

# Remote Login

---

## Remote Login

0.Default Login Accounts

1.Serial Login

2.Network Status Verification

3.Enabling the VNC Service

4.VNC Login

5.SSH Login

    Terminal Software

    Command Line

This section introduces how to remotely access the development board from a personal computer (PC) via serial port or network (SSH&VNC).

## 0.Default Login Accounts

---

The RDK S100 system provides two default accounts for first-time users:

- **Standard user:** Username `sunrise`, password `sunrise`
- **Superuser (root):** Username `root`, password `root`

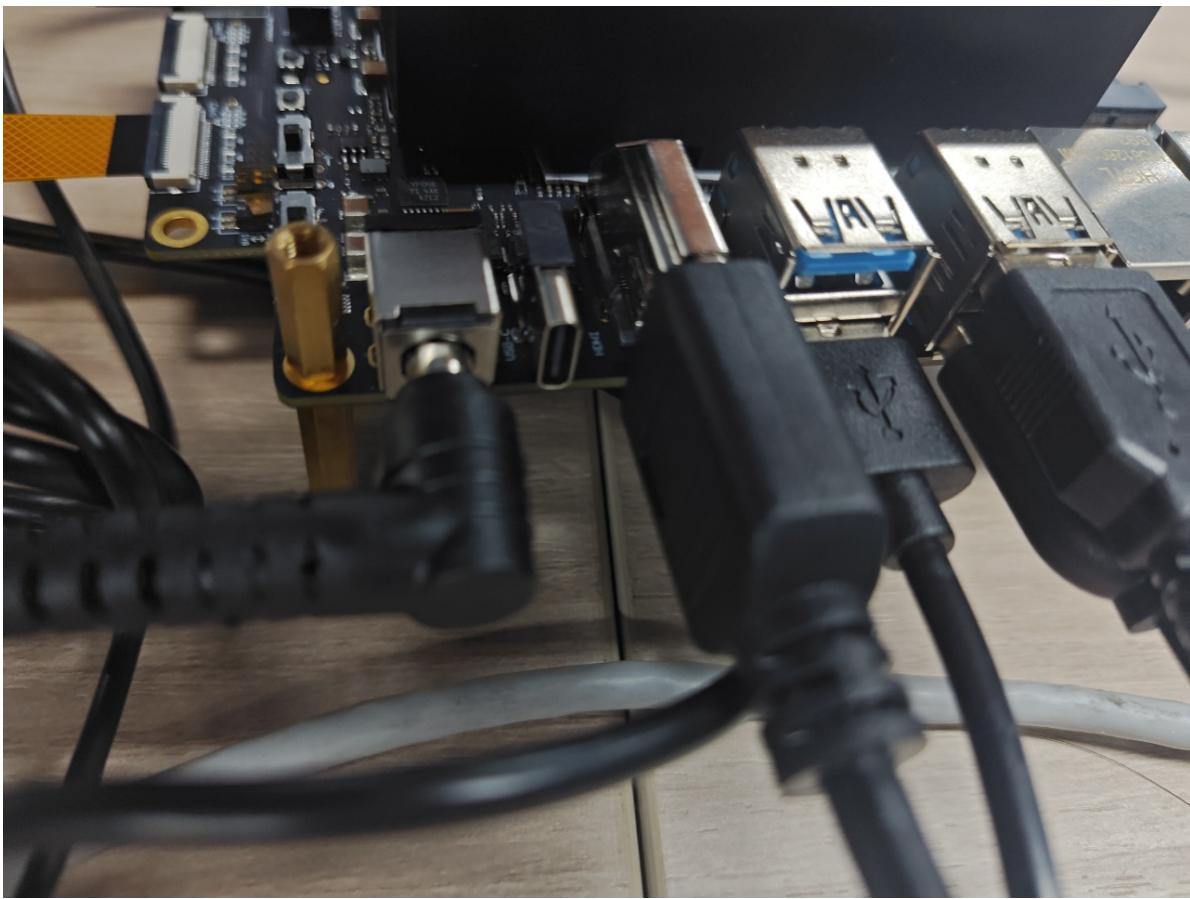
Before logging in remotely over the network, ensure the development board is connected to the network via wired Ethernet or wireless Wi-Fi, and that its IP address has been properly configured. For IP address information under both connection methods, refer to the descriptions below:

- Wired Ethernet:
  - The development board's eth1 interface uses a static IP by default: IP address `192.168.127.10`, subnet mask `255.255.255.0`, gateway `192.168.127.1`.
  - The eth0 interface uses DHCP by default; its IP address is typically assigned by the router. You can check the eth0 IP address via the `ifconfig` command in the device's command line.
- **Wireless Wi-Fi:** The development board's IP address is usually assigned by the router. You can check the wlan0 IP address using the `ifconfig` command in the device's command line.

## 1.Serial Login

---

Before logging in via serial, ensure the development board's serial cable is correctly connected to your PC.



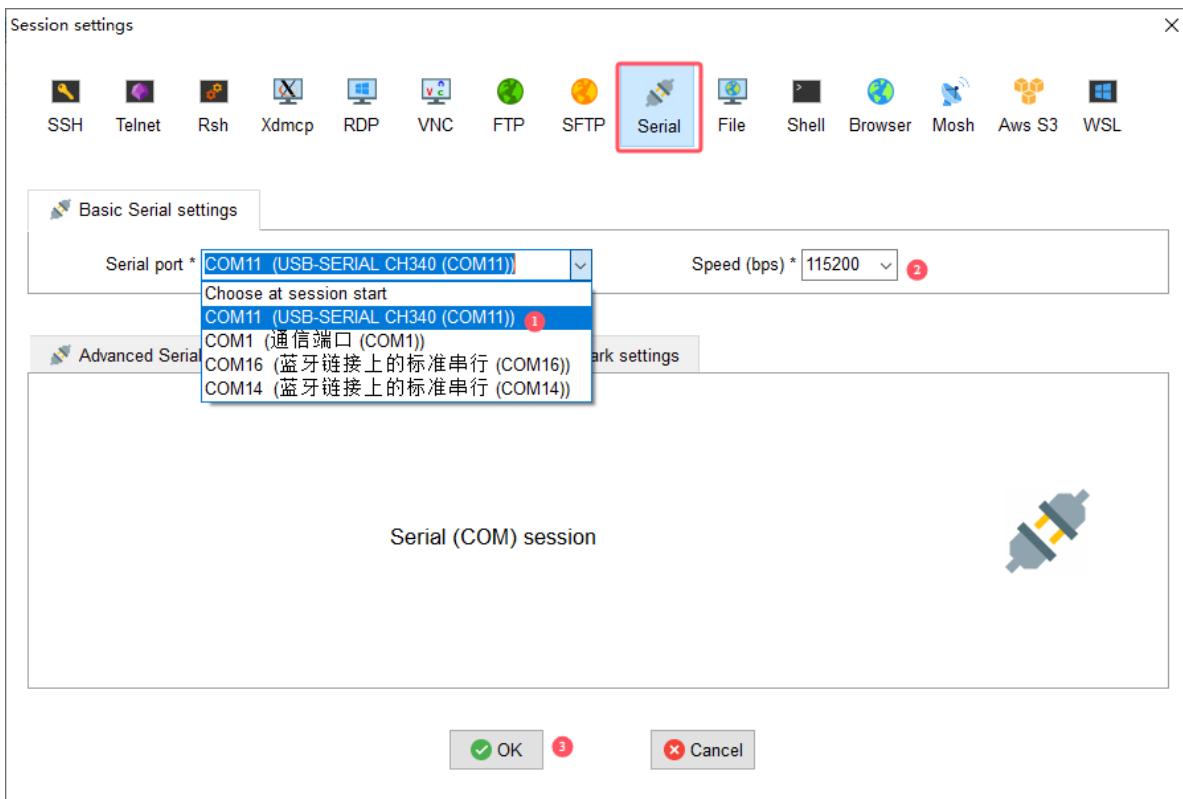
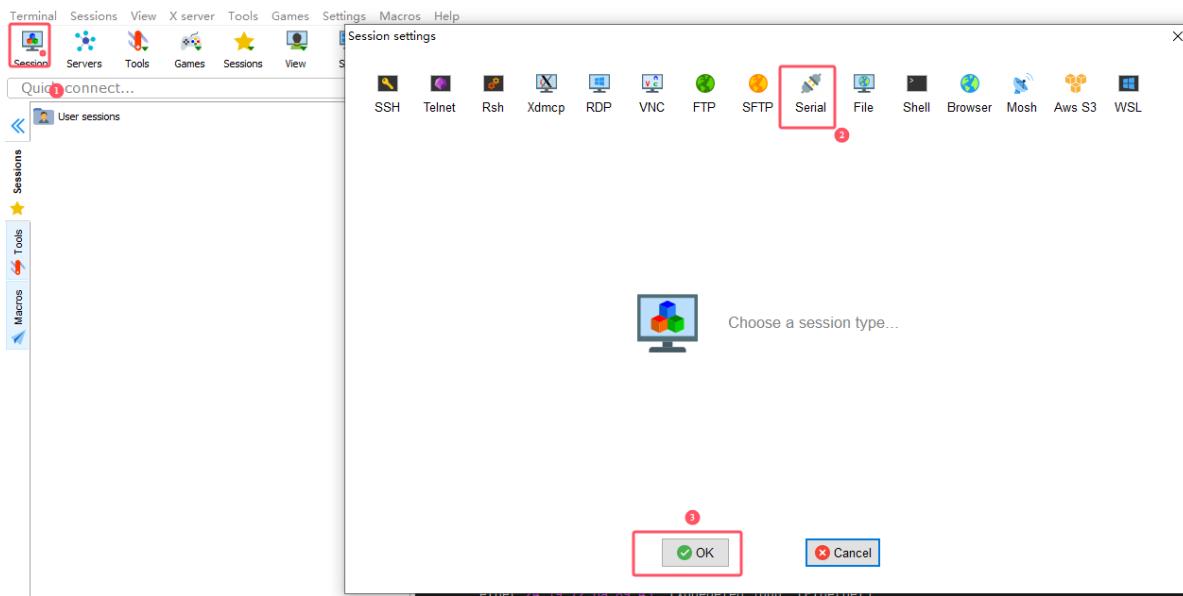
Serial login requires a PC terminal tool. Commonly used tools include [Putty](#), [MobaXterm](#), etc. Users can choose based on personal preference. The port configuration process is similar across different tools. Below, we use [MobaXterm](#) as an example to illustrate creating a new serial connection:

- When the USB-to-serial adapter is plugged into the PC for the first time, install the serial driver. After installation, the Device Manager should correctly recognize the serial port, as shown below:



- Open [MobaXterm](#), click `Session`, then select `Serial1`.
- Configure the port number (e.g., `COM11`). Use the actual COM port recognized by your PC.
- Set the serial port parameters as follows:

Parameter	Value
Baud rate	921600
Data bits	8
Parity	None
Stop bits	1
Flow Control	None



Press Enter to activate login. Enter username: root Password: root Log in

```

ubuntu login:
ubuntu login:
ubuntu login: root
Password:
Welcome to Ubuntu 22.04.5 LTS (GNU/Linux 6.1.83 aarch64)

 * Documentation: https://help.ubuntu.com
 * Management: https://landscape.canonical.com
 * Support: https://ubuntu.com/pro

Expanded Security Maintenance for Applications is not enabled.

36 updates can be applied immediately.
15 of these updates are standard security updates.
To see these additional updates run: apt list --upgradable

62 additional security updates can be applied with ESM Apps.
Learn more about enabling ESM Apps service at https://ubuntu.com/esm

The programs included with the Ubuntu system are free software;
the exact distribution terms for each program are described in the
individual files in /usr/share/doc/*copyright.

Ubuntu comes with ABSOLUTELY NO WARRANTY, to the extent permitted by
applicable law.

root@ubuntu:~#
```

At this point, you can use the `ifconfig` command to check the development board's IP addresses. Interfaces `eth0/eth1` and `wlan0` represent wired and wireless networks, respectively:

```

eth0: flags=4099<UP,BROADCAST,MULTICAST> mtu 1500
      ether c8:30:76:63:2d:93 txqueuelen 1000  (Ethernet)
      RX packets 7547 bytes 2230733 (2.2 MB)
      RX errors 0 dropped 2 overruns 0 frame 0
      TX packets 1126 bytes 108615 (108.6 KB)
      TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
      device interrupt 93

eth1: flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
      inet 192.168.127.10 netmask 255.255.255.0 broadcast 192.168.127.255
      inet6 fe80::e0b2:71ff:fea0:6ba7 prefixlen 64 scopeid 0x20<link>
      ether e2:b2:71:a0:6b:a7 txqueuelen 1000  (Ethernet)
      RX packets 43 bytes 3882 (3.8 KB)
      RX errors 0 dropped 1 overruns 0 frame 0
      TX packets 46 bytes 6234 (6.2 KB)
      TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
      device interrupt 99

lo: flags=73<UP,LOOPBACK,RUNNING> mtu 65536
      inet 127.0.0.1 netmask 255.0.0.0
      inet6 ::1 prefixlen 128 scopeid 0x10<host>
      loop txqueuelen 1000  (Local Loopback)
      RX packets 46 bytes 6342 (6.3 KB)
      RX errors 0 dropped 0 overruns 0 frame 0
      TX packets 46 bytes 6342 (6.3 KB)
      TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0

wlan0: flags=4099<UP,BROADCAST,MULTICAST> mtu 1500
      ether 28:d0:43:83:63:57 txqueuelen 1000  (Ethernet)
      RX packets 0 bytes 0 (0.0 B)
      RX errors 0 dropped 0 overruns 0 frame 0
      TX packets 0 bytes 0 (0.0 B)
```

TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0

## 2.Network Status Verification

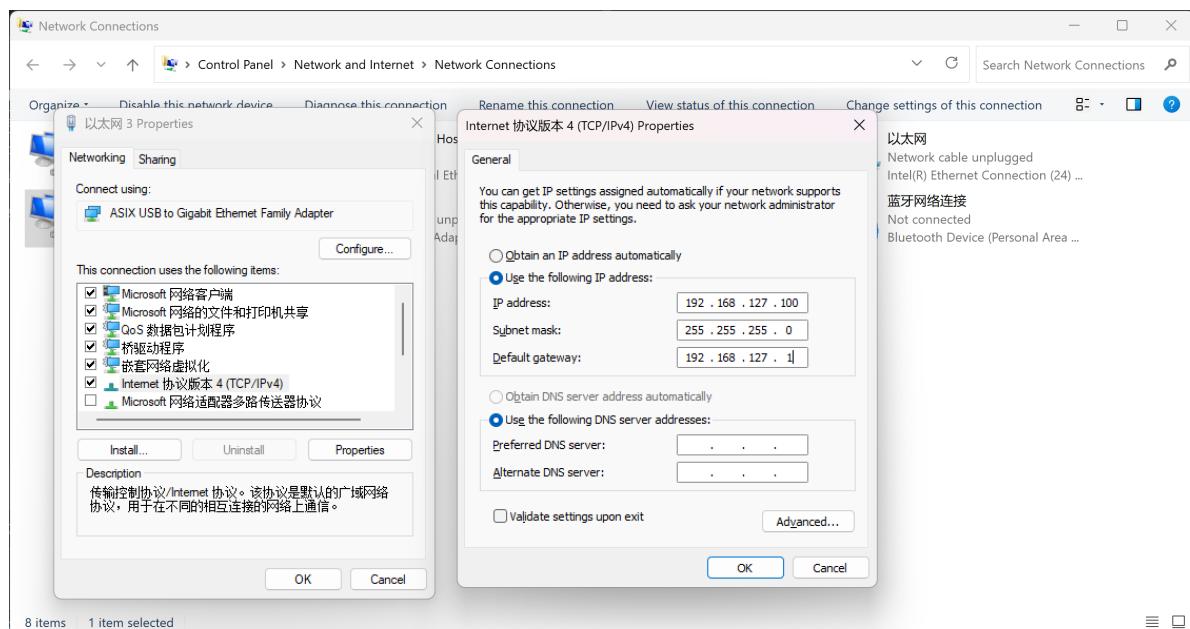
Before remote login, ensure network communication between your PC and the development board is functional. If you cannot ping the board, follow these steps to verify:

- Confirm that the IP addresses of both the development board and PC share the same first three octets (e.g., board: 192.168.127.10, PC: 192.168.127.100).
- Verify that subnet masks and gateway configurations match on both devices.
- Ensure the PC's firewall is disabled.

The outer Ethernet port (eth1) on the development board uses a static IP by default:

192.168.127.10. For direct connection between the board and PC, configure the PC with a static IP in the same subnet. On Windows 10, follow these steps to set a static IP:

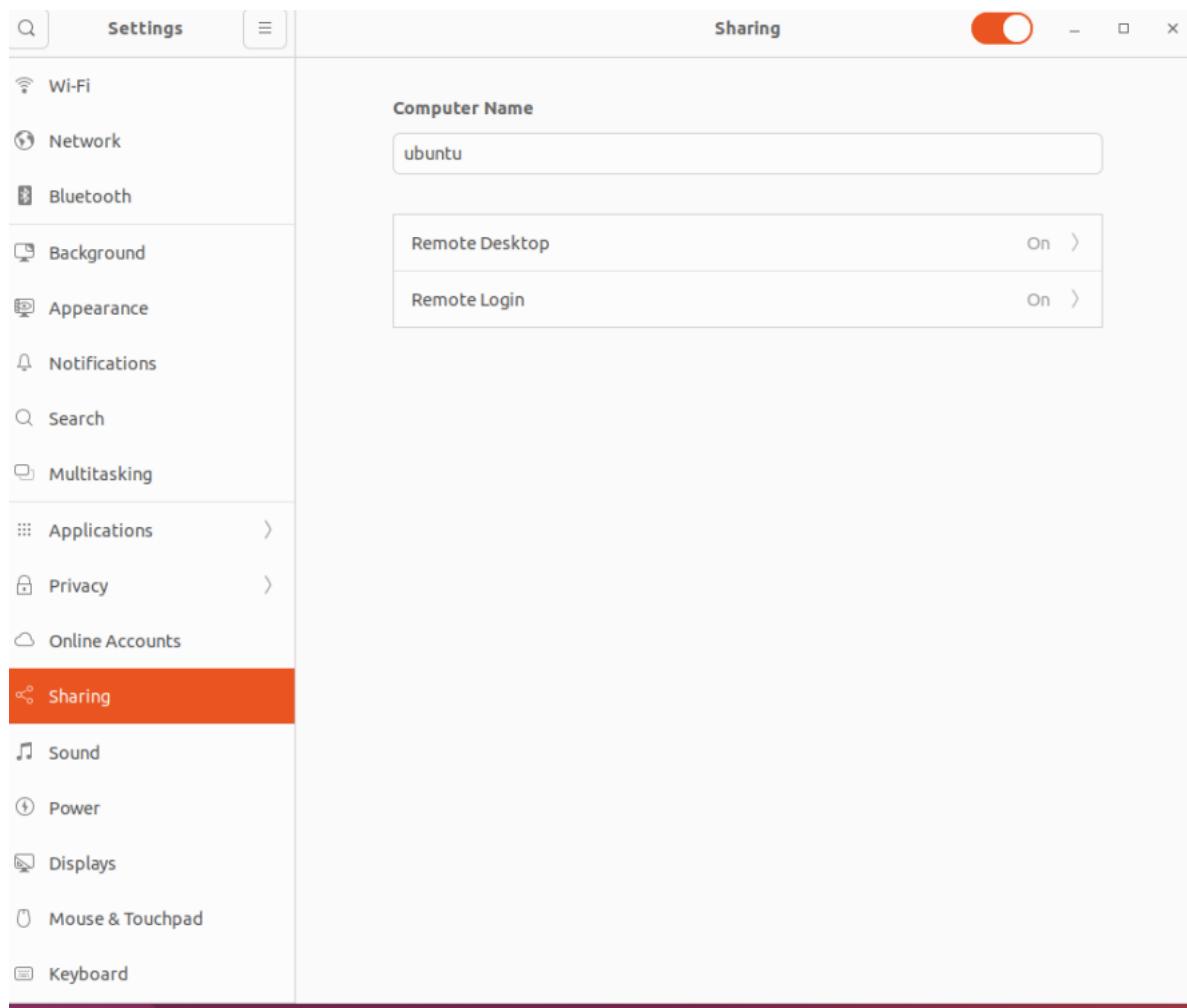
- In Network Connections, locate and double-click the relevant Ethernet adapter.
- Double-click "Internet Protocol Version 4 (TCP/IPv4)".
- Enter the network parameters in the fields highlighted in red below, then click OK.



To configure the development board's wired network to use DHCP instead, refer to the [2.1 Network Configuration]

## 3.Enabling the VNC Service

Locate the RDK Configuration item in the menu bar and click to open it.



Select Interface Options -> VNC, and follow the prompts to enable or disable the VNC service. When enabling VNC, you will need to set a login password. The password must be an 8-character string consisting of numbers and letters.

## Remote Desktop

Remote desktop allows viewing and controlling your desktop from another computer.

<b>Remote Desktop</b> Enable or disable remote desktop connections to this computer.	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> <b>Enable Legacy VNC Protocol</b>	:
<b>Remote Control</b> Allows remote connections to control the screen.	<input checked="" type="checkbox"/>

### How to Connect

Connect to this computer using the device name or remote desktop address.

Device Name	ubuntu	
Remote Desktop Address	ms-rd://ubuntu-2.local	
VNC Address	vnc://ubuntu-2.local	

### Authentication

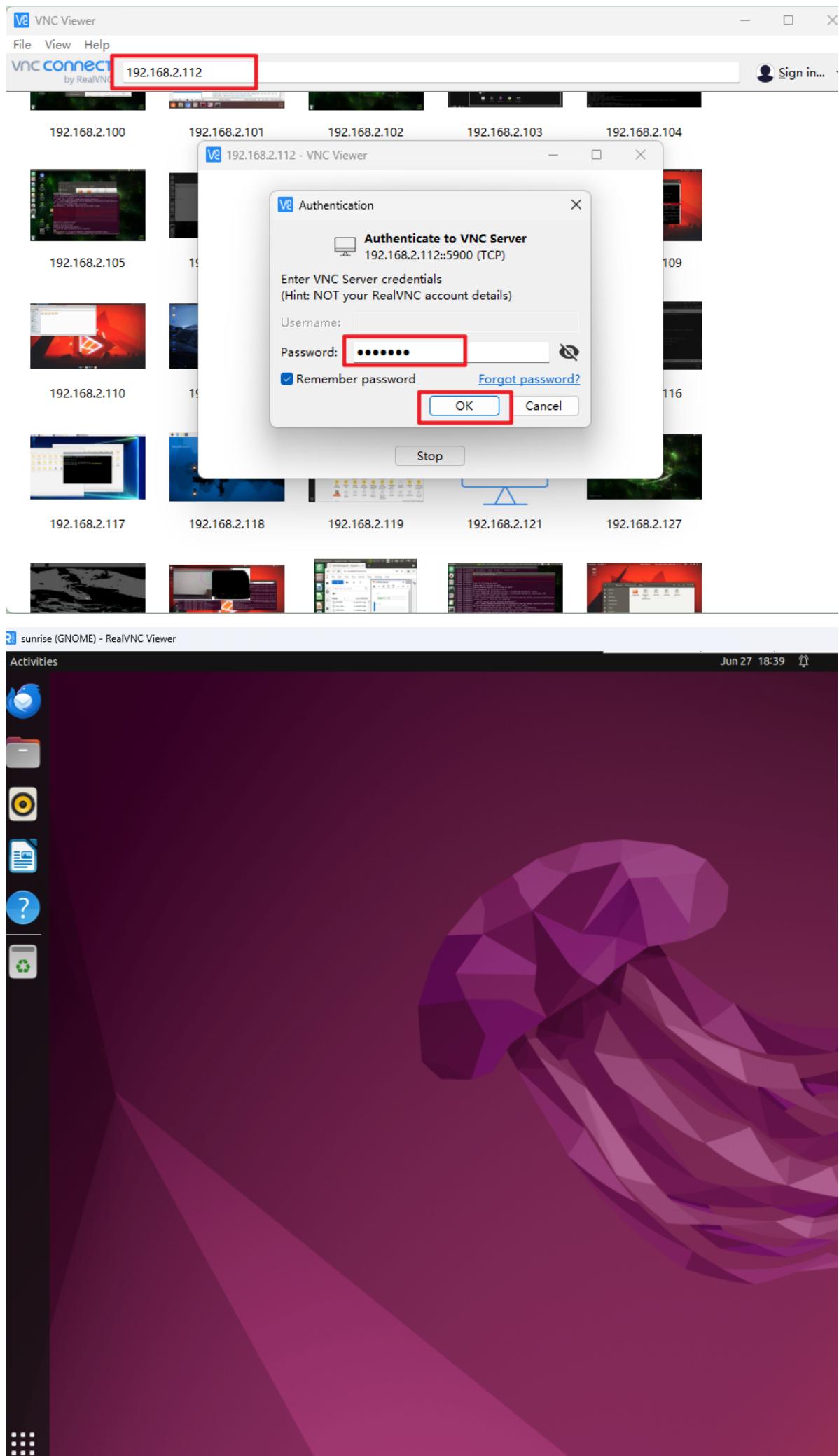
The user name and password are required to connect to this computer.

User Name	sunrise	
Password	●●●●●●	 
<b>Verify Encryption</b>		

## 4.VNC Login

This section is for users of the Ubuntu Desktop system and describes how to log in remotely using **VNC Viewer**. **VNC Viewer** is a graphical desktop sharing software that allows you to remotely log in to and control the desktop of a device from your computer. This software allows you to view the development board's system desktop on your computer monitor and use your computer's mouse and keyboard for remote operation.

- Open **VNC Viewer**, enter the development board's IP address, enter the VNC login password you set in the previous section [Enabling VNC Service], and click OK to log in.

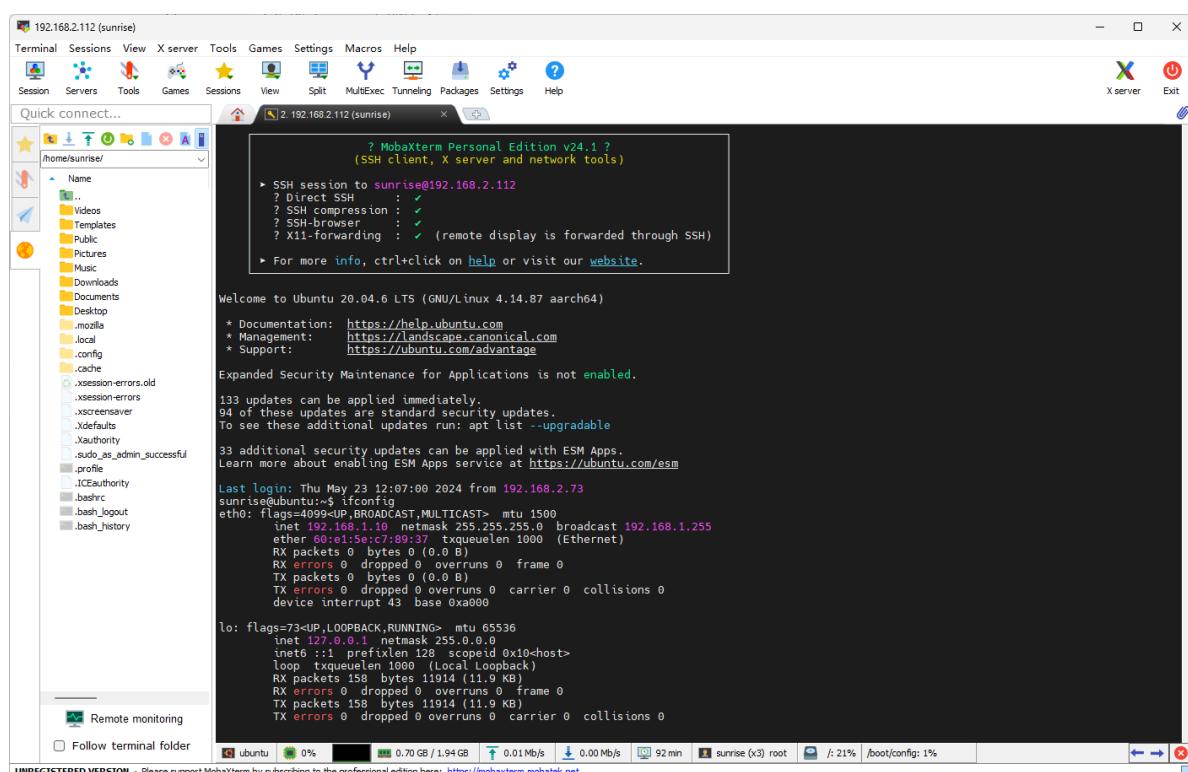
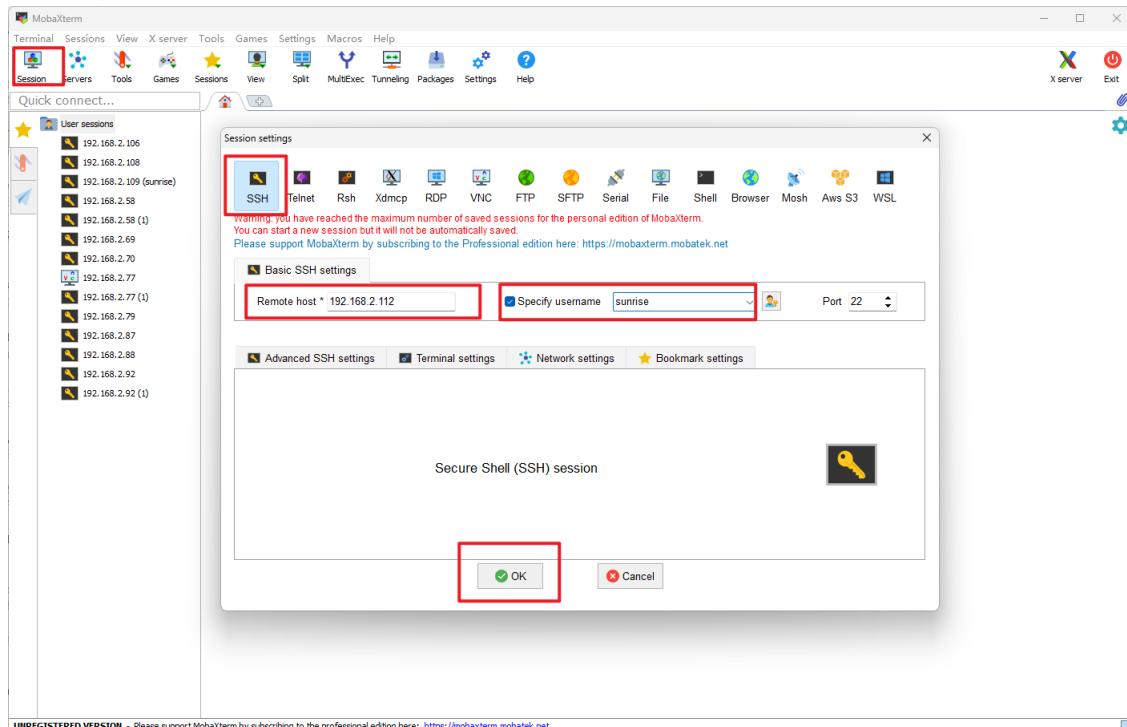


# 5.SSH Login

## Terminal Software

In addition to logging in to the remote desktop via VNC, you can also log in to the development board via SSH. Below, we will use `MobaXterm` as an example to illustrate the process of creating a new SSH connection:

- Open `MobaXterm`, click `Session`, then select `SSH`.
- Enter the development board's IP address (e.g., `192.168.2.112`).
- Check `specify username` and enter `sunrise`.
- Click `OK`, then enter the username (`sunrise`) and password (`sunrise`) to log in.



## Command Line

You can also log in via SSH from the command line:

1. Open a terminal window and enter the SSH command, e.g., `ssh sunrise@192.168.2.112`.
2. When prompted to confirm the connection, type `YES`.
3. Enter the password (`sunrise`) to complete login.