

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

(VS-500) | Version 1.2

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## 1 Introduction

The DV Signage USB host update feature for the VS-500 media player enables the upload of new content and command files directly from a USB flash drive to the installed storage, usually a CF card, in the VS-500 media player. This saves having to remove the CF card for update and makes the update of a number of media players more convenient.

## 2 Preparation

### 2.1 What you need

Before using USB flash drive on VS-500, please make sure you have the following parts:

- USB flash drive of suitable capacity for the media to be uploaded
- ViewStream 500 (Model: VS-500) with compact flash card installed
- USB update tool “USBupdate1.01.exe” or UPDATE.INI \*
- Power supply (DC12V)

**Note:**

The DV Signage “USBupdate1.01.exe” is a Windows PC application available for free download from

[www.dvsignage.com/support/tools-support](http://www.dvsignage.com/support/tools-support)

## 3 Content Update

This section explains the process of preparing a USB flash drive for content update. Content such as video, image, playlist file and firmware can all be updated through a USB flash drive.

### 3.1 USB flash drive preparation

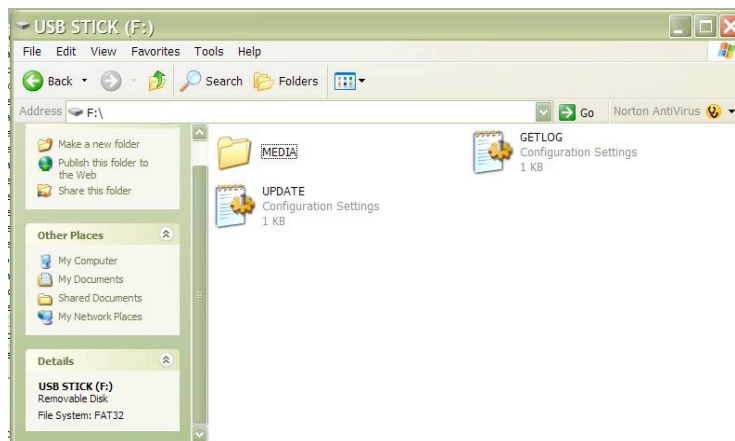
USB flash drive preparation:

- Ensure the USB flash drive has been formatted using FAT32.
- 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 below for details. Alternatively you can download a sample of 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.



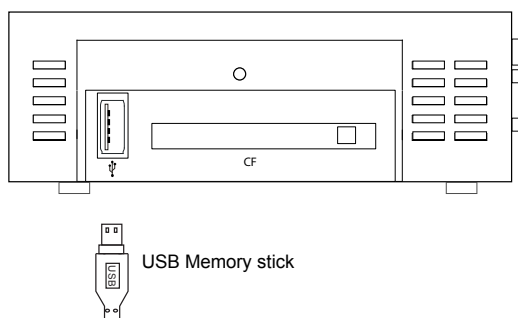
- Copy all media content (.mpg, .jpg, etc) in to the “MEDIA” folder on the USB flash drive. These files are now prepared for updating to the VS-500 media player.

## 3.2 USB upload

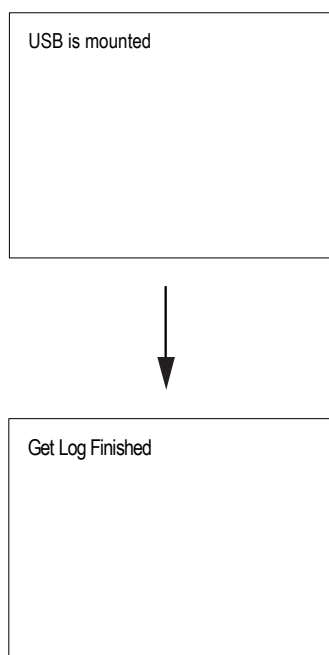
- Connect USB flash drive directly to the USB port on VS-500.

IMPORTANT: The player must be Off before inserting the USB flash drive.

### VS-500 connection :



- Power on the VS-500 when the USB flash drive has been inserted.
- When the UPDATE.INI file is detected on the USB flash drive, the content in MEDIA folder will be updated to the CF card automatically. A sequence of screens will be shown as below:



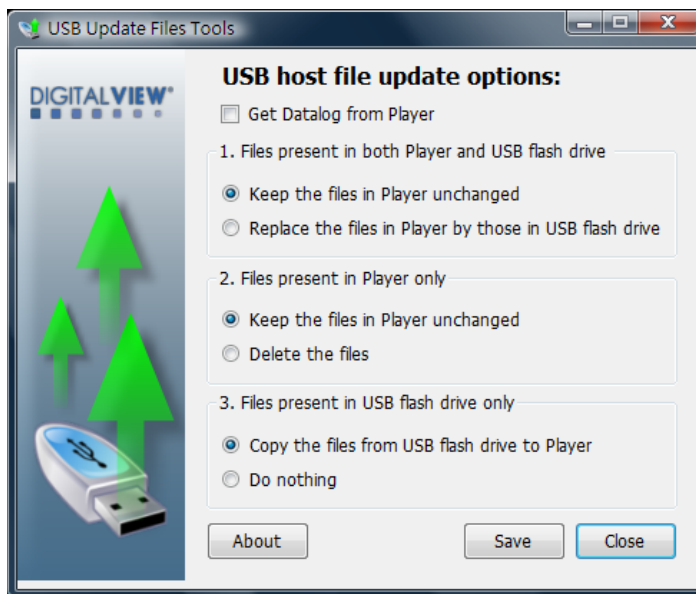
- Once the file copy is completed, power off the unit and disconnect the memory stick. Or the player will be reset (off then on) automatically when it detects the USB flash drive is removed.
  
- Power on the player and see if all content has been updated and can be played.

*Note: All media files must be stored and running inside the "MEDIA" folder on the CompactFlash card. The UPDATE.ini and GETLOG.ini must be stored outside "MEDIA" folder.*

## 3.3 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/using-dv-studio](http://www.dvsignage.com/using-dv-studio))

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 <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

-----
```

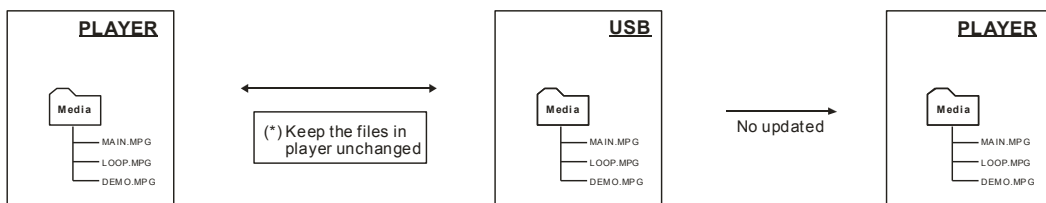
The USB update does not work without this update.ini file.

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

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

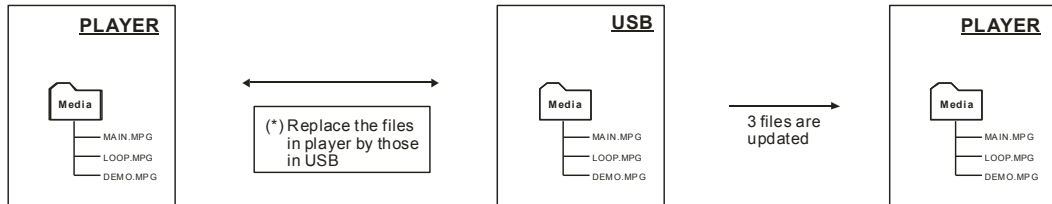
If both the Player and the USB flash drive has the file(s) with same filename, you have two options :

*Option 1 – Keep the files in Player unchanged*





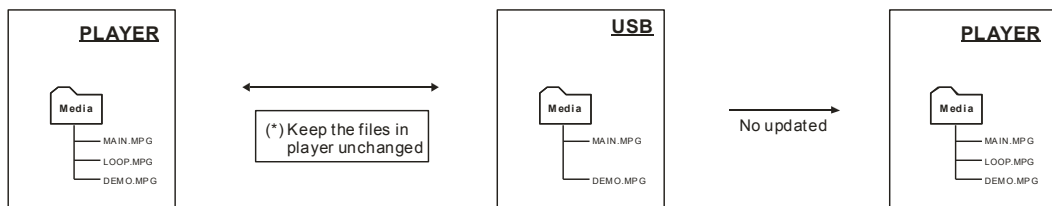
## Option 2 – Replace the files in Player by those in USB flash drive



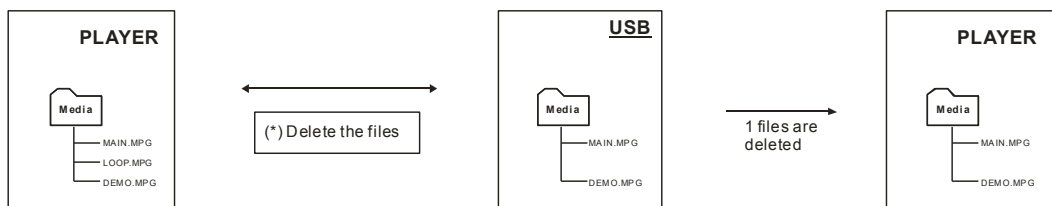
## 2. Files present in Player only

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

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



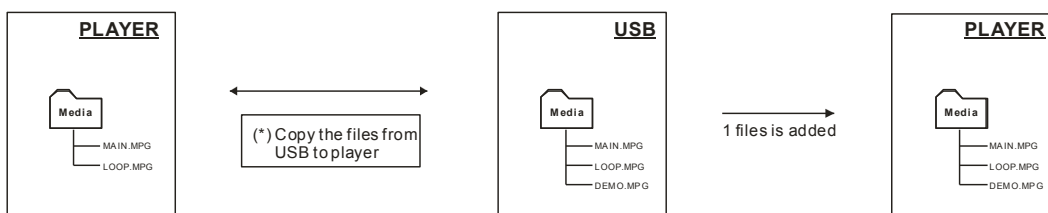
### Option 2 – Delete the files



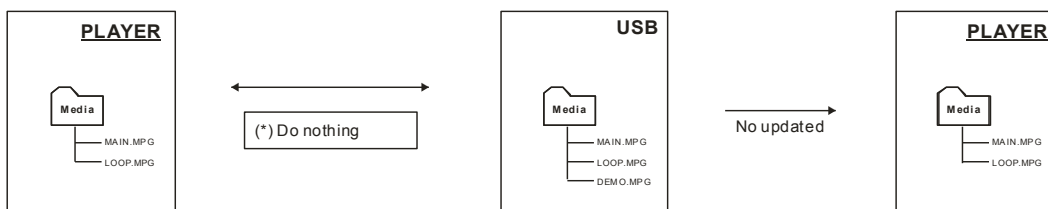
### 3. Files present in USB flash drive only

If the file(s) only be found on the USB flash drive but not on the player, then those files will be copied to the player or choose to do nothing.

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



#### Option 2 – Do nothing



## 3.4 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 a new playlist, and remove all those files which are not used in the current playlist. This will save storage space on your CF card. Copy the new content and the new playlist 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

-----
```

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

To save time, if you just want to update some of the files in a playlist and avoid reloading 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 combination of the options in the update.ini file.

## 3.5 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:

```
[2008-12-17 16:12:15]COPY:DIFF_05.JPG  
[2008-12-17 16:12:15]COPY:DIFF_06.JPG  
[2008-12-17 16:12:15]COPY:DIFF_07.JPG  
[2008-12-17 16:12:15]COPY:DIFF_08.JPG  
[2008-12-17 16:12:16]COPY:DIFF_09.JPG  
[2008-12-17 16:23:10]COPY:USB_03.PLL  
[2008-12-17 16:34:41]DELETE:1024768.jpg  
[2008-12-17 16:34:41]DELETE:12801200.jpg  
[2008-12-17 16:34:41]DELETE:640480.jpg  
[2008-12-17 16:34:47]DELETE:pl02.pll  
[2008-12-17 16:34:47]DELETE:pl03.pll  
[2008-12-17 16:34:47]DELETE:schedule.ini  
[2008-12-17 16:34:48]COPY:1024768.JPG  
[2008-12-17 16:34:49]COPY:12801200.JPG  
[2008-12-17 16:34:49]COPY:1280720.JPG  
[2008-12-17 16:34:49]COPY:1280768.JPG  
[2008-04-22 10:01:24]UPGRADE:ram2rom.dn5  
[2008-04-23 00:42:48]REPLACE:PL02.PLL  
[2008-04-23 00:42:48]REPLACE:PL03.PLL  
[2008-04-23 00:42:48]REPLACE:19201080.JPG
```

## 4 FAQ

**Q: What/Where the user related files should be located on USB Flash drive ?**

**A:** The following shows what and where certain user related files should be located on USB Flash drive.

<b>ON THE USB FLASH DRIVE</b>	
<b>In the MEDIA folder</b>	<b>Outside the MEDIA folder ("/" directory)</b>
All content (.mpg / .jpg, etc)	Data log files
Playlist file (.pl)	Firmware file (e.g. xxx.dn5)
Project file (.prj)	Getlog.log
Schedule.ini	Update.ini
Barcode.ini	Key file (Player key or Network key)
Netcfg.ini	
Dvsync.ini	

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