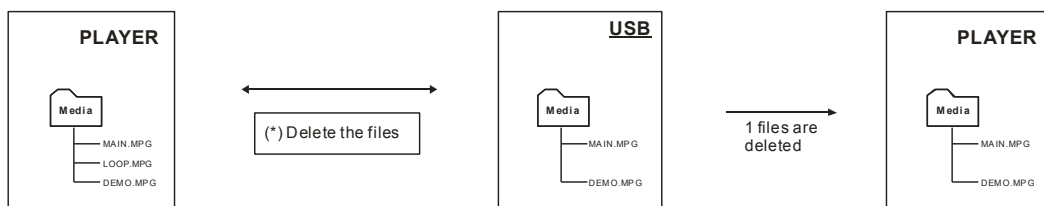
## 2. Files present in Player only

If the file(s) only be found on player but not on USB flash drive, then those files will be removed from the player or you may have another option to keep the files on the player unchanged.

### Option 1 – Keep the files in Player unchanged



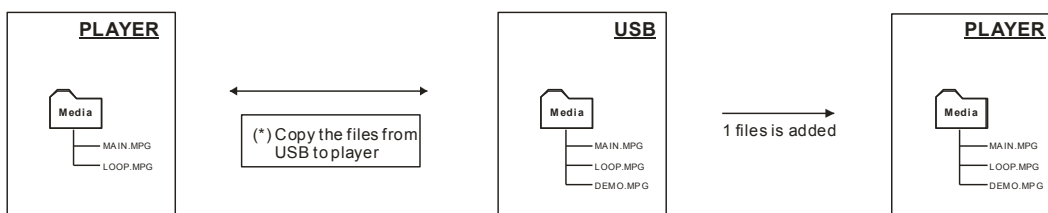
### Option 2 – Delete the files



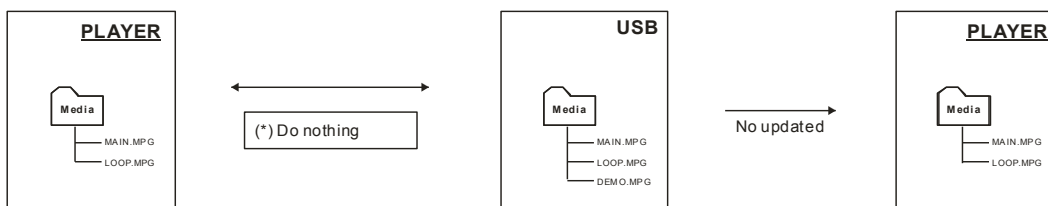
### 3. Files present in USB flash drive only

If the file(s) only be found on USB flash drive but not on player, then those files will be copied to the player.

#### Option 1 – Copy the files from USB flash drive to Player



#### Option 2 – Do nothing



## 2.4 Partial update

You can update all or some of the files. A partial update is defined in the “update.ini” file stored on a USB flash drive. The following cases explain how the options work.

### Case (I) – Overwriting all files

Use this when you want to overwrite the player with new content and new playlist, and remove all those files which are not used in the current playlist. This will save storage space on your CF/SD. Copy the new content and new playlist on to the USB flash drive, and set the option as below.

[update]

USB host file update options:

-----  
1. Files present in both Player and USB flash drive

- Keep the files in Player unchanged
- Replace the files in Player by those in USB flash drive

-----  
2. Files present in Player only

- Keep the files in Player unchanged
- Delete the files

-----  
3. Files present in USB flash drive only

- Copy the files from USB flash drive to Player
  - Do nothing
-

## Case (II) – Partially file(s) update

To save time, if you just want to update some of the files in a playlist and avoid downloading again any file(s) that already exist on the player. Copy the files you want to update on to the USB flash drive and set the options as below.

[update]

USB host file update options:

-----

1. Files present in both Player and USB flash drive

( ) Keep the files in Player unchanged  
(\* ) Replace the files in Player by those in USB flash drive

-----

2. Files present in Player only

(\* ) Keep the files in Player unchanged  
( ) Delete the files

-----

3. Files present in USB flash drive only

(\* ) Copy the files from USB flash drive to Player  
( ) Do nothing

-----

Apart from the two cases above, you can define any updating rule by different options combination in the update.ini file.

## 2.5 UPDATE.LOG

A log file “Update.log” will be created automatically on the USB flash drive once the upload process is done successfully. This log file records the history of the content update as shown in the example as below:

```
[Media Update Log]

ID No: 0000, Media content updated, 20060714, 11:43:13

1. Files present in both CF and USB
  -> Replace the files in CF by those in USB

  >> Files renewed in CF:
  IMG_0997.JPG
  IMG_0996.JPG
  IMG_0995.JPG
  IMG_1000.JPG
  IMG_0999.JPG
  IMG_0998.JPG
  2000KPT.AVI
  4720576.AVI

2. Files present in CF only
  -> Delete the files

  >> Files deleted from CF:
  No files needed to be deleted

3. Files present in USB only
  -> Copy the files from USB to CF

  >> Files newly added to CF:
  No files needed to be added :
```

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