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Descripción general del producto

El dispositivo portátil MediaShare Wireless Mini de Verbatim permite utilizar tarjetas de memoria microSD como medios a los que se puede acceder por Wi-Fi. Solo debe insertar la tarjeta de memoria microSD en la ranura microSD. Encienda la unidad para acceder de manera inalámbrica a videos, música, fotos y datos, que podrá transmitir a dispositivos iPad®, iPhone®, tabletas y teléfonos inteligentes Android™ y computadoras personales. Ya no debe preocuparse por la falta de espacio en los dispositivos móviles.

Para la máxima portabilidad, el dispositivo MediaShare Wireless posee una batería recargable incorporada. Conéctela a cualquier puerto USB disponible en una computadora para cargarla.

Características del producto

- Compatible con tarjetas de memoria microSDXC, microSDHC y microSD hasta 128 GB
- Transmita medios a un máximo de 5 usuarios conectados a Wi-Fi de manera simultánea*
- Acceda a música, videos, fotos y datos y transmítalos desde una tarjeta de memoria microSD con la app móvil personalizada y gratuita, compatible con los sistemas operativos iOS y Android
- Conector USB incorporado para las funciones de carga y transferencia de datos
- Puede usarse como concentrador para transferir contenido entre diferentes dispositivos inalámbricos
- Batería con un máximo de 3 horas de duración continua**
- Función de búsqueda para localizar sus archivos y acceder a ellos
- Capacidad de acceso inalámbrico a Internet compatible con el protocolo 802.11 b/g/n
- Compatibilidad con herramientas de clientes de varias plataformas, entre ellas iPad/iPhone/Android/PC/Macintosh
- Compatible con Chromecast
- Compatible con Airplay (solo en dispositivos iOS)

* Capacidad de transmisión de datos limitada por el ancho de banda de Wi-Fi, la frecuencia de muestreo del archivo codificado y la capacidad de almacenamiento en búfer del reproductor.

**Duración de la batería sujeta a condiciones normales de uso y configuraciones.

Modos de operación

Hay tres modos de operación principales.

1. **Conexión directa a USB.** Conecte el dispositivo al puerto USB de su computadora. El dispositivo se montará automáticamente en el escritorio o en "Mi PC". En este modo, se cargará la batería del MediaShare Wireless Mini, y podrá transferir archivos entre la computadora y una tarjeta de memoria microSD instalada.

2. **Conexión inalámbrica.** Encienda el dispositivo y úselo para buscar las conexiones inalámbricas disponibles. Transmita música o videos previamente guardados en una tarjeta microSD.
3. **Modo puente de WAN inalámbrica.** Después de activar la característica de puente de Internet, realice una conexión inalámbrica del MediaShare Wireless Mini con un router inalámbrico existente para poder acceder a Internet.

Especificaciones del producto

Dimensiones del producto:
79 mm x 29 mm x 15 mm

Radio Wi-Fi:
Estándar: 802.11 b/g/n
Frecuencia: 2,4 GHz
Velocidad: 72 Mbps a 20 MHz/150 Mbps a 40 MHz

Seguridad Wi-Fi:
WPA-PSK
WPA2-PSK
WPA/WPA2-PSK combinada (opción predeterminada)
Desactivada

Conector USB 2.0: Para transferencia de datos y carga

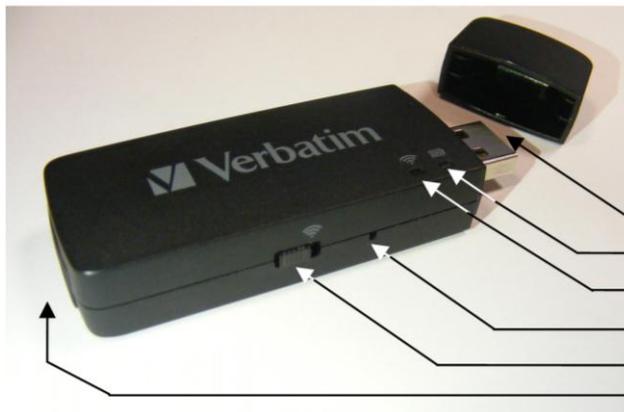
Batería:
Capacidad de 740 mAh
Carga a través del conector USB
Tiempo de carga: 2 horas (promedio)

Certificaciones regulatorias:
FCC (clase B), CE, IC RSS-210:2010 (Canadá),
CEC-2012-BCS (California, requisito de eficiencia para cargadores de batería)

Requisitos del sistema

- Conexión a Internet (para descargar la app y el manual del usuario, y para usar la característica opcional de puente de Internet)
- App MediaShare Wireless Mini (disponible para descarga gratuita en App Store de iTunes y en Google Play)
- Se requiere una tarjeta microSD conectada (clase 4 o superior) de 1 GB como mínimo
- 200 MB del almacenamiento disponible en la tarjeta microSD instalada se reservan para funciones del sistema y, en consecuencia, no están disponibles para datos del usuario.
- iPad, iPhone o iPod Touch con iOS 7.0 o superior, teléfono inteligente o tableta con Android 4.0 o superior, PC con Windows, Apple OS X o Linux.

Vista del producto



① Conector USB

Úselo para la conexión a una computadora a través de un puerto USB para cargar la batería interna y/o para transferir contenido hacia y desde la tarjeta microSD. También puede realizar una conexión directa al puerto USB del cargador de un teléfono inteligente o una tableta.

② LED de nivel de la batería

- Encendido de color verde: Se está cargando la batería.
- Encendido de color rojo: El nivel de la batería está entre el 10% y el 30%.
- Parpadeo lento de color verde (cada 1 segundo y medio): Se está apagando el dispositivo

③ LED de Wi-Fi

Un LED azul muestra el estado de la conexión Wi-Fi.

- Un parpadeo indica que la iniciación está en curso.
- Una luz sólida indica que se ha completado la iniciación de Wi-Fi.

Un LED verde indica que el Wi-Fi está conectándose en puente con otra red (por ejemplo, doméstica o laboral)

④ Botón de reinicio

Restablece la configuración predeterminada de fábrica del dispositivo. Use un clip para papel o un pin rígido para activar el interruptor. Se perderán todos los cambios realizados a la configuración predeterminada del sistema, como contraseñas, SSID u opciones de LAN inalámbrica en puente.

⑤ Interruptor de encendido/modo

Enciende el dispositivo o cambia el modo a lectora de tarjetas USB.

⑥ Ranura de tarjeta microSD

Inserte la tarjeta microSD para acceder a Wi-Fi.

Carga de MediaShare

Conecte el dispositivo MediaShare Wireless Mini a un puerto USB con alimentación o a un cargador USB para cargar la batería incorporada. La carga completa de la batería puede llevar hasta 3 horas.

Instalación de la tarjeta de memoria MicroSD

MediaShare no cuenta con almacenamiento interno. Debe insertar una tarjeta microSD antes de poder usar MediaShare con un teléfono inteligente o una tableta.

- ① Localice la ranura de tarjeta de memoria microSD. Inserte la tarjeta de memoria. Empuje suavemente la tarjeta de memoria hasta que ingrese completamente y se asegure en su lugar. Cierre la cubierta de protección.

- ② Luego de insertar la tarjeta microSD, MediaShare reservará hasta 200 MB de su capacidad para archivos temporales y otras funciones del sistema. En consecuencia, este espacio no estará disponible para datos del usuario.

MediaShare es compatible con dispositivos de almacenamiento que utilizan sistemas de archivos FAT, FAT32, exFAT (para SDXC) o NTFS.



Nota: Antes de instalar la tarjeta de memoria microSD, asegúrese de que el dispositivo MediaShare Wireless esté apagado.

No toque los conectores expuestos en la tarjeta de memoria microSD.

Uso de dispositivos móviles

Instalación de la app

Encienda el dispositivo iOS o Android (teléfono inteligente o tableta) y asegúrese de que esté conectado a Internet. Haga clic en el icono "App Store" o "Play Store" ubicado en el escritorio para acceder a la tienda de apps del dispositivo.

Busque y localice la app gratuita "MediaShare Wireless Mini", haga clic en "Instalar" y siga las instrucciones de instalación que aparecen en la pantalla. Luego de finalizar el proceso de instalación, podrá encontrar el icono de la app "MediaShare Wireless Mini" en el escritorio.



Conexión inalámbrica del dispositivo

1. Encienda el dispositivo MediaShare Wireless Mini y espere que se inicie. El LED de Wi-Fi azul en el dispositivo debe hacer una transición de luz parpadeante a sólida para indicar que el proceso de inicio ha finalizado.
2. Haga clic en el icono "Configuración" en el dispositivo móvil.

3. Haga clic en “Wi-Fi”. En la lista de redes disponibles, debería aparecer el nombre “Verbatim-XXXX”. (XXXX representa los últimos 4 caracteres de la dirección MAC única del dispositivo MediaShare Wireless Mini).

Al seleccionar “Verbatim-XXXX” por primera vez, se le solicitará la contraseña de Wi-Fi. **La contraseña predeterminada es verbatim.**

Luego de ingresar la contraseña correcta, el producto aparecerá como “Conectado” en la lista.

Ejecución de la app

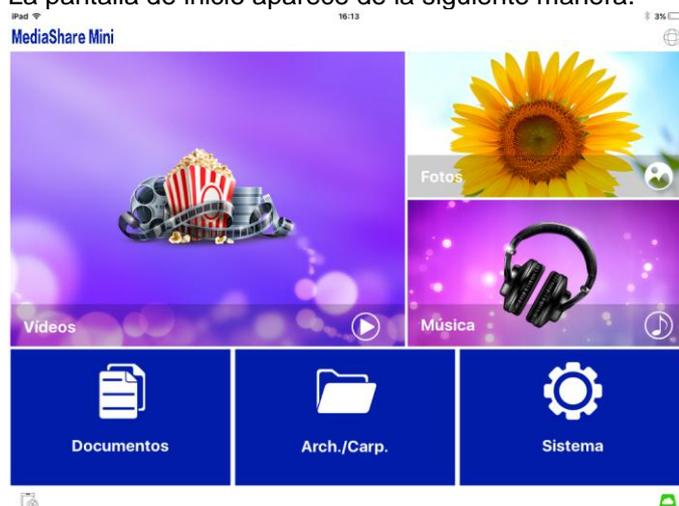
En el dispositivo inalámbrico, haga clic en el icono “MediaShare” para ejecutar la app.

La primera vez que acceda al dispositivo MediaShare Wireless Mini en una tableta o un teléfono inteligente, aparecerá la siguiente pantalla.



La contraseña administrativa predeterminada está vacía, por lo que solo debe presionar “Aceptar” (para agregar una contraseña, consulte la página 9). *Más adelante en este manual, encontrará una descripción de la opción “Modo invitado”.*

La pantalla de inicio aparece de la siguiente manera.



La imagen muestra una representación horizontal, que es el diseño predeterminado para una tableta. El diseño predeterminado para un teléfono inteligente será vertical. La funcionalidad es idéntica.
Carpetas compartidas

Si no están presentes en la tarjeta microSD, el dispositivo MediaShare Wireless Mini creará las siguientes carpetas y subcarpetas de manera predeterminada:

- Compartir/Documentos
- Compartir/Música
- Compartir/Imágenes
- Compartir/Videos

Si hace clic en el área correspondiente, accederá directamente a una de las cuatro subcarpetas.



Acceda manualmente a las carpetas en la tarjeta microSD o en el dispositivo local para buscar contenidos.



Modifique las opciones Idioma, Wi-Fi y red, Contraseñas y Cuenta de invitado.



El color verde indica que se ha establecido una conexión a Internet a través del puente de red. Para acceder a detalles sobre estas opciones, consulte la página 10.



El color verde indica que se ha establecido una conexión con el dispositivo MediaShare Wireless Mini. Toque el icono para iniciar la conexión.



Toque este icono para comenzar con la copia de seguridad del dispositivo móvil. Para acceder a más detalles, consulte la página 7.



Toque este icono para regresar a la pantalla de inicio cuando aparezca en la pantalla.



Toque este icono para regresar un paso desde un submenú al menú principal.

Idioma

Por lo general, el idioma predeterminado es el mismo del teléfono inteligente o la tableta en el momento de la instalación. Si esto no ha sucedido y desea seleccionar otro idioma, puede hacerlo en Configuración de idioma, en el menú Sistema. Existe compatibilidad con los siguientes idiomas.

- | | |
|----------------------|-------------|
| • Inglés | • Francés |
| • Italiano | • Alemán |
| • Español | • Portugués |
| • Croata | • Checo |
| • Húngaro | • Polaco |
| • Ruso | • Serbio |
| • Chino tradicional | • Coreano |
| • Chino simplificado | |

Reproducción de videos

Para navegar hasta el contenido de video, seleccione el acceso directo a la carpeta compartida en la tarjeta microSD o el dispositivo local como se muestra aquí, o bien a través de la vista de carpetas, como se muestra abajo.



El dispositivo resaltado en azul es el que está activo. En dispositivos Android, la tableta o el teléfono inteligente se llama "Local". Solo debe tocar el dispositivo al que desea acceder para cambiarlo.

25 principales



A medida que accede a distintos contenidos, verá que se completa la lista 25 principales. Si desea eliminar cualquier archivo de esta lista, solo debe tocar el icono X rojo ubicado a la derecha del nombre de archivo.

Mis favoritos

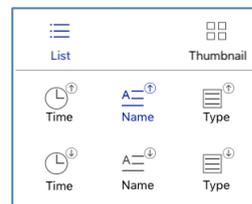
En la vista predeterminada Todos los archivos, se observa un icono de un corazón a la derecha del nombre de archivo. Si desea agregar cualquier archivo a la lista "Mis favoritos", solo debe tocar el icono para que cambie a color azul.



Ordenamiento de los archivos

En el lado derecho de la pantalla, verá este icono

Tóquelo para abrir las opciones de ordenamiento de archivos.



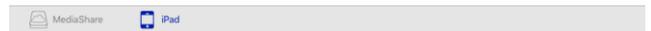
Lista de archivos o vista de miniaturas.

Ordenar por hora, nombre de archivo o tipo de archivo en orden ascendente o descendente.

(En dispositivos iOS, las opciones de ordenamiento de "Contenido local" se limitan a la lista de archivos o la vista de miniaturas)

Vista de carpetas

En la vista de carpetas, puede navegar los distintos archivos y carpetas guardados en la tarjeta microSD o el dispositivo local.



Una vez que haya seleccionado un archivo (o archivos) individuales, puede usar las funciones de copiar y pegar, o bien compartir con otras aplicaciones mediante los iconos o .



Las aplicaciones que realmente se ofrecen mediante dependerán de las que estén instaladas en su dispositivo.

El rendimiento de la reproducción depende de la frecuencia de muestreo del archivo de video codificado, la estabilidad de la conexión Wi-Fi y la cantidad de usuarios simultáneos. Si el video se reproduce pero se congela en algunos momentos durante la reproducción, puede intentar estos pasos para mejorar el rendimiento de la reproducción de video:

- 1) Copie el archivo de video al teléfono inteligente/tableta e inicie la reproducción desde allí.
- 2) Reduzca la cantidad de usuarios simultáneos que reciben transmisiones.
- 3) Vuelva a codificar el video en una frecuencia de muestreo menor.

De manera predeterminada, la reproducción de video está en modo horizontal.

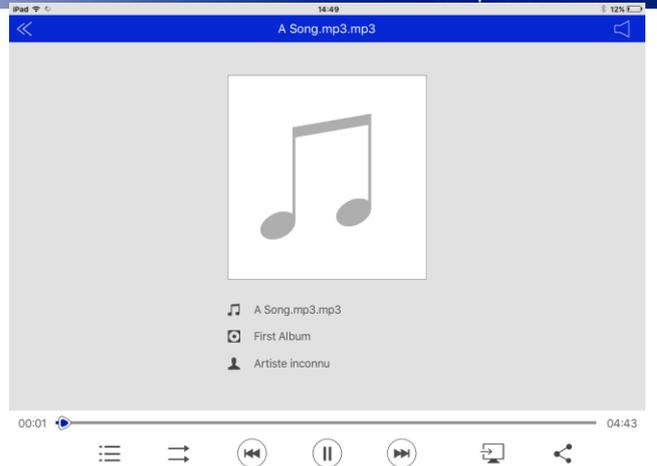
Es posible que algunos formatos de video no tengan compatibilidad directa con la app MediaShare Wireless Mini. Los usuarios de Android pueden optar por configurar reproductores de terceros compatibles en sus dispositivos. En el caso de usuarios de dispositivos iOS, MediaShare Wireless Mini puede ejecutar automáticamente una entre distintas apps de terceros. Para obtener detalles, consulte la página 10.

Reproducción de música

Puede navegar hasta su música de la misma manera descrita anteriormente para acceder a videos; es decir, directamente hasta las fotos guardadas en la carpeta compartida o a través de la vista de carpetas.



Seleccione una pista para reproducirla



Si el arte del álbum se almacena junto con el contenido musical, aparecerá junto con el título y la información del álbum.

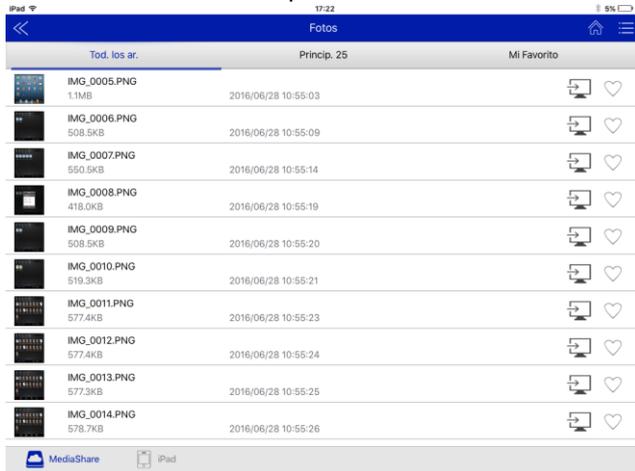
- Si toca la pista en reproducción, comenzará nuevamente desde el principio (0.00). Si la toca dos veces, se reproducirá la pista anterior.
- Si toca esta opción, se reproducirá el siguiente archivo de música.
- Si toca esta opción, comenzará a reproducirse el archivo de audio o música.
- Si toca esta opción, la reproducción de música se pausará/detendrá.

Hay cuatro modos de reproducción:

1. Reproducir la lista actual: los archivos de audio o música se reproducirán de manera secuencial.
2. Repetir todas las canciones: los archivos de audio o música se reproducirán en secuencia, y la reproducción se detendrá solo cuando se toque el botón de pausa.
3. Repetir la canción actual: el reproductor repetirá indefinidamente la canción actual, y la reproducción se detendrá solo cuando se toque el botón de pausa.
4. Todas las canciones al azar: los archivos de audio o música se reproducirán al azar.

Visualización de fotos

Puede navegar hasta sus fotos de la misma manera descrita anteriormente para acceder a música y videos; es decir, directamente hasta las fotos guardadas en la carpeta compartida o a través de la vista de carpetas.



Si navega hasta la carpeta compartida Fotos, puede optar por ver todos los archivos, los 25 principales o los seleccionados como "Mis favoritos".

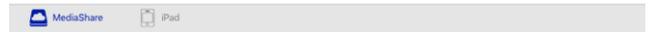
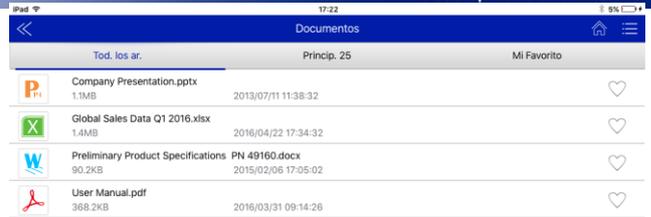
Si ejecuta una serie de diapositivas tocando , se mostrará cada imagen durante 4 segundos antes de pasar a la siguiente en la lista. Puede ordenar las fotos igual que los videos, y esto afectará el orden de reproducción de la serie de diapositivas. La serie de diapositivas se detendrá luego de que se muestre la ultima foto de la lista. Puede tocar  para pasar al modo de repetición (en ese caso, aparecerá .

Si está reproduciendo archivos de música antes de ver fotografías, la reproducción continuará a menos que presione . Si no puede ver los iconos de control, toque la pantalla. Para reanudar la reproducción de música, toque .

Cómo acceder a documentos

La app MediaShare Wireless Mini es compatible con Keynote, Numbers, Page, Excel, Word, Power Point, Acrobat y archivos de solo texto. Es posible que software de terceros permita visualizar otro tipo de archivos.

Puede navegar hasta sus documentos de la misma manera descrita anteriormente para acceder a fotos, música y videos; es decir, directamente hasta los documentos guardados en la carpeta compartida o a través de la vista de carpetas.



Para abrir o ver cualquier documento, solo debe hacer clic en el archivo. Esto abrirá automáticamente el archivo compatible.

Si toca la pantalla mientras visualiza un documento, aparecerá el icono  para regresar al menú anterior o el icono  para abrir las opciones que permiten compartir el documento, como se describió anteriormente.

Copia de seguridad del dispositivo

Puede realizar una copia de seguridad de manera simple y sencilla de ciertos datos desde un dispositivo móvil a la tarjeta microSD incluida en MediaShare Wireless Mini.

Presione  en la pantalla de inicio para abrir el diálogo desde el cual se realizan las copias de seguridad. Puede optar por realizar copias de seguridad de fotos y videos o de contactos a la tarjeta microSD.

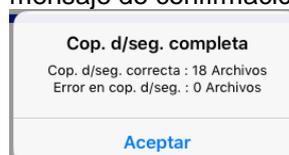
Cuando el sistema se lo solicite, debe permitir que la app MediaShare Wireless Mini acceda a sus contactos y fotos.

Fotos y videos



Seleccione Copia de seguridad del teléfono. Esto iniciará el proceso de copia de seguridad de fotos y videos desde la ubicación predeterminada de su dispositivo, Camera Roll (iOS) o cámara (Android). Se crearán carpetas de copia de seguridad individuales para los fotos y videos correspondientes. Además, dentro de estas carpetas se creará una subcarpeta por cada dispositivo que cree una copia de seguridad en la tarjeta microSD.

Cuando finalice la copia de seguridad, recibirá un mensaje de confirmación.



Contactos

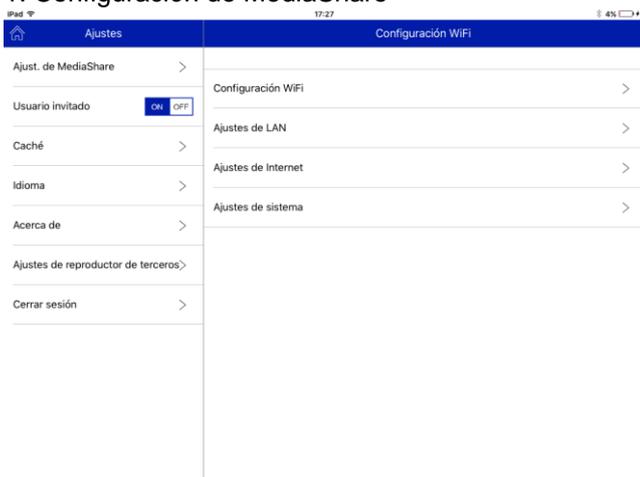


Seleccione Iniciar copia de seguridad para que comience este proceso para sus contactos. Cuando se complete, recibirá una confirmación donde se indicará el nombre del archivo de vCard (.vcf) que se creó. Para restaurar (o transferir) cualquier copia de seguridad de un archivo de vCard que exista en su dispositivo, seleccione Restaurar copia de seguridad. Aparecerá una lista de archivos de vCard que están disponibles para restaurar. Seleccione uno y, cuando se haya transferido, recibirá un mensaje de confirmación.

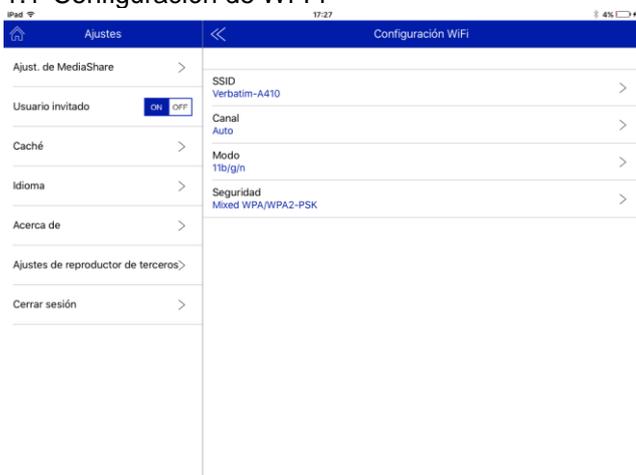
Menú Configuración

En la MediaShare Wireless Mini, haga clic en el icono Configuración para acceder a distintas operaciones de configuración. Debe tener una conexión inalámbrica con el dispositivo para poder acceder a todas las opciones de configuración.

1. Configuración de MediaShare



1.1 Configuración de Wi-Fi



En este menú y en los submenús correspondientes, puede cambiar las opciones de:

SSID

Para cambiar el nombre del dispositivo (SSID) (el predeterminado es "Verbatim-XXXX"), ingrese un nombre nuevo en el cuadro de diálogo proporcionado. Los caracteres puede ser cualquier combinación de letras y números, con una longitud máxima de 32.

Canal de transmisión inalámbrico

Seleccione la ubicación geográfica correcta donde se encuentra. A continuación, podrá ver los canales de transmisión inalámbricos asignados a esa región. Si está familiarizado con los canales ocupados en su localidad, quizás desee especificar un canal particular para usar. De lo contrario, seleccione la opción Canal automático.

Modo

La configuración predeterminada de fábrica para el modo de comunicación inalámbrico es 802.11b/g/n. Con esta configuración, puede configurar alternativamente el modo de comunicación a 802.11b, 802.11g, o 802.11.n.

Opciones de seguridad

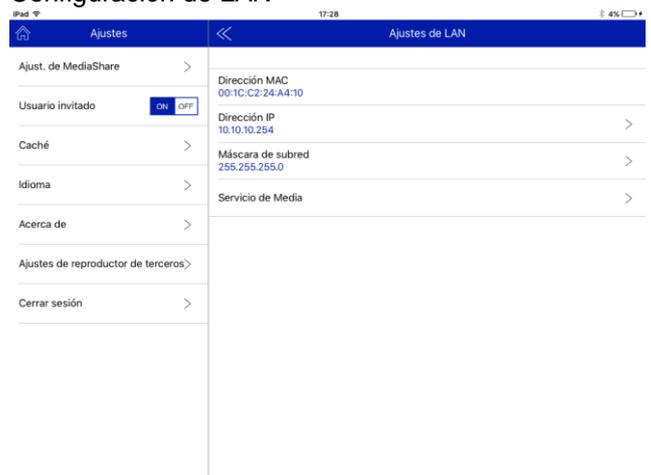
La configuración predeterminada de fábrica para la seguridad inalámbrica es WPA/WPA2-PSK combinado. La contraseña predeterminada es "verbatim". En este diálogo, puede cambiar la contraseña, o bien configurar la seguridad inalámbrica como WPA-PSK, WPA2-PSK, o Desactivada (es decir, para que no se requiera contraseña).

La contraseña debe tener al menos 8 caracteres y no más de 63.

Si cambia la contraseña y luego olvida la nueva, puede restaurar la configuración de fábrica con el botón de reinicio ubicado en el panel lateral.

Es importante desplazarse hasta la parte inferior de cada lista de opciones en la que ha realizado un cambio para guardar la configuración

1.2 Configuración de LAN



Esta configuración mostrará la dirección MAC fija del producto.

Dirección IP

Puede ver o cambiar la IP actual

Máscara de subred

Puede cambiar las opciones de la máscara de subred.

Servicio multimedia

Puede modificar las opciones del servidor multimedia.

Puede desactivar el servidor, cambiar el nombre del dispositivo que se ofrece a los clientes del servidor y cambiar la ubicación de las carpetas con contenido compartido.

1.3 Configuración de Internet

La operación normal de este producto solo requiere una conexión inalámbrica entre el teléfono inteligente/tableta y MediaShare Wireless Mini. Para establecer esta conexión, MediaShare Wireless Mini define el canal Wi-Fi a utilizar (entre 1-11). La configuración predeterminada de fábrica de la selección de canal es "auto", mediante la cual se permite que MediaShare Wireless Mini seleccione automáticamente el mejor canal en base a la claridad de canal actual en el ambiente. Esta conexión se ilustra a continuación como conexión "A".



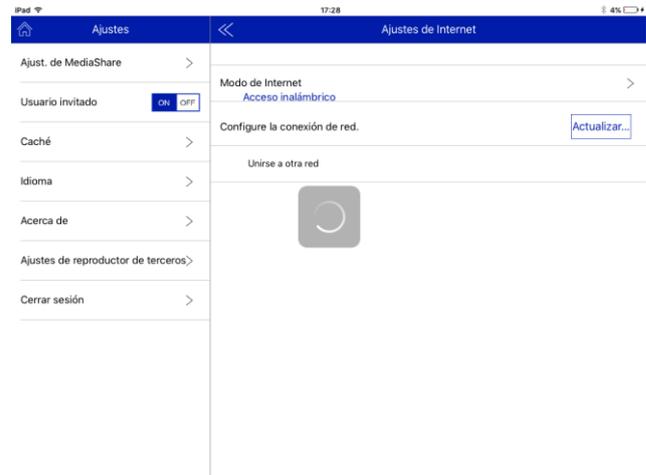
Sin embargo, en este modo, si más adelante desea navegar por Internet con su teléfono inteligente/tableta, deberá interrumpir la conexión "A" y conectar el teléfono inteligente/tableta a través de un router disponible.

Para mayor comodidad, para evitar esta situación puede activar la función de puente en MediaShare Wireless Mini. En el modo de puente de Internet, que se ilustra a continuación, puede conservar una conexión con el teléfono inteligente/tableta y además permitir que estos dispositivos se conecten con Internet (aunque con velocidades de conexión limitadas). En este modo, el router ahora define el canal de Wi-Fi, y se establecen dos conexiones Wi-Fi ("A" y "B") con este mismo número de canal.

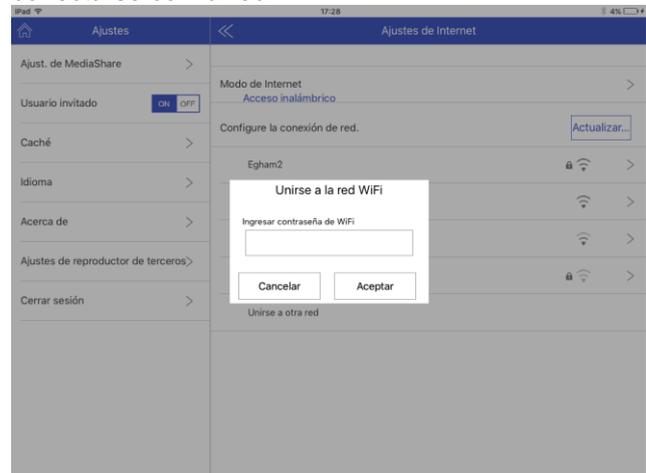


Debido a que el router selecciona el canal, y debido a que diferentes regiones geográficas utilizan distintos rangos de canal, MediaShare Wireless Mini debe obtener más información sobre su región cuando la función de puente de Internet está activada.

Configure su conexión de red



Toque el botón Actualizar para que el dispositivo MediaShare Wireless Mini pueda escanear redes disponibles y unirse a ellas. Si el router requiere una contraseña, ingrésela para conectarse con la red.



Si la conexión se realiza correctamente, se mostrará un tilde junto al nombre de la red.

Si no puede ver su red en la lista, o si utiliza una SSID oculta, seleccione "Conectarse con otra red". Deberá ingresar el nombre de la red, seleccionar los protocolos de seguridad inalámbrica correctos e ingresar la contraseña de la red inalámbrica. Luego de ingresar, toque "Conectarse con Wi-Fi"

Configuración opcional:

Es posible que la conexión con el router además requiera configurar opciones de DHCP versus IP estática. Si utiliza una IP estática, ingrese las opciones de dirección IP, la máscara de subred, la puerta de enlace y DNS.

1.4 Configuración del sistema

Usuario

Puede definir una contraseña para usuarios "administrativos" e "invitados".

(La contraseña predeterminada para ambos está vacía)

Nombre de host

Puede cambiar el nombre del dispositivo que se muestra a otros dispositivos de red.

(El predeterminado es MediaShr)

Información del disco

Muestra el espacio de almacenamiento total y disponible en la tarjeta microSD.

Actualización de firmware

Visite periódicamente el sitio web de soporte de Verbatim para comprobar si se ha publicado un nuevo archivo de firmware para este producto. Si hay un nuevo archivo de firmware disponible, puede descargarlo e instalarlo siguiendo estos pasos:



Nota: Antes de intentar una actualización de firmware. Asegúrese de que las baterías del dispositivo MediaShare y del teléfono inteligente/tableta están totalmente cargadas.

- 1) Guarde el archivo nuevo en el directorio raíz de una tarjeta de memoria microSD.
- 2) Inserte la tarjeta microSD en el dispositivo MediaShare Wireless Mini y, a continuación, enciéndalo.
- 3) Conecte el teléfono inteligente/tableta con MediaShare.
- 4) Abra la app MediaShare y navegue hasta la pantalla Configuración.
- 5) Haga clic en "Actualización de firmware". Se instalará el nuevo archivo de firmware. Verá una pantalla con información sobre el progreso. Al finalizar, el dispositivo se reiniciará. Durante el proceso de reinicio de MediaShare, perderá la conexión Wi-Fi con el teléfono inteligente/tableta y deberá volver a conectarse

2. Modo invitado

Active o desactive el acceso al modo invitado. Un usuario invitado solo puede acceder al contenido almacenado dentro de las carpetas compartidas, no a la configuración de MediaShare Wireless Mini.

3. Caché

Puede seleccionar el tamaño de la memoria en la tarjeta microSD que se asigna para funciones del sistema. El tamaño predeterminado es 512 Mbytes. Si experimenta demoras al reproducir archivos de video en alta definición, es posible que aumentar el tamaño del caché resuelva este problema.

4. Idioma

Aquí puede seleccionar entre una amplia variedad de idiomas. Solo debe seleccionar el idioma elegido y advertirá que todas las opciones del menú ahora aparecen en ese idioma. Cada uno de los dispositivos que accede a MediaShare Wireless Mini puede programarse para utilizar un idioma diferente.

5. Acerca de

Aquí puede ver información relacionada con la versión del firmware y la aplicación que se utilizan. (Si alguna vez necesita soporte para este producto, esta información será útil para encontrar fallas).

6. Configuración abierta de terceros (solo para iOS)

Aquí puede seleccionar cuáles de los siguientes reproductores (si están instalados) abrirán formatos de video abiertos no compatibles con el reproductor de video estándar de iOS:

VLC
OPlayer
GoodPlayer
OPlayer Lite
AcePlayer

7. Cerrar sesión

Desconecta el dispositivo MediaShare Wireless Mini de la tableta/teléfono inteligente.

Cómo obtener ayuda

Si experimenta dificultades para instalar o utilizar su producto Verbatim, visite el sitio web principal de soporte técnico, verbatim.com/support

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- Alejar más el aparato del receptor.
- Conectar el aparato al tomacorriente de un circuito al que no esté conectado el receptor.
- Consultar al distribuidor o a un técnico de radio o televisión.

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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

El año en que se añadió la marca  en el dispositivo: 2016
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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
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libogg	1.3.0	BSD 3-Clause
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Written by Philip Hazel
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// procps utility to display free memory information

//

// All new, Robert Love <rl@tech9.net> 18 Nov 2002

// Original by Brian Edmonds and Rafal Maszkowski 14 Dec 1992

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Theodore Ts'o
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Mark Lord (mlord@pobox.com)

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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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Glenn Randers-Pehrson
glennrp at users.sourceforge.net
June 26, 2010

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Because of this blurred distinction, using the ordinary General Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

However, unrestricted linking of non-free programs would deprive the users of those programs of all benefit from the free status of the libraries themselves. This Library General Public License is intended to permit developers of non-free programs to use free libraries, while preserving your freedom as a user of such programs to change the free libraries that are incorporated in them. (We have not seen how to achieve this as regards changes in header files, but we have achieved it as regards changes in the actual functions of the Library.) The hope is that this will lead to faster development of free libraries.

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, while the latter only works together with the library.

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

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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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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.

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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.

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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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A "library" means a collection of software functions and/or data prepared so as to be conveniently linked with application programs (which use some of those functions and data) to form executables.

The "Library", below, refers to any such software library or work which has been distributed under these terms. A "work based on the Library" means either the Library or any derivative work under copyright law: that is to say, a work containing the Library or a portion of it, either verbatim or with modifications and/or translated straightforwardly into another language. (Hereinafter, translation is included without limitation in the term "modification".)

"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.

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- You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
- You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
- 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.)

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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.

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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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- 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.
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That's all there is to it!

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Appendix E - LGPL Version 3 license
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An "Application" is any work that makes use of an interface provided by the Library, but which is not otherwise based on the Library. Defining a subclass of a class defined by the Library is deemed a mode of using an interface provided by the Library.

A "Combined Work" is a work produced by combining or linking an Application with the Library. The particular version of the Library with which the Combined Work was made is also called the "Linked Version".

The "Minimal Corresponding Source" for a Combined Work means the Corresponding Source for the Combined Work, excluding any source code for portions of the Combined Work that, considered in isolation, are based on the Application, and not on the Linked Version.

The "Corresponding Application Code" for a Combined Work means the object code and/or source code for the Application, including any data and utility programs needed for reproducing the Combined Work from the Application, but excluding the System Libraries of the Combined Work.

1. Exception to Section 3 of the GNU GPL.

You may convey a covered work under sections 3 and 4 of this License without being bound by section 3 of the GNU GPL.

2. Conveying Modified Versions.

If you modify a copy of the Library, and, in your modifications, a facility refers to a function or data to be supplied by an Application that uses the facility (other than as an argument passed when the facility is invoked), then you may convey a copy of the modified version:

- under this License, provided that you make a good faith effort to ensure that, in the event an Application does not supply the function or data, the facility still operates, and performs whatever part of its purpose remains meaningful, or
- under the GNU GPL, with none of the additional permissions of this License applicable to that copy.

3. Object Code Incorporating Material from Library Header Files.

The object code form of an Application may incorporate material from a header file that is part of the Library. You may convey such object code under terms of your choice, provided that, if the incorporated material is not limited to numerical parameters, data structure layouts and accessors, or small macros, inline functions and templates (ten or fewer lines in length), you do both of the following:

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 - Use a suitable shared library mechanism for linking with the Library. A suitable mechanism is one that (a) uses at run time a copy of the Library already present on the user's computer system, and (b) will operate properly with a modified version of the Library that is interface-compatible with the Linked Version.
 - Provide Installation Information, but only if you would otherwise be required to provide such information under section 6 of the GNU GPL, and only to the extent that such information is necessary to install and execute a modified version of the Combined Work produced by recombining or relinking the Application with a modified version of the Linked Version. (If you use option 4d0, the Installation Information must accompany the Minimal Corresponding Source and Corresponding Application Code. If you use option 4d1, you must provide the Installation Information in the manner specified by section 6 of the GNU GPL for conveying Corresponding Source.)

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You may place library facilities that are a work based on the Library side by side in a single library together with other library facilities that are not Applications and are not covered by this License, and convey such a combined library under terms of your choice, if you do both of the following:

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- Give prominent notice with the combined library that part of it is a work based on the Library, and explaining where to find the accompanying uncombined form of the same work.

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