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Produktübersicht

Das Verbatim tragbares MediaShare Wireless Mini Gerät ermöglicht die Nutzung von microSD-Speicherkarten als WLAN-zugängliches Media. Legen Sie einfach Ihre microSD-Speicherkarte in den microSD-Steckplatz. Schalten Sie das Gerät ein und Sie können drahtlos auf Ihre Videos, Musik, Fotos und Daten zugreifen und sie auf Ihre iPad®, iPhone®, Android™ Tablets und Smartphones sowie Rechner streamen. Sie brauchen sich keine Sorgen darüber machen, dass eventuell der Speicherplatz auf Ihren Mobilgeräten ausgehen könnte.

Für maximale Tragbarkeit hat das MediaShare Wireless eine eingebaute wiederaufladbare Batterie. Schließen Sie es an einen verfügbaren USB-Anschluss Ihres Rechners an, um die Batterie zu laden.

Produktmerkmale

- Unterstützung für microSDXC, microSDHC und microSD Speicherkarten mit bis zu 128 GB,
- Streamen von Medien an bis zu 5 über WLAN verbundene Benutzer gleichzeitig*,
- Zugriff und Streamen von Musik, Videos, Fotos und Daten von einer beliebigen microSD-Speicherkarte mithilfe der kostenlosen und maßgeschneiderten Mobilanwendung mit Unterstützung für die Betriebssysteme iOS und Android,
- eingebauter USB-Stecker für die Lade- und Datenübertragungsfunktion,
- Nutzung als Hub zur Übertragung von Inhalten zwischen verschiedenen Drahtlosgeräten,
- bis zu 3 Stunden kontinuierliche Batterielebensdauer**,
- Suchfunktion für die Suche nach den und den Zugriff auf die Dateien,
- drahtlose Internetzugangsmöglichkeit mit Unterstützung des Protokolls 802.11 b/g/n,
- Unterstützung mehrerer Plattform-Client-Tools, einschließlich iPad/iPhone/Android/PC/Macintosh,
- Unterstützung für Chromecast,
- Unterstützung für Airplay (nur bei iOS-Geräten).

* Die Streaming-Leistung wird durch die WLAN-Bandbreite, dekodierte Dateidatenrate und die Pufferfähigkeit des Wiedergabeprogramms beschränkt.
**Die Batterielebensdauer unterliegt den üblichen Nutzungsbedingungen und Konfigurationen.

Betriebsmodi

Es gibt drei wesentliche Betriebsmodi.

1. Direkte USB-Verbindung Schließen Sie das Gerät an den USB-Anschluss Ihres Rechners an. Das Gerät erscheint automatisch unter "Dieser PC" auf dem Desktop. In diesem Modus wird die Batterie von MediaShare Wireless Mini geladen und Sie können Dateien zwischen Ihrem Rechner und einer installierten microSD-Speicherkarte übertragen.
2. Drahtlosverbindung Schalten Sie das Gerät ein und verwenden Sie Ihr Mobilgerät zur Suche nach verfügbaren Drahtlosverbindungen. Streamen Sie Musik oder Videos, die Sie zuvor auf einer microSD-Karte gespeichert haben.
3. Drahtlos-WAN-Bridge-Modus Nach Aktivierung der Internet-Bridge-Funktion können Sie das MediaShare Wireless Mini per Funk mit Ihrem vorhandenen Drahtlosrouter verbinden, um einen Internet-Zugang zu erhalten.

Produktspezifikationen

Produktabmessungen:
79 mm x 29 mm x 15 mm

WLAN-Radio:
Standard: 802.11 b/g/n
Frequenz: 2,4 GHz
Geschwindigkeit: 72 MBps bei 20 MHz / 150 MBps bei 40 MHz

WLAN-Sicherheit:
WPA-PSK
WPA2-PSK
Gemischtes WPA/WPA2-PSK (standardmäßig)
Deaktiviert

USB 2.0 Stecker: Für Datenübertragung und Laden

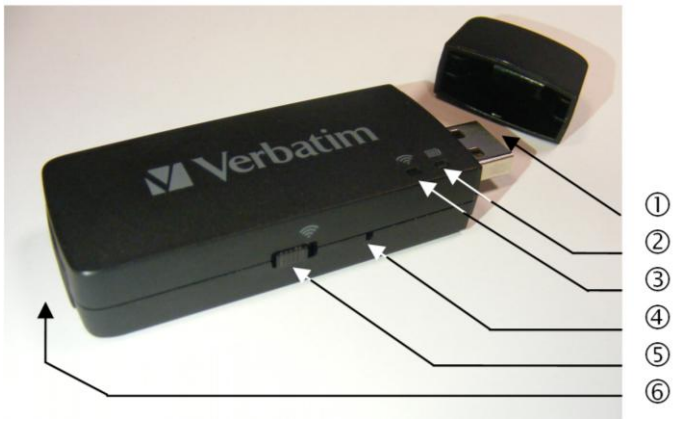
Batterie:
740 mAh Kapazität
Wird über USB-Stecker geladen
Ladezeit: 2 Std. (typischerweise)

Behördliche Zertifizierungen:
FCC (Klasse B), CE, IC RSS-210:2010 (Kanada), CEC-2012-BCS (Kalifornien, Effizienzanforderung für Batterieladegeräte)

Systenanforderungen

- Internetverbindung (für das Herunterladen der App und des Benutzerhandbuchs sowie zur Nutzung mit der optionalen Internet-Bridge-Funktion)
- MediaShare Wireless Mini App (kostenlos herunterladbar aus dem iTunes App Store und dem Google Play Store)
- Erfordert eine angeschlossene microSD-Karte (Klasse 4 oder höher) (min. 1GB)
- 200 MB verfügbarer Speicherplatz auf Ihrer installierten microSD-Karte wird für Systemfunktionen vorbehalten und ist aus diesem Grund nicht für Benutzerdaten verfügbar.
- iPad, iPhone oder iPod Touch mit iOS 7.0 oder höher, Smartphone oder Tablet mit Android 4.0 oder höher, PC mit Windows, Apple OS X oder Linux.

Produktansicht



① USB-Stecker
Benutzen Sie ihn zur Verbindung mit einem Rechner über einen USB-Anschluss, um die eingebaute Batterie zu laden und/oder Inhalt auf die und von der microSD-Karte zu übertragen. Sie können auch direkt mit dem USB-Anschluss Ihres Smartphones oder Tablet-Ladegeräts verbinden.

② Batterieladestand LED
• Grün EIN: Die Batterie wird geladen.
• Rot EIN: Die Batterieleistung liegt zwischen 10 % und 30 %.
• Langsam blinkendes Grün (alle 1,5 s): Das Gerät wird heruntergefahren.

③ WLAN-LED
Die Blaue LED zeigt den WLAN-Verbindungsstatus an.
• Das Blinken weist auf den laufenden Startprozess hin.
• EIN zeigt den abgeschlossenen WLAN-Start an.
Eine grüne LED weist darauf hin, dass das WLAN eine Brücke zu einem anderen Netzwerk (z.B. Heim- oder Arbeitsnetzwerk) bildet

④ Reset-Taste
Zurücksetzung des Geräts auf die standardmäßige Fabrikskonfiguration. Benutzen Sie eine gerade gebogene Büroklammer oder Nadel zur Aktivierung des Schalters. Alle an standardmäßigen Systemeinstellungen durchgeführte Änderungen wie Passwörter, SSID, überbrückte WLAN-Einstellungen gehen verloren.

⑤ Power/Modus-Schalter
Schaltet das Gerät ein oder wechselt zum USB-Kartenlesemodus.

⑥ microSD-Kartensteckplatz
Legen Sie die microSD-Karte hinein, um einen WLAN-Zugang zu erhalten.

Das Laden von MediaShare

Verbinden Sie das MediaShare Wireless Mini mit einem USB-Anschluss oder USB-Ladegerät, um die eingebaute Batterie zu laden. Es kann bis zu 3 Std. dauern, bis die Batterie vollständig aufgeladen wird.

Installation der MicroSD-Speicherkarte

MediaShare enthält keinen internen Speicher. Sie müssen zunächst eine microSD-Karte einlegen, um MediaShare mit Ihrem Smartphone oder Tablet benutzen zu können.

Suchen Sie nach dem Steckplatz für die microSD-Speicherkarte. Legen Sie die Speicherkarte hinein. Drücken Sie die Speicherkarte sanft hinein, bis sie sich an ihrem Platz verriegelt. Schließen Sie die Schutzabdeckung.

Wenn Sie Ihre microSD-Karte hineingelegt haben, reserviert MediaShare bis zu 200 MB seiner Kapazität für die temporären Dateien und anderen Systemfunktionen. Daher steht dieser Platz nicht für Benutzerdaten zur Verfügung.

MediaShare unterstützt Speichergeräte mit FAT, FAT32, exFAT (für SDXC) oder NTFS-Dateisystemen.

Hinweis: Vergewissern Sie sich vor dem Einlegen der microSD-Speicherkarte, dass das MediaShare Wireless abgeschaltet ist.

Berühren Sie nicht die freiliegenden Anschlüsse Ihrer microSD-Speicherkarte.

Verwendung von Mobilgeräten

Installation der Anwendung

Schalten Sie Ihr iOS oder Android Gerät (Smartphone oder Tablet) ein und stellen Sie sicher, dass es mit dem Internet verbunden ist. Klicken Sie auf das Symbol “App Store” oder “Play Store” auf dem Desktop, um auf den App Store Ihres Geräts zuzugreifen.

Suchen Sie nach der kostenlosen “MediaShare Wireless Mini” Anwendung, klicken Sie auf “Installieren” und befolgen Sie die Installationsanleitung auf dem Bildschirm. Nach Abschluss des Installationsprozesses erscheint das Symbol der App “MediaShare Wireless Mini” auf dem Desktop.

Drahtlosverbindung Ihres Geräts

1. Schalten Sie das MediaShare Wireless Mini ein und warten Sie den Startvorgang ab. Die blaue WLAN-LED des Geräts sollte vom Blinken zum vollständigen EIN-Status wechseln, um anzuzeigen, dass der Startvorgang abgeschlossen wurde.
2. Klicken Sie auf das Symbol “Einstellungen” auf

Ihrem Mobilgerät.
3. Klicken Sie auf “WLAN”. Unter den verfügbaren Netzwerken sollte der Netzwerkname “Verbatim-XXXX” in der Liste aufscheinen. (XXXX steht für die letzten 4 Zeichen der einzigartigen MAC-Adresse Ihres MediaShare Wireless Mini).

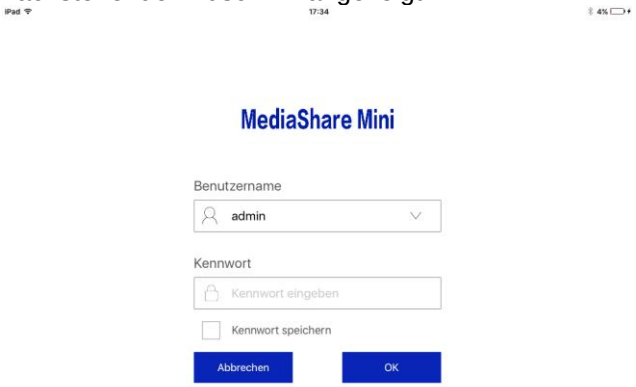
Bei erstmaliger Auswahl von “Verbatim-XXXX” werden Sie zur Eingabe des WLAN-Passworts aufgefordert. **Voreingestelltes Passwort: verbatim.**

Nach Eingabe des richtigen Passworts wird das Produkt als “Verbunden” in der Liste angezeigt.

Starten der Anwendung

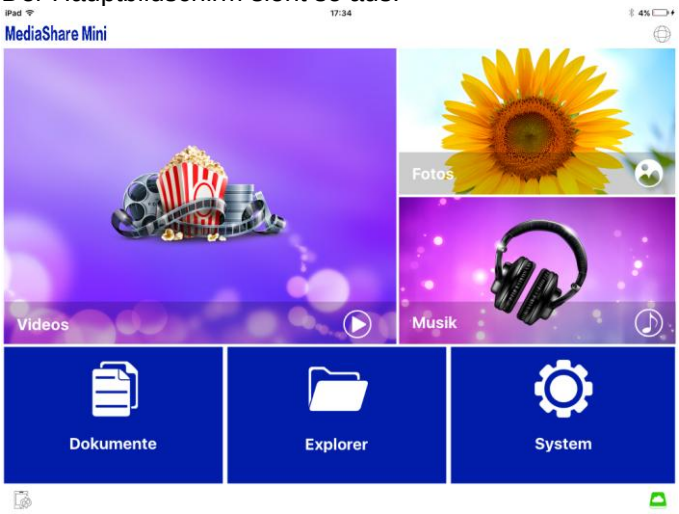
Klicken Sie auf das Symbol “MediaShare” auf Ihrem Drahtlosgerät, um die Anwendung zu starten.

Beim erstmaligen Zugriff auf MediaShare Wireless Mini auf einem Tablet oder Smartphone wird der nachstehende Bildschirm angezeigt.



Das standardmäßige Admin-Passwort ist leer, drücken Sie also einfach “OK” (Hinzufügen eines Passworts s. Seite 9).
Später im Handbuch gibt es auch eine Beschreibung der Option “‘Gastmodus”.

Der Hauptbildschirm sieht so aus:



Das Bild zeigt eine Landschaftsdarstellung, die das Standardlayout für ein Tablet ist. Auf einem Smartphone erscheint es im Hochformat. Die Funktionalitäten sind identisch

Gemeinsame Ordner
Wenn sie noch nicht auf Ihrer microSD-Karte vorhanden sind, erstellt das MediaShare Wireless Mini folgende standardmäßige Ordner und Unterordner:
Teilen/Dokumente
Teilen/Musik
Teilen/Bilder
Teilen/Videos

Durch Klicken auf den entsprechenden Bereich können Sie direkt auf einen der vier Unterordner zugreifen.

Greifen Sie manuell auf die Ordner auf der microSD-Karte oder dem lokalen Laufwerk zu und suchen Sie nach Inhalten.

Ändern Sie die Einstellungen für Sprache, WLAN und Netzwerk, Passwörter, Gastkonten.

Die grüne Farbe zeigt an, dass eine Verbindung zum Internet über eine Netzwerkbrücke hergestellt wurde. Die

Die grüne Farbe zeigt an, dass eine Verbindung zum MediaShare Wireless Mini hergestellt wurde. Tippen Sie auf das Symbol,

Tippen Sie auf das Symbol, um einen Sicherungsvorgang für das Mobilgerät zu starten. Weitere Einzelheiten finden Sie

Tippen Sie auf dieses Symbol, um zum Hauptbildschirm zurückzukehren, wenn Sie es auf Ihrem Display sehen.

Tippen Sie auf dieses Symbol, um einen Schritt aus einem Untermenü zum Hauptmenü zurück zu gehen.

Sprache

Normalerweise wird die Sprache Ihres Smartphones oder Tablets zum Zeitpunkt der Installation übernommen. Falls dies nicht erfolgt und Sie eine andere Sprache auswählen möchten, können Sie eine Auswahl aus den Spracheinstellungen im Menü System treffen. Folgende Sprachen sind unterstützt.

- Englisch
- Italienisch
- Spanisch
- Kroatisch
- Ungarisch
- Russisch
- Traditionelles Chinesisch
- Vereinfachtes Chinesisch
- Französisch
- Deutsch
- Portugiesisch
- Tschechisch
- Polnisch
- Serbisch
- Koreanisch

Videos abspielen

Navigieren Sie zum Videoinhalt, indem Sie entweder die Verknüpfung zum gemeinsamen Ordner auf Ihrer microSD-Karte oder dem lokalen Laufwerk auswählen (wie hier) oder über die Ordneransicht wie unten gehen.

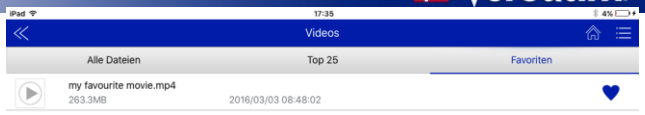
Das blau hervorgehobene Gerät ist das aktuell aktive Gerät. Auf Android-Geräten wird das Tablet oder Smartphone “Lokal” genannt. Tippen Sie einfach auf das Gerät, das Sie ändern möchten.

Top 25

Beim Zugriff auf Inhalte können Sie sehen, dass die Liste der Top 25 ausgefüllt wird. Wenn Sie Dateien von dieser Liste löschen möchten, tippen Sie einfach auf das rote X Symbol auf der rechten Seite des Dateinamens.

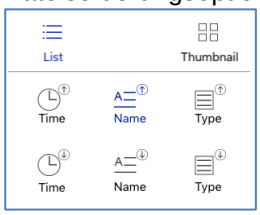
Meine Favoriten

In der standardmäßigen Ansicht Alle Dateien können Sie ein Herzsymbol auf der rechten Seite des Dateinamens sehen. Wenn Sie weitere Dateien der Liste “Meine Favoriten” hinzufügen möchten, tippen Sie einfach auf das Symbol, das dann zu einem dauerhaften Blau wechselt.



Dateisortierung

Auf der rechten Seite des Bildschirms können Sie dieses Symbol sehen: Tippen Sie darauf, um die Dateisortierungsoptionen zu öffnen.



Dateiliste oder Miniaturansicht.

Sortieren Sie nach Zeit, Dateinamen oder Dateityp in auf- oder absteigender Reihenfolge.

(Auf iOS-Geräten sind die Sortierungsoptionen für “Lokaler Inhalt” auf Dateinamen oder Miniaturansicht beschränkt)

Ordneransicht

In der Ordneransicht können Sie zwischen den verschiedenen Ordnern und Dateien navigieren, die auf Ihrer microSD-Karte oder lokalem Laufwerk gespeichert sind.

Nach Auswahl einer oder mehrerer Dateien können Sie Kopieren/Einfügen verwenden oder mithilfe der Symbole oder in andere Anwendungen übertragen.

Die tatsächlich unter angebotenen Anwendungen hängen von den auf Ihrem Gerät installierten Apps ab.

Die Wiedergabeleistung hängt von der Datenrate Ihrer dekodierten Videodatei, der Stärke Ihrer WLAN-Verbindung sowie der Anzahl der gleichzeitig aktiven Benutzer ab. Wenn das Video abgespielt wird, aber kurzfristig einfriert, können Sie diese drei Schritte zur Verbesserung der Video-Wiedergabeleistung versuchen:

1) Kopieren Sie die Videodatei auf Ihr Smartphone/Tablet und starten Sie die Wiedergabe vom Gerät.
2) Reduzieren Sie die Anzahl der gleichzeitig streamenden Benutzer.
3) Dekodieren Sie die Videodatei erneut, mit einer niedrigeren Datenrate.

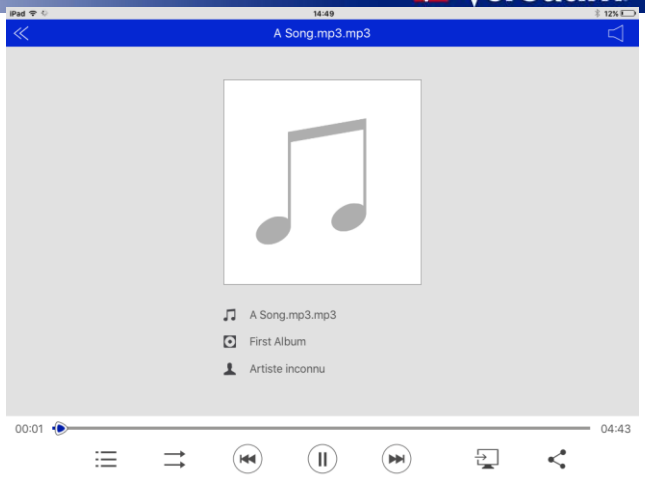
Standardmäßig erfolgt die Videowiedergabe im Querformat-Modus.

Einige Videodateiformaten werden eventuell nicht direkt von der MediaShare Wireless Mini Anwendung unterstützt. Android-Benutzer können Wiedergabeprogramme von Dritten auf ihren Geräten einrichten. Für die Benutzer von iOS-Geräten kann das MediaShare Wireless Mini automatisch eine der vielen beliebten Anwendungen von Dritten starten. Weitere Details finden Sie auf S. 10.

Musik abspielen

Sie können auf dieselbe Weise wie vorher betreffend den Zugriff auf Videos zu Ihrer Musik navigieren - entweder direkt zur im gemeinsamen Ordner gespeicherten Musik oder über die Ordneransicht.

Wählen Sie einen Titel, der abgespielt werden soll



Wenn mit dem Musikinhalt zusammen auch die Albumillustration gespeichert wird, wird sie mit Titel, Künstler und Albuminformationen zusammen angezeigt.

Beim Antippen wird der aktuell abgespielte Titel bei 0:00 neu gestartet. Nach doppeltem Antippen wird der letzte Titel abgespielt.

Nach dem Antippen wird die nächste Musikdatei abgespielt.

Nach dem Antippen wird das Abspielen der Musik oder Audiodatei gestartet.

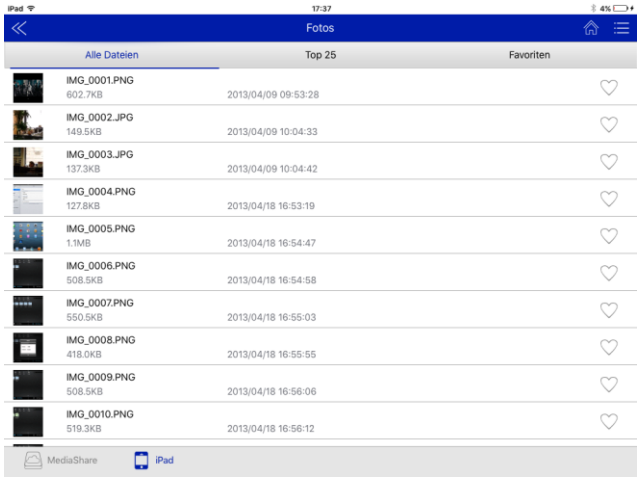
Nach dem Antippen wird das Abspielen der Musik angehalten/gestoppt.

Es gibt viel Abspielmodi:

1. Spielt die aktuelle Liste ab: die Musik oder die Audiodateien werden nacheinander wiedergegeben.
2. Wiederholung aller Lieder: die Musik oder die Audiodateien werden nacheinander abgespielt und nur beim Antippen der Pause-Taste angehalten.
3. Wiederholung des aktuellen Lieds: das Wiedergabeprogramm spielt immer das aktuelle Lied und wird nur beim Antippen der Pause-Taste angehalten.
4. Mischen aller Songs: die Musik oder die Audiodateien werden nach dem Zufallsprinzip abgespielt.

Fotos anzeigen

Sie können auf dieselbe Weise wie vorher betreffend den Zugriff auf Musik und Videos zu Ihren Fotos navigieren - entweder direkt zu den im gemeinsamen Ordner gespeicherten Fotos oder über die Ordneransicht.



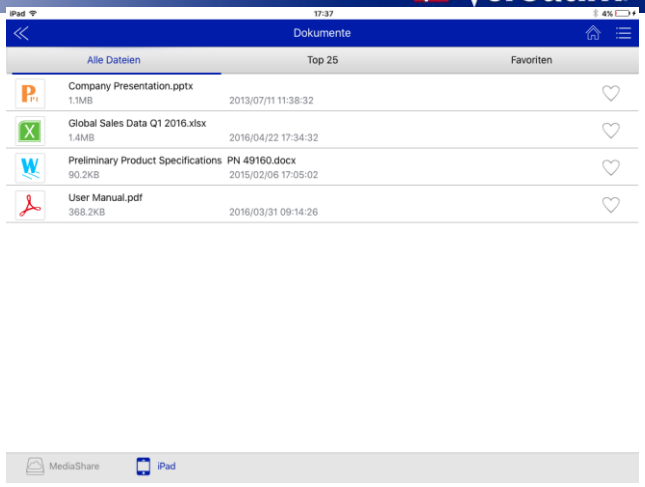
Wenn Sie über den gemeinsamen Ordner Fotos navigieren, können Sie Alle Dateien, die Top 25 oder die als “Meine Favoriten” ausgewählten anzeigen.
Wenn Sie durch Tippen auf eine Diashow starten, zeigt sie jedes Bild 4 Sekunden lang an, bevor sie zum nächsten Bild in der Liste übergeht. Sie können Ihre Fotos wie die Videos sortieren, was die Abspielreihenfolge Ihrer Diashow beeinflusst. Die Diashow wird nach dem Anzeigen des letzten Fotos angehalten, danach können Sie auf tippen, um den Modus in Wiederholung zu ändern, wobei dann angezeigt wird.

Wenn Sie vor dem Anzeigen von Fotos Musik abspielen, wird die Wiedergabe fortgesetzt, außer wenn Sie drücken. Tippen Sie auf den Bildschirm, wenn die Steuersymbole unsichtbar sind. Sie können sie Musikwiedergabe durch Tippen auf fortsetzen.

Zugriff auf Dokumente

Die Anwendung MediaShare Wireless Mini unterstützt Keynote, Zahlen, Seiten, Excel-, Word-, Power-Point-, Acrobat- und Klartext-Dateien. Dateien von anderen Typen können eventuell mit dritter Software gelesen werden.

Sie können auf dieselbe Weise wie vorher betreffend den Zugriff auf Fotos, Musik und Videos zu Ihren Dokumenten navigieren - entweder direkt zu den im gemeinsamen Ordner gespeicherten Dokumenten oder über die Ordneransicht.



Klicken Sie einfach auf die Datei, um ein Dokument zu öffnen oder anzuzeigen. Dadurch wird die unterstützte Datei automatisch geöffnet.

Wenn Sie den Bildschirm beim Anzeigen eines Dokuments antippen, wird das Symbol angezeigt, mit dem Sie zum vorherigen Menü zurückkehren können, oder das Symbol zum Öffnen der Optionen für Teilen, wie zuvor beschrieben.

Gerätesicherung

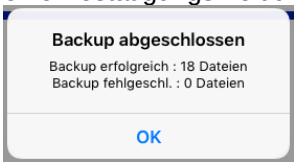
Sie können eine Sicherung bestimmter Daten von Ihrem Mobilgerät auf die microSD-Karte im MediaShare Wireless Mini leicht durchführen.

Drücken Sie auf dem Startbildschirm, um das Dialogfenster für die Sicherung zu öffnen. Sie können entscheiden, ob Sie Fotos und Videos oder Kontakte auf die microSD-Karte sichern möchten.
Bei Aufforderung müssen Sie den Zugriff auf Ihre Kontakte und Fotos durch die MediaShare Wireless Mini Anwendung erlauben.

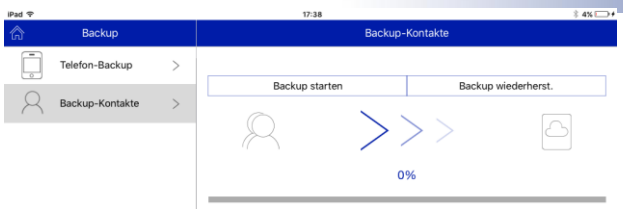
Fotos und Videos

Wählen Sie Smartphone-Sicherung - damit wird der Sicherungsprozess für Fotos und Videos vom standardmäßigen Speicherort Ihres Geräts, Camera Roll (iOS) oder Kamera (Android) gestartet. Es werden separate Sicherungsordner für Bilder und Videos und zusätzlich in diesen Ordnern ein Unterordner von jedem Gerät erstellt, das eine Sicherung auf die microSD-Karte schreibt.

Wenn die Sicherung abgeschlossen ist, erhalten Sie eine Bestätigungsmeldung.



Kontakte

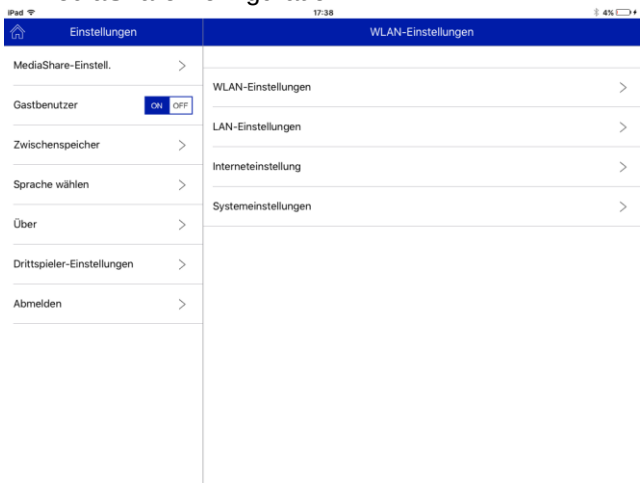


Wählen Sie Sicherung starten, damit Ihre Kontakte gesichert werden. Sie erhalten eine Bestätigung mit dem Namen der erstellten vCard-Datei (.vcf).
Sie können jede auf Ihrem Gerät gesicherte vCard-Datei wiederherstellen (oder übertragen), indem Sie Sicherung wiederherstellen auswählen. Es wird eine Liste der vCard-Dateien angezeigt, die für die Wiederherstellung zur Verfügung stehen. Wählen Sie eine aus. Nach Abschluss der Übertragung erhalten Sie eine Bestätigungsmeldung.

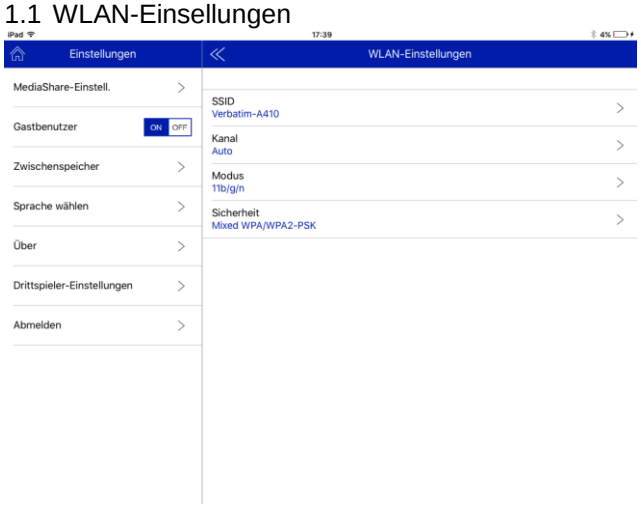
Menü Einstellungen

Von innerhalb der Anwendung MediaShare Wireless Mini können Sie auf verschiedene Konfigurationsabläufe zugreifen, indem Sie auf das Symbol Einstellungen klicken. Sie müssen drahtlos mit dem Gerät verbunden sein, damit alle Einstellungen verfügbar sind.

1. MediaShare Konfiguration



1.1 WLAN-Einsellungen



In diesem Menü und den Untermenüs können Sie die Einstellung für Folgendes ändern:

SSID

Geben Sie einen neuen Namen ins Dialogfeld ein, um den Gerätenamen (SSID) vom standardmäßigen Namen “Verbatim-XXXX” zu ändern. Die Kennungen können aus einer beliebigen Kombination von Buchstaben und Ziffern bestehen, bis zu einer Maximallänge von 32.

Drahtlosübertragungskanäle

Wählen Sie den richtigen geografischen Standort. Danach können Sie die dieser Region zugeordneten Drahtlosübertragungskanäle sehen. Wenn Sie die in Ihrer Region belegten Kanäle kennen, möchten Sie eventuell einen bestimmten für die Nutzung angeben. Ansonsten können Sie auch die Option Autokanal wählen.

Modus

Die Werkseinstellung für den Drahtloskommunikatiosmodus ist 802.11b/g/n. Mit dieser Einstellung können Sie wahlweise den Kommunikationsmodus auf 802.11b, 802.11g oder 802.11.n einstellen.

Sicherheitsoptionen

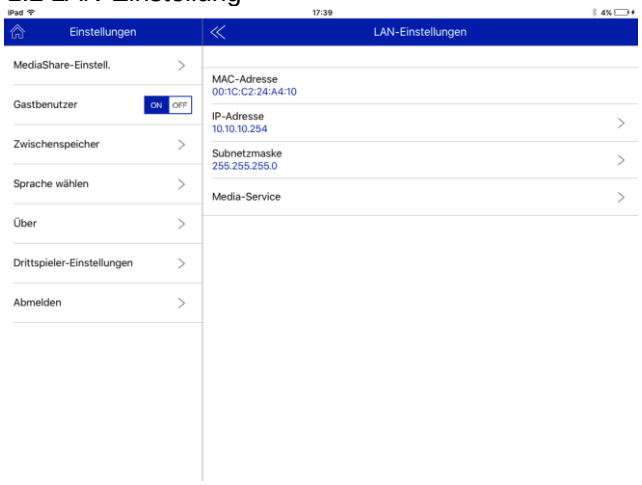
Die standardmäßige Werkseinstellung für die Drahtlossicherheit ist Gemischt WPA/WPA2-PSK. Voreingestelltes Passwort: verbatim. In diesem Dialogfeld können Sie das Passwort ändern oder wahlweise die Drahtlossicherheit auf WPA-PSK, WPA2-PSK oder Deaktiviert (d.h. kein Passwort erforderlich) einstellen.

Das Passwort muss aus mindestens 8 und maximal 63 Zeichen bestehen.

Wenn Sie das Passwort ändern und später das neue vergessen, können Sie zur Werkssicherheitseinstellung zurückkehren, indem Sie eine Zurücksetzung mithilfe der Reset-Taste in der Seitenwand durchführen.

Es ist wichtig, bis zum Ende jeder Liste der Optionen mit Änderungen durch Sie zu blättern und Konfiguration speichern zu wählen.

1.2 LAN-Einstellung



Diese Einstellung zeigt die fixe MAC-Adresse des Produkts an.

IP-Adresse

Sie können die aktuelle IP anzeigen oder ändern

Subnetzmaske

Sie können die Einstellungen für die Subnetzmaske ändern.

Medienservice

Sie können die Einstellungen für den Medienserver modifizieren.

Sie können den Server deaktivieren, den Clients des Servers angebotenen Gerätenamen sowie den Speicherort der Ordner mit gemeinsamen Inhalten ändern.

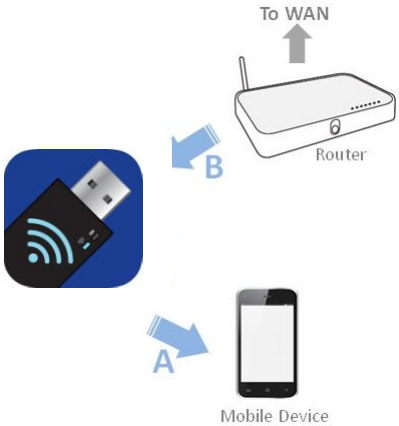
1.3 Interneteinstellungen

Der Normalbetrieb dieses Produkts erfordert nur eine einzige Drahtlosverbindung zwischen Ihrem Smartphone/Tablet und dem MediaShare Wireless Mini. Zur Herstellung der Verbindung legt MediaShare Wireless Mini den zu nutzenden WLAN-Kanal fest (von 1-11). Die standardmäßige Werksteinstellung für die Kanalauswahl ist "Auto", was dem MediaShare Wireless Mini die automatische Speicherung des besten Kanals auf Basis der Umgebungsklarheit des aktuellen Kanals ermöglicht. Die nachstehende Verbindung wurde als Verbindung “A” aufgezeichnet.

In diesem Modus jedoch, falls Sie später mit Ihrem Smartphone/Tablet im Internet recherchieren möchten, müssen Sie die Verbindung “A” trennen und stattdessen Ihr Smartphone/Tablet mithilfe eines verfügbaren Routers verbinden.

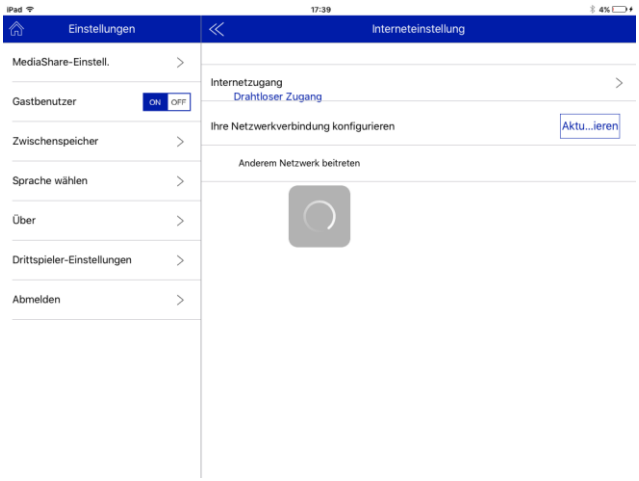
Der Einfachheit halber kann diese Situation durch Aktivierung der Bridge-Funktion auf dem MediaShare Wireless Mini vermieden werden. Im nachstehend skizzierten Internet-Bridge-Modus können Sie eine Verbindung zum Smartphone/Tablet beibehalten plus dem Smartphone/Tablet einen Zugriff auf das Internet ermöglichen (wenn auch bei eingeschränkten Verbindungsgeschwindigkeiten). In diesem Modus legt nun der Router den WLAN-Kanal fest und unter Verwendung derselben Kanalnummer werden zwei WLAN-Verbindungen (“A” und “B”) hergestellt

.

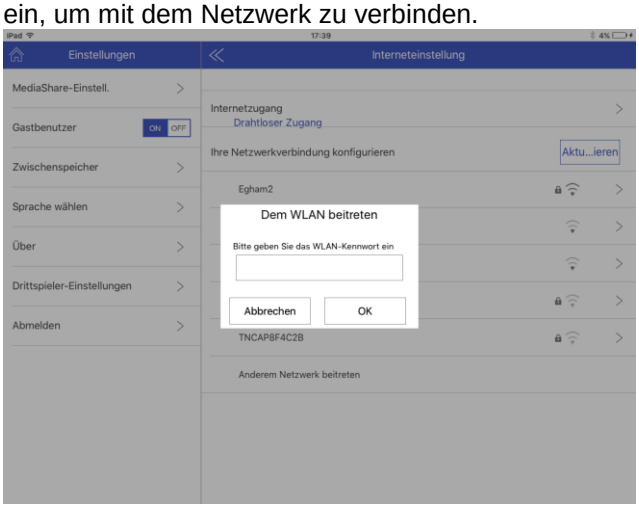


Weil der Router die Kanalauswahl trifft und weil verschiedene geografische Regionen verschiedene Kanalbereiche nutzen, muss das MediaShare Wireless Mini auch jedes Mal, wenn eine Internet-Bridge-Funktion aktiviert wird, auch Ihre Region wissen.

Konfigurieren Sie Ihre Netzwerkverbindung



Tippen Sie auf die Taste Aktualisieren, damit Ihr MediaShare Wireless Mini auf verfügbare Drahtlosnetzwerke für die Verbindung scannen kann. Wenn Ihr Router ein Passwort erfordert, geben Sie es ein, um mit dem Netzwerk zu verbinden.



Nach erfolgreicher Verbindungsherstellung wird ein Haken neben dem Namen des Netzwerks angezeigt.

Wenn Sie Ihr Netzwerk nicht in der Liste sehen oder eine versteckte SSID verwenden, wählen Sie “Mit einem anderen Netzwerk verbinden”. Sie müssen den Netzwerknamen eingeben, die richtigen Drahtlossicherheitsprotokolle auswählen und das Passwort für das Drahtlosnetzwerk eingeben. Tippen Sie nach der Eingabe auf “Mit WLAN verbinden”

Optionale Einstellungen:-

Die Verbindung mit Ihrem Router kann auch die Einstellung von DHCP statt einer statischen IP-Adresse erfordern. Bei einer statischen IP-Adresse geben Sie bitte die IP-Adresse, die Subnetzmaske, das Gateway und die DNS-Einstellungen ein.

.

1.4 Systemeinstellungen

Benutzer

Sie können für “Admin” und “Gast” Benutzer Passwörter festlegen.
(Das standardmäßige Passwort ist für beide leer.)

Hostname

Sie können den Namen des Geräts ändern, das für andere Netzwerkgeräte angezeigt wird.

(Standardmäßige Einstellung: MediaShr)

Laufwerkinformationen
Zeigt den gesamten und den verfügbaren Speicherplatz auf Ihrer microSD-Karte an.

Firmwareaktualisierung
Besuchen Sie bitte die Verbatim Support-Webseite regelmäßig, um nachzusehen, ob eine neue Firmware-Datei für dieses Produkt veröffentlicht wurde. Bei Verfügbarkeit einer neuen Firmware-Datei können Sie diese wie folgt herunterladen und installieren:

Hinweis: Stellen Sie vor dem Versuch einer Firmware-Aktualisierung sicher, dass die Batterien Ihres MediaShare und des Smartphones/Tablets vollständig geladen sind.

1) Speichern Sie die neue Datei im Root-Verzeichnis einer microSD-Speicherkarte.
2) Legen Sie die microSD-Karte in Ihr MediaShare Wireless Mini und schalten Sie es ein.
3) Verbinden Sie Ihr Smartphone/Tablet mit MediaShare.
4) Öffnen Sie die Anwendung MediaShare und navigieren Sie zum Bildschirm Einstellungen.
5) Klicken Sie auf “Firmwareaktualisierung”. Die neue Firmware wird installiert. Sie sehen eine Anzeige mit Informationen zum Fortschritt und dass nach Fertigstellung ein Neustart durchgeführt wird. Beim Neustart Ihres MediaShare verlieren Sie die WLAN-Verbindung zu Ihrem Smartphone/Tablet und müssen sie erneut herstellen.

2. Gastmodus
Aktivieren oder deaktivieren Sie den Gastmodus-Zugang. Ein Gastbenutzer kann nur auf Inhalte zugreifen, die in den gemeinsamen Ordnern gespeichert sind, auf die Einstellungen des MediaShare Wireless Mini hingegen nicht.

3. Cache
Sie können die Größe des Speichers auf Ihrer microSD-Karte für die Systemfunktionen auswählen. Die standardmäßige Größe ist 512 MB.
Wenn Sie beim Abspielen der HD-Videodateien Puffern merken, ist es vorteilhaft, die Cachegröße zu erhöhen.

4. Sprache
Hier können Sie aus einer Vielzahl von Sprachen wählen. Wählen Sie einfach Ihre präferierte Sprache und Sie werden sehen, dass alle Menüoptionen nun in dieser Sprache angezeigt werden. Jedes Gerät mit Zugriff auf das MediaShare Wireless Mini kann zur Nutzung einer anderen Sprache programmiert werden.

5. Über
Hier können Sie Informationen zur Version der verwendeten Firmware und der Anwendung sehen. (Sollten Sie Hilfe zu diesem Produkt benötigen, helfen Ihnen diese Informationen bei der Fehlersuche).

6. Öffnungseinstellung für Dritte (nur unter iOS)
Hier können Sie wählen, welches Abspielprogramm (wenn installiert) solche Videoformate öffnen soll, die vom standardmäßigen iOS-Videoplayer nicht unterstützt werden: -
VLC
OPlayer
GoodPlayer
OPlayer Lite
AcePlayer

7. Abmelden
Trennt das MediaShare Wireless Mini von Ihrem Tablet/Smartphone.

Hilfe

Wenn Sie Schwierigkeiten bei der Installation oder der Benutzung Ihres Verbatim Produkts brauchen, besuchen Sie bitte die Webseite des Technik-Supports unter verbatim.com/support

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- Abstand zwischen Gerät und Empfänger vergrößern.
- Gerät an einen Anschluss eines Stromkreises anschließen, an dem der Empfänger nicht angeschlossen ist.
- Wenden Sie sich für Hilfe an den Händler oder einen erfahrenen Radio/TV-Techniker.

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EN 300 328 V1.9.1 : 2015
EN 301 489-1 V1.9.2 : 2011
EN 301 489-17 V2.2.1 : 2012
EN 62311: 2008
EN 60950-1 : 2006+ A11 : 2009 + A1 : 2010 + A12 : 2011

Jahr der Anbringung der Kennzeichnung CE auf dem Gerät: 2016
Diese Erklärung liegt in der Verantwortung des Herstellers:

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Modules Name	Version	License
U-Boot	1.1.3	GPL v2.0
Linux	2.6.36	GPL v2.0
busybox	1.12.1	GPL v2.0
mtd_write	na	GPL v2.0
ez-ipupdate	3.0.10	GPL v2.0
udev	125	GPL v2.0
wireless_tools	29	GPL v2.0
igmpproxy	0.1 beta2	GPL v2.0
inadyn	1.96	GPL v2.0
ReadyMedia (previously MiniDLNA)	1.1.0	GPL v2.0
libid3tag	0.15.1b	GPL v2.0
iptables	1.4.10	GPL v2.0
acl	2.2.49	GPL v2.0
e2fsprogs	1.39	GPL v2.0
ntpclient	na	GPL v2.0
samba	3.0.24	GPL v2.0
libiconv	1.13.1	GPL v3.0
parted	3.0	GPL v3.0
procps	3.2.7	GPL v2.0 / LGPL v2.1
uclibc	0.9.28	LGPL v2.0
attr	2.4.46	LGPL v2.1
libexif	0.6.20	LGPL v2.1
hdparm	7.7	BSD-Style Open Source License
lighttpd	1.4.28	BSD 3-Clause
pcre	8.11	BSD 3-Clause
libpng	1.2.44	libpng License
libogg	1.3.0	BSD 3-Clause
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tiff	4.0.3	Other Open Source License
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sqlite3	3.7.13	Public domain

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Written by Philip Hazel
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// procps utility to display free memory information
//
// All new, Robert Love <rml@tech9.net> 18 Nov 2002
// Original by Brian Edmonds and Rafal Maszkowski 14 Dec 1992
//
// This program is licensed under the GNU Library General Public License, v2

//
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Timed event library.
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Theodore Ts’o
15-Mar-2003

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Written by: Philip Hazel

Email local part: ph10

Email domain: cam.ac.uk

University of Cambridge Computing Service,
Cambridge, England.

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****
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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the library.

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running a program using the Library is not restricted, and output from such a program is covered only if its contents constitute a work based on the Library (independent of the use of the Library in a tool for writing it). Whether that is true depends on what the Library does and what the program that uses the Library does.

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:
a) The modified work must itself be a software library.
b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.
(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Library.

In addition, mere aggregation of another work not based on the Library with the Library (or with a work based on the Library) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also compile or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

You must give prominent notice with each copy of the work that the Library is used in it and that the Library and its use are covered by this License. You must supply a copy of this License. If the work during execution displays copyright notices, you must include the copyright notice for the Library among them, as well as a reference directing the user to the copy of this License. Also, you must do one of these things:

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the
Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

c) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

d) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

It may happen that this requirement contradicts the license restrictions of other proprietary libraries that do not normally accompany the operating system. Such a contradiction means you cannot use both them and the Library together in an executable that you distribute.

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a) Accompany the combined library with a copy of the same work based on the Library, uncombined with any other library facilities. This must be distributed under the terms of the Sections above.

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END OF TERMS AND CONDITIONS

Appendix: How to Apply These Terms to Your New Libraries

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Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary. Here is a sample; alter the names:

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<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!

****
Appendix D - LGPL Version 2.1 license
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Version 2.1, February 1999

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We protect your rights with a two-step method: (1) we copyright the library, and (2) we offer you this license, which gives you legal permission to copy, distribute and/or modify the library.
To protect each distributor, we want to make it very clear that there is no warranty for the free library. Also, if the library is modified by someone else and passed on, the recipients should know that what they have is not the original version, so that the original author's reputation will not be affected by problems that might be introduced by others.

Finally, software patents pose a constant threat to the existence of any free program. We wish to make sure that a company cannot effectively restrict the users of a free program by obtaining a restrictive license from a patent holder. Therefore, we insist that any patent license obtained for a version of the library must be consistent with the full freedom of use specified in this license.

Most GNU software, including some libraries, is covered by the ordinary GNU General Public License. This license, the GNU Lesser General Public License, applies to certain designated libraries, and is quite different from the ordinary General Public License. We use this license for certain libraries in order to permit linking those libraries into non-free programs.

When a program is linked with a library, whether statically or using a shared library, the combination of the two is legally speaking a combined work, a derivative of the original library. The ordinary General Public License therefore permits such linking only if the entire combination fits its criteria of freedom. The Lesser General Public License permits more lax criteria for linking other code with the library.

We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

In other cases, permission to use a particular library in non-free programs enables a greater number of people to use a large body of free software. For example, permission to use the GNU C Library in non-free programs enables many more people to use the whole GNU operating system, as well as its variant, the GNU/Linux operating system.

Although the Lesser General Public License is Less protective of the users' freedom, it does ensure that the user of a program that is linked with the Library has the freedom and the wherewithal to run that program using a modified version of the Library.

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, whereas the latter must be combined with the library in order to run.

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You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Library or any portion of it, thus forming a work based on the Library, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) The modified work must itself be a software library.
b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Library, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Library, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

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3. You may opt to apply the terms of the ordinary GNU General Public License instead of this License to a given copy of the Library. To do this, you must alter all the notices that refer to this License, so that they refer to the ordinary GNU General Public License, version 2, instead of to this License. (If a newer version than version 2 of the ordinary GNU General Public License has appeared, then you can specify that version instead if you wish.) Do not make any other change in these notices.

Once this change is made in a given copy, it is irreversible for that copy, so the ordinary GNU General Public License applies to all subsequent copies and derivative works made from that copy.

This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

4. You may copy and distribute the Library (or a portion or derivative of it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange.

If distribution of object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place satisfies the requirement to distribute the source code, even though third parties are not compelled to copy the source along with the object code.

5. A program that contains no derivative of any portion of the Library, but is designed to work with the Library by being compiled or linked with it, is called a "work that uses the Library". Such a work, in isolation, is not a derivative work of the Library, and therefore falls outside the scope of this License.

However, linking a "work that uses the Library" with the Library creates an executable that is a derivative of the Library (because it contains portions of the Library), rather than a "work that uses the library". The executable is therefore covered by this License. Section 6 states terms for distribution of such executables.

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.

If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.

6. As an exception to the Sections above, you may also combine or link a "work that uses the Library" with the Library to produce a work containing portions of the Library, and distribute that work under terms of your choice, provided that the terms permit modification of the work for the customer's own use and reverse engineering for debugging such modifications.

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a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (1) uses at run time a copy of the library already present on the user's computer system, rather than copying library functions into the executable, and (2) will operate properly with a modified version of the library, if the user installs one, as long as the modified version is interface-compatible with the version that the work was made with.

c) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.

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For an executable, the required form of the "work that uses the Library" must include any data and utility programs needed for reproducing the executable from it. However, as a special exception, the materials to be distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

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