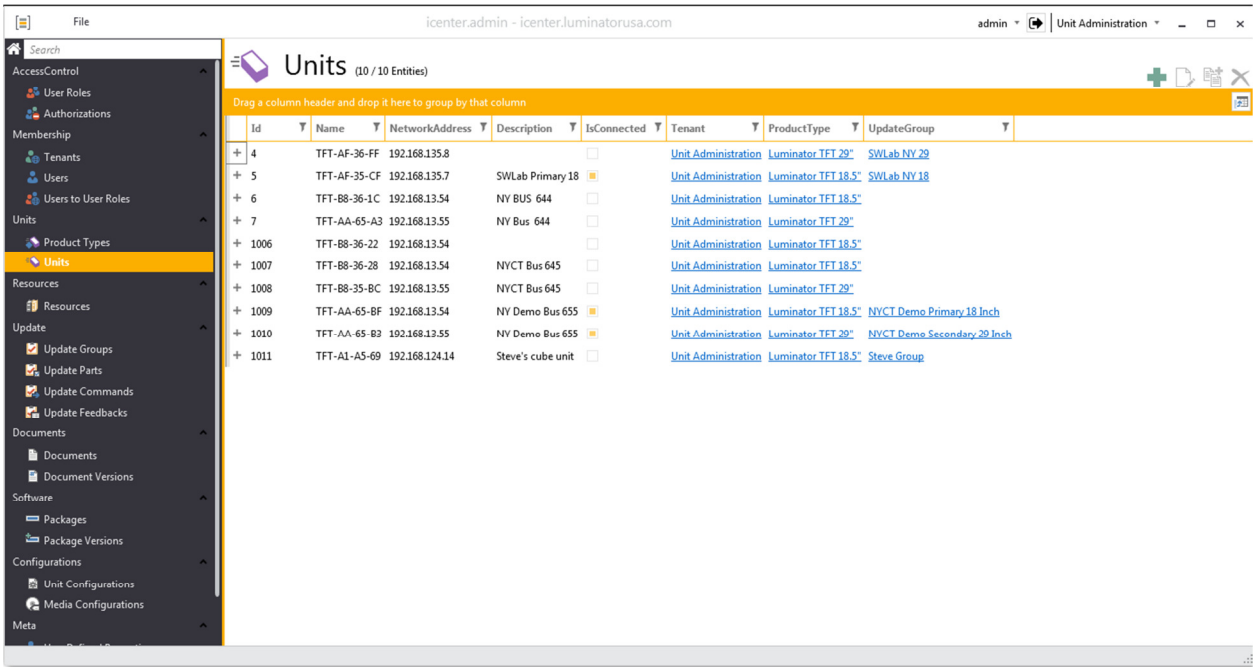
Unit Configuration Update from iAdmin

Introduction:

This document will provide the information how user can export updates from IAdmin.

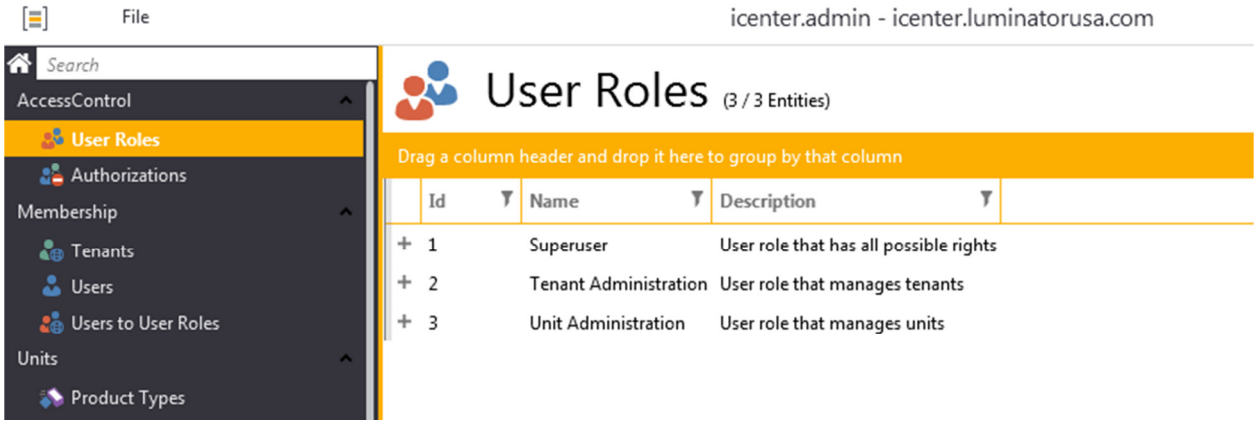
Configure iAdmin:

1. Open iAdmin desktop tool with credential Username: admin; Passsword: asdf1234

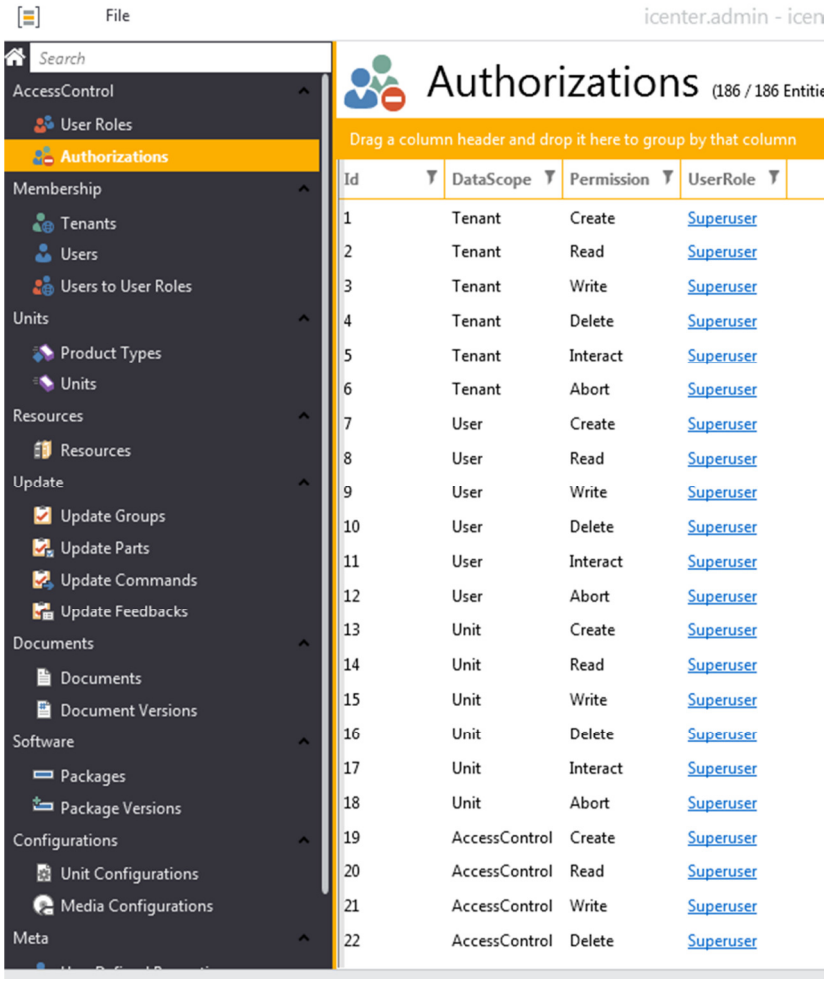


2. **User c**an verify the software version. File -> About

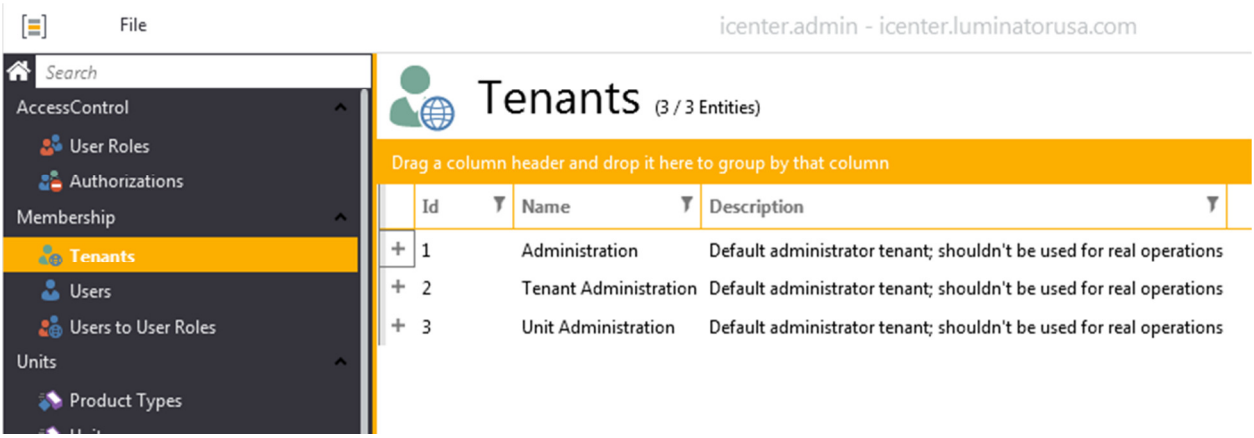
3. **User Role** will define various User role supported by the tool. By default it will support Super User, Tenant Admin and Unit Admin. All these information will be seeded by background server upon launching.



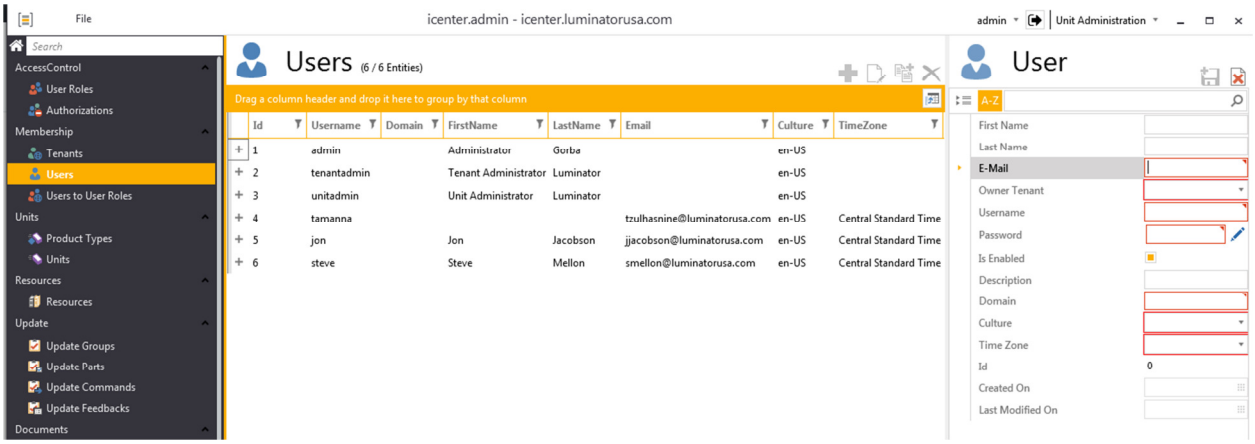
4. **Authorization** will provide the user access based on their role All these information will be seeded by background server upon launching.



5. **Tenants** will provide the user to create any tenant which will be a special grouping of user. Any user from a tenant will not have access to other tenant data.



6. **Users** will have the ability to create user. Click on the "+" buton on the top left of the user window. Fill the form to create a new user and save it. A new user will be added to the user list. User can any properties needed. And also a user can be deleted.



7. **Users to User role** will provide the user its role. After creating user, Users needs to be assigned its role.

8. **Product Types** allows the user to create different product type. I.E; 18.5 and 29 Inch TFT display. Change the hardware descriptor for the following displays:

18.5" TFT Display :

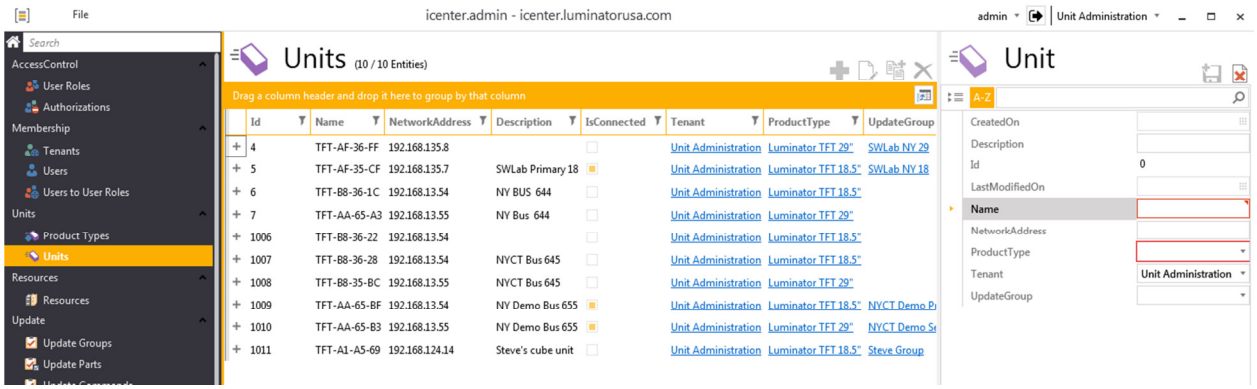
```
<?xml version="1.0" encoding="utf-16"?>
<HardwareDescriptor xmlns:xsi="http://www.w3.org/2001/XMLSchema-
instance" xmlns:xsd="http://www.w3.org/2001/XMLSchema" Name="Luminator TFT 18.5&amp;quot;">
  <Platform xsi:type="InfoTransitPlatformDescriptor">
    <Inputs>
      <InputDescriptor Index="0" Name="IN0 (D-sub 9: pin 1)" />
    </Inputs>
    <Outputs>
      <OutputDescriptor Index="1" Name="Audio Port 1" />
      <OutputDescriptor Index="2" Name="Audio Port 2" />
    </Outputs>
    <SerialPorts />
    <HasGenericButton>false</HasGenericButton>
    <HasGenericLed>true</HasGenericLed>
    <DisplayAdapters>
      <DisplayAdapterDescriptor Index="0" Connection="Lvds" />
    </DisplayAdapters>
    <BuiltInScreen VisibleWidth="1366" VisibleHeight="768" PhysicalWidth="1366" PhysicalHeight="768"
/>
  </Platform>
  <OperatingSystem
xsi:type="WindowsEmbeddedDescriptor" Version="WindowsEmbedded8Standard" />
</HardwareDescriptor>
```

29 TFT Display:

```
<?xml version="1.0" encoding="utf-16"?>
<HardwareDescriptor
xmlns:xsd="http://www.w3.org/2001/XMLSchema" xmlns:xsi="http://www.w3.org/2001/XMLSchema-
instance" Name="InfoVision TFT 29&amp;quot; Compact">
  <Platform xsi:type="InfoVisionPlatformDescriptor">
    <Inputs>
      <InputDescriptor Index="0" Name="IN0 (D-sub 15: pin 4)" />
      <InputDescriptor Index="1" Name="IN1 (D-sub 15: pin 5)" />
      <InputDescriptor Index="2" Name="IN2 (D-sub 15: pin 9)" />
      <InputDescriptor Index="3" Name="IN3 (D-sub 15: pin 10)" />
```

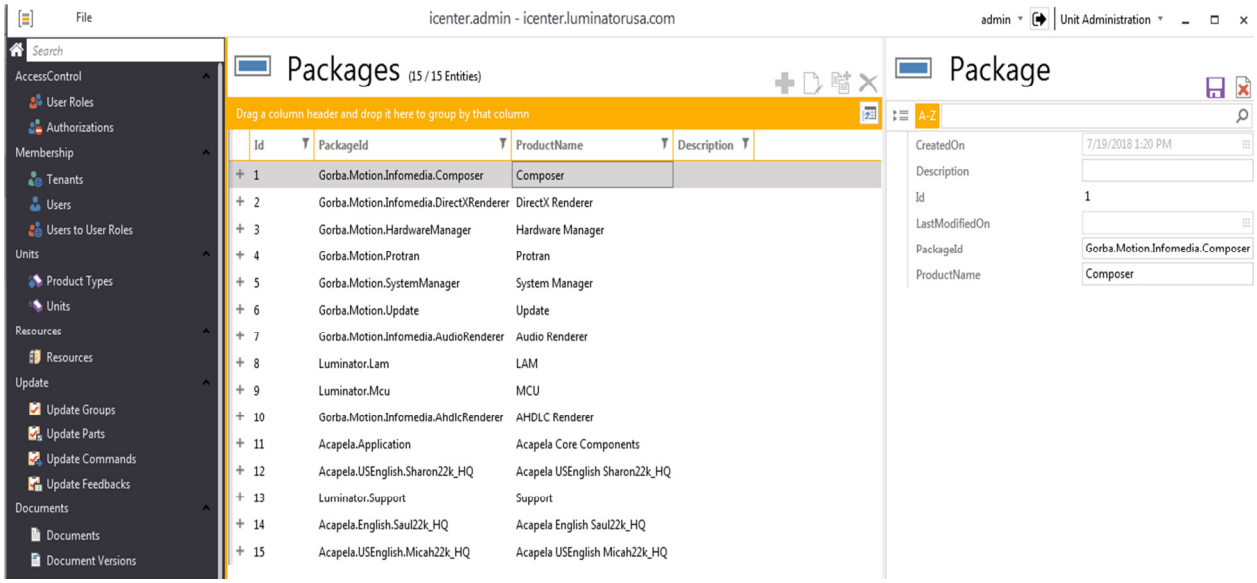
```
    <InputDescriptor Index="4" Name="IN4 (D-sub 15: pin 14)" />
    <InputDescriptor Index="5" Name="IN5 (D-sub 15: pin 15)" />
   </Inputs>
   <Outputs>
    <OutputDescriptor Index="6" Name="OUT0 (D-sub 9: pin 4)" />
    <OutputDescriptor Index="7" Name="OUT1 (D-sub 9: pin 5)" />
   </Outputs>
   <SerialPorts>
    <SerialPortDescriptor Name="COM3" IsDefaultRS485="true" />
   </SerialPorts>
   <HasGenericButton>false</HasGenericButton>
   <HasGenericLed>true</HasGenericLed>
   <DisplayAdapters>
    <DisplayAdapterDescriptor Index="0" Connection="Lvds" />
    <DisplayAdapterDescriptor Index="1" Connection="Dvi" />
   </DisplayAdapters>
   <BuiltInScreen VisibleWidth="1920" VisibleHeight="540" PhysicalWidth="1920" PhysicalHeight="1080
" />
   <HasSharedRs485Port>true</HasSharedRs485Port>
   <Transceivers />
  </Platform>
  <OperatingSystem
xsi:type="WindowsEmbeddedDescriptor" Version="WindowsEmbedded8Standard" />
</HardwareDescriptor>
```

9. **Units** should be added here. Upon launching, TFT displays should display their name in the status screen. Display names are usually start eith TFT-mac addess. Ie: TFT-XX-XX-XX.
10.

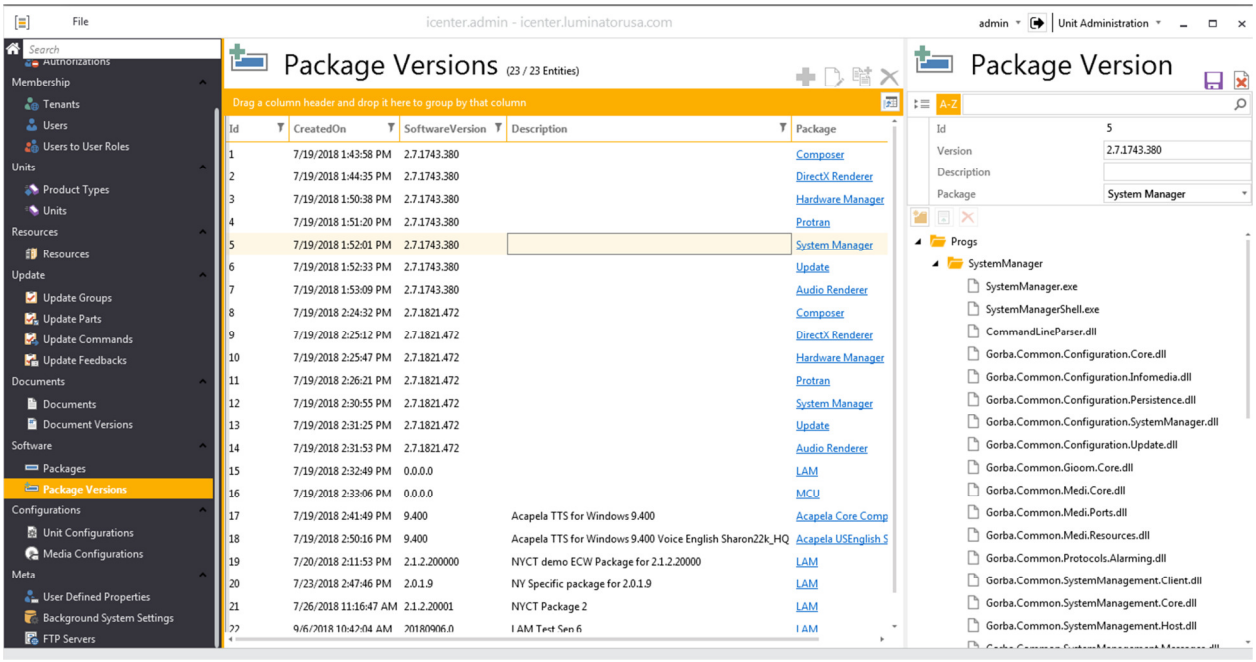


11. **Packages** will provide all the software packages that can be updated from iAdmin. Create the following software packages from the images.

Package ID	Product Name
Gorba.Motion.Infomedia.Composer	Composer
Gorba.Motion.Infomedia.DirectXRenderer	DirectX Renderer
Gorba.Motion.HardwareManager	Hardware Manager
Gorba.Motion.Protran	Protran
Gorba.Motion.SystemManager	System Manager
Gorba.Motion.Update	Update
Gorba.Motion.Infomedia.AudioRenderer	Audio Renderer
Luminator.Lam	LAM
Luminator.Mcu	Luminator.Mcu
Gorba.Motion.Infomedia.AhdlcRenderer	AHDLC Renderer
Acapela.Application	Acapela Core Components
Luminator.Support	Support
Acapela.English.Saul22k_HQ	Acapela English Saul22k_HQ
Acapela.USEnglish.Sharon22k_HQ	Acapela USEnglish Sharon22k_HQ
Acapela.USEnglish.Micah22k_HQ	Acapela.USEnglish.Micah22k_HQ

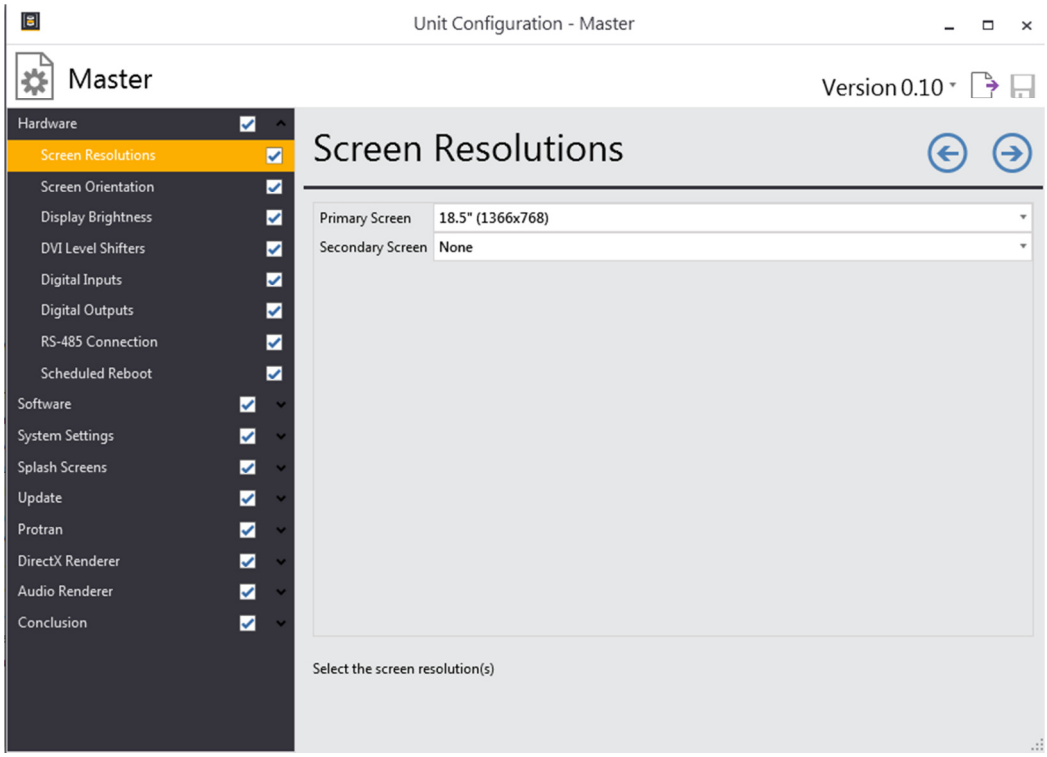


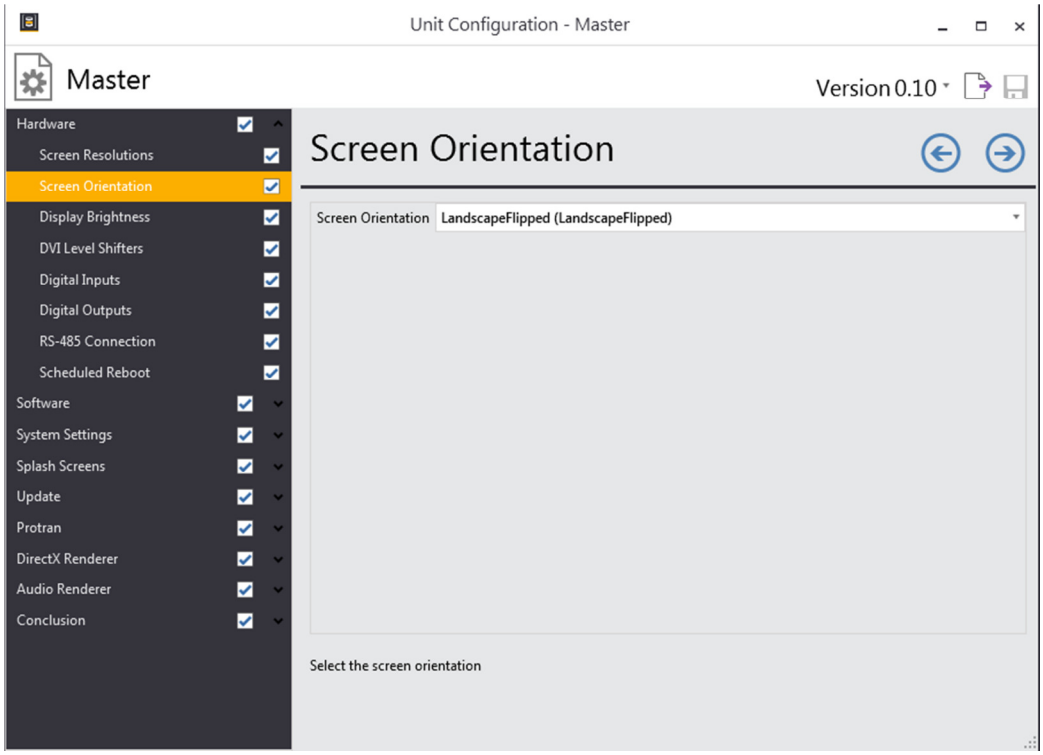
12. **Package Version**: Package version will provide software package version. User have to upload software package binaries to create software packages

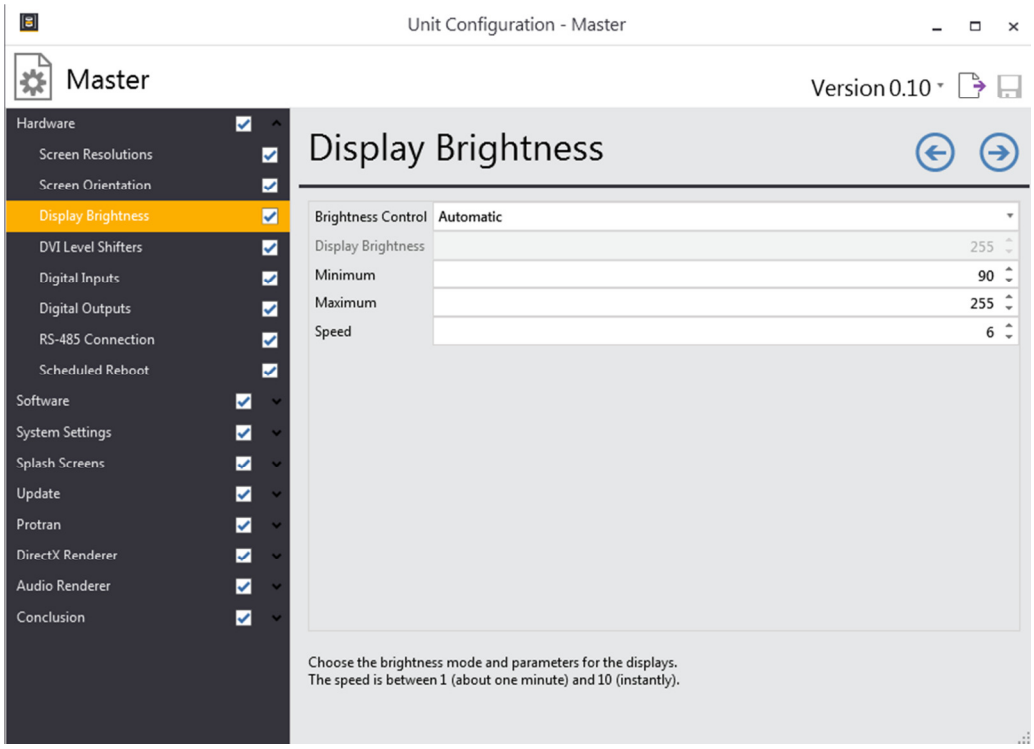


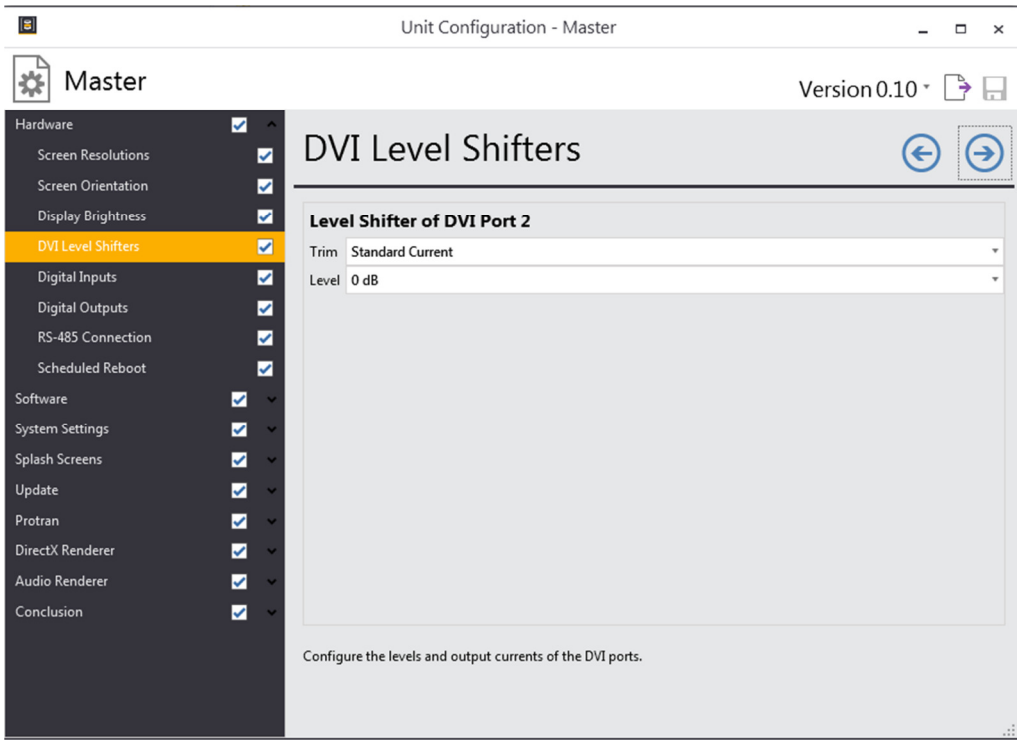
a. **Process**:
   i. Download the newly build software packages from build machine
   ii. Click on Green "+ " button to create new software packages
   iii. Provide the software version
   iv. Select any package from the dropdown list; ie: System manager
   v. Now click on progs folder and then click on folder icon to create a folder under progs
   vi. Rename the folder as System manager
   vii. Now click on system manager folder and then click on upload icon
   viii. A pop window will show asking for files.
   ix. Select all the binaries and other files under Progs -> system manager in the build
   x. Now save this
   xi. Create software version for all other application such as , hardware manager, Protran, update, composer, Audiorender, and directXrender

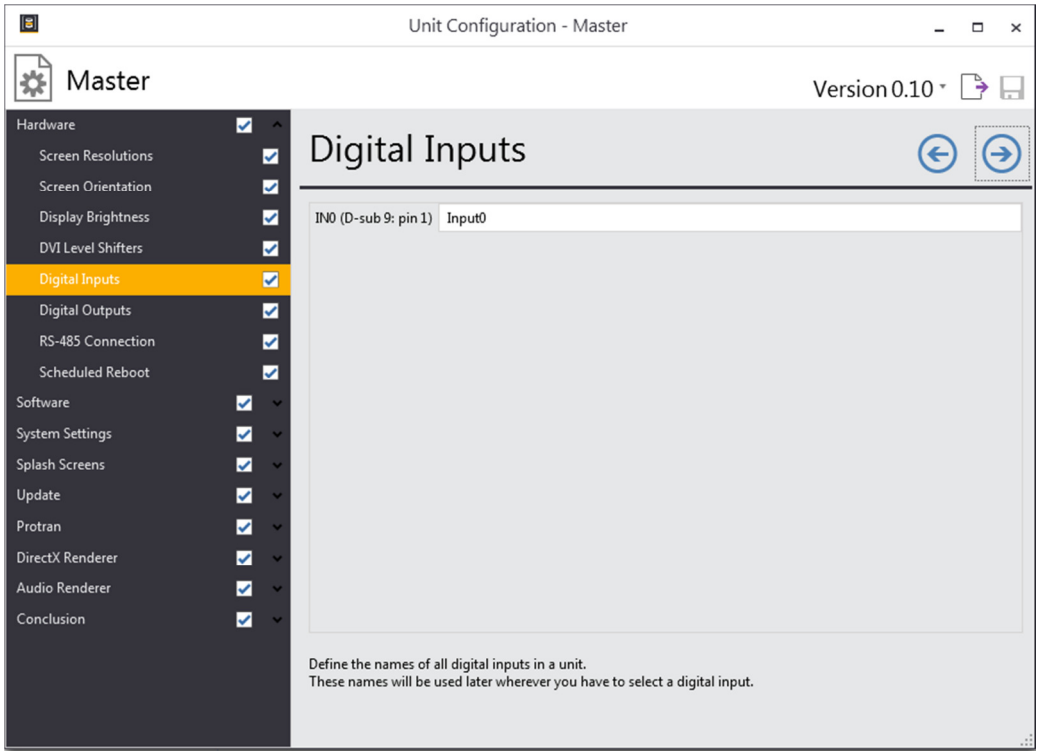
13. **Unit Configuration**:
    a. **Primary Display Unit Configuration**:

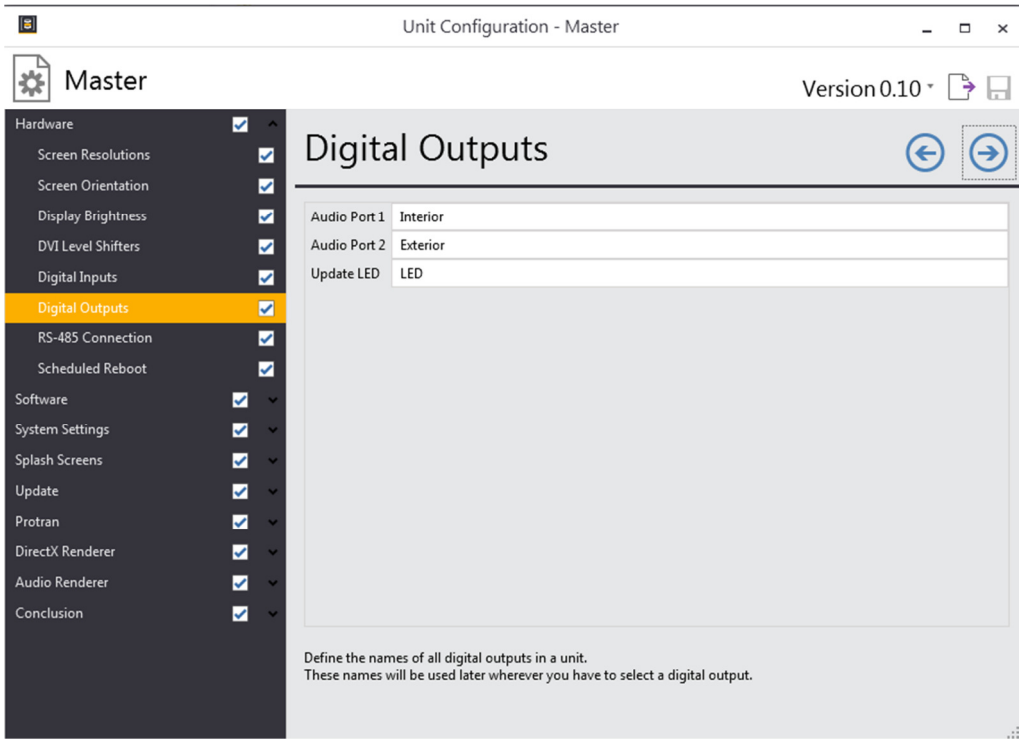

Unit Configuration - Master
Master
Version 0.10
Hardware
Screen Resolutions
Screen Orientation
Display Brightness
DVI Level Shifters
Digital Inputs
Digital Outputs
RS-485 Connection
Scheduled Reboot
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Screen Resolutions
Primary Screen
18.5" (1366x768)
Secondary Screen
None
Select the screen resolution(s)

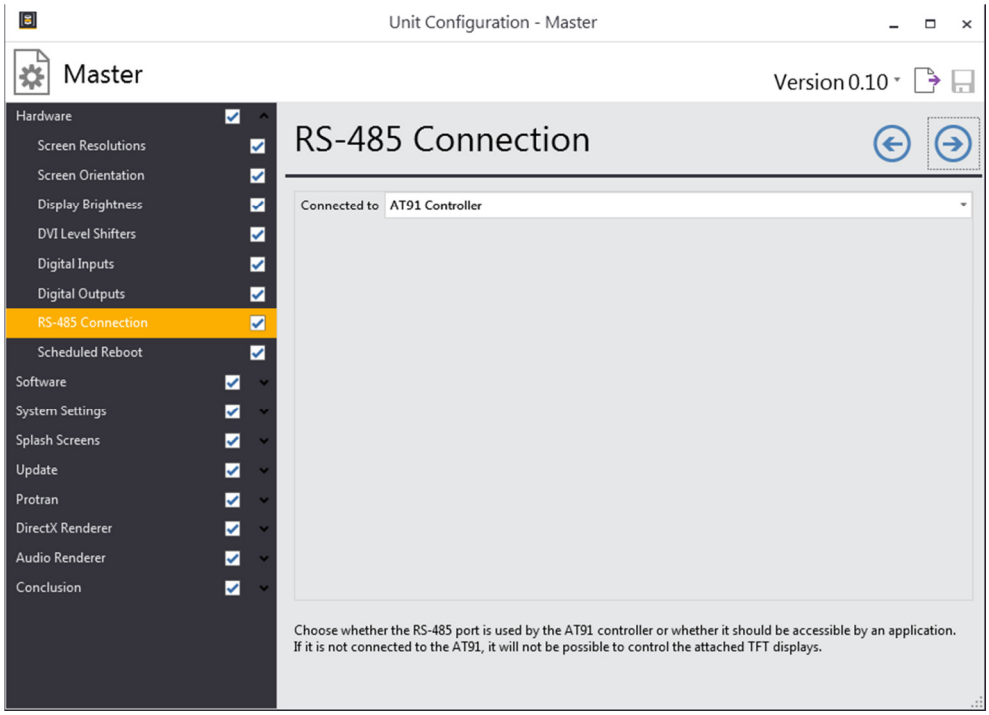

Unit Configuration - Master
Master
Version 0.10
Hardware
Screen Resolutions
Screen Orientation
Display Brightness
DVI Level Shifters
Digital Inputs
Digital Outputs
RS-485 Connection
Scheduled Reboot
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Screen Orientation
Screen Orientation
LandscapeFlipped (LandscapeFlipped)
Select the screen orientation

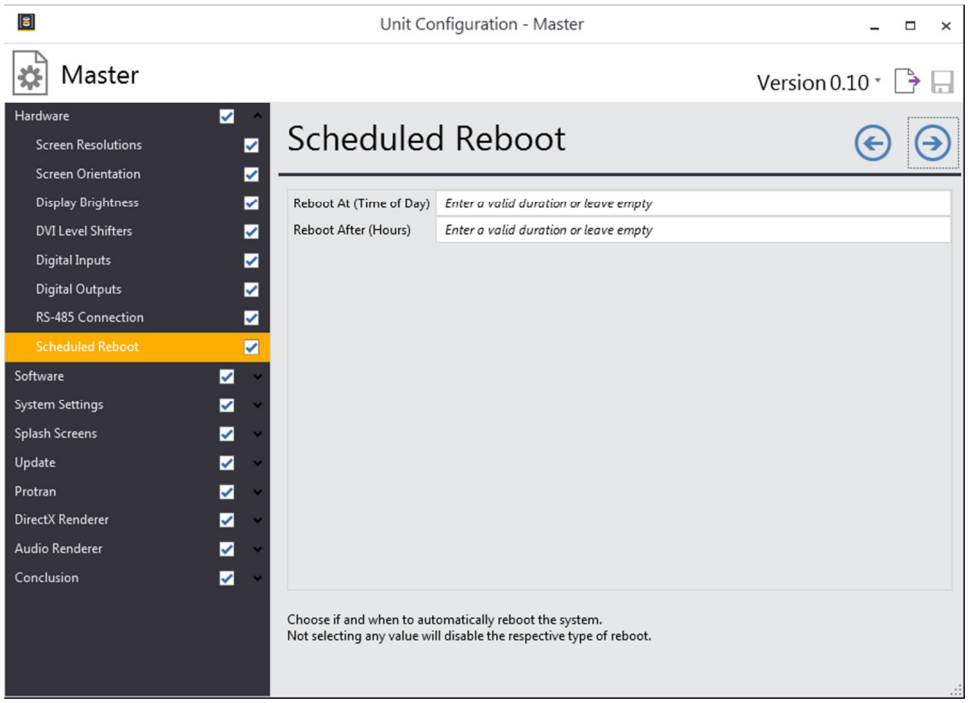

Unit Configuration - Master
Master
Version 0.10
Hardware
Screen Resolutions
Screen Orientation
Display Brightness
DVI Level Shifters
Digital Inputs
Digital Outputs
RS-485 Connection
Scheduled Reboot
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Display Brightness
Brightness Control
Automatic
Display Brightness
255
Minimum
90
Maximum
255
Speed
6
Choose the brightness mode and parameters for the displays.
The speed is between 1 (about one minute) and 10 (instantly).

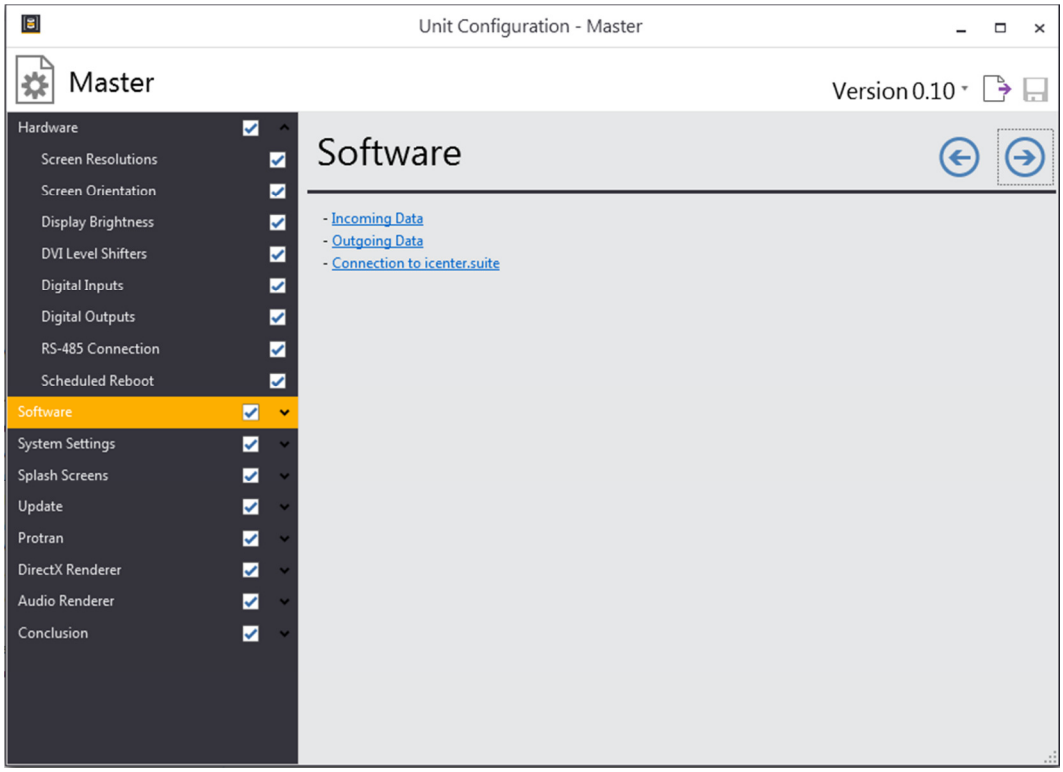

Unit Configuration - Master
Master
Version 0.10
Hardware
Screen Resolutions
Screen Orientation
Display Brightness
DVI Level Shifters
Digital Inputs
Digital Outputs
RS-485 Connection
Scheduled Reboot
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
DVI Level Shifters
Level Shifter of DVI Port 2
Trim
Standard Current
Level
0 dB
Configure the levels and output currents of the DVI ports.

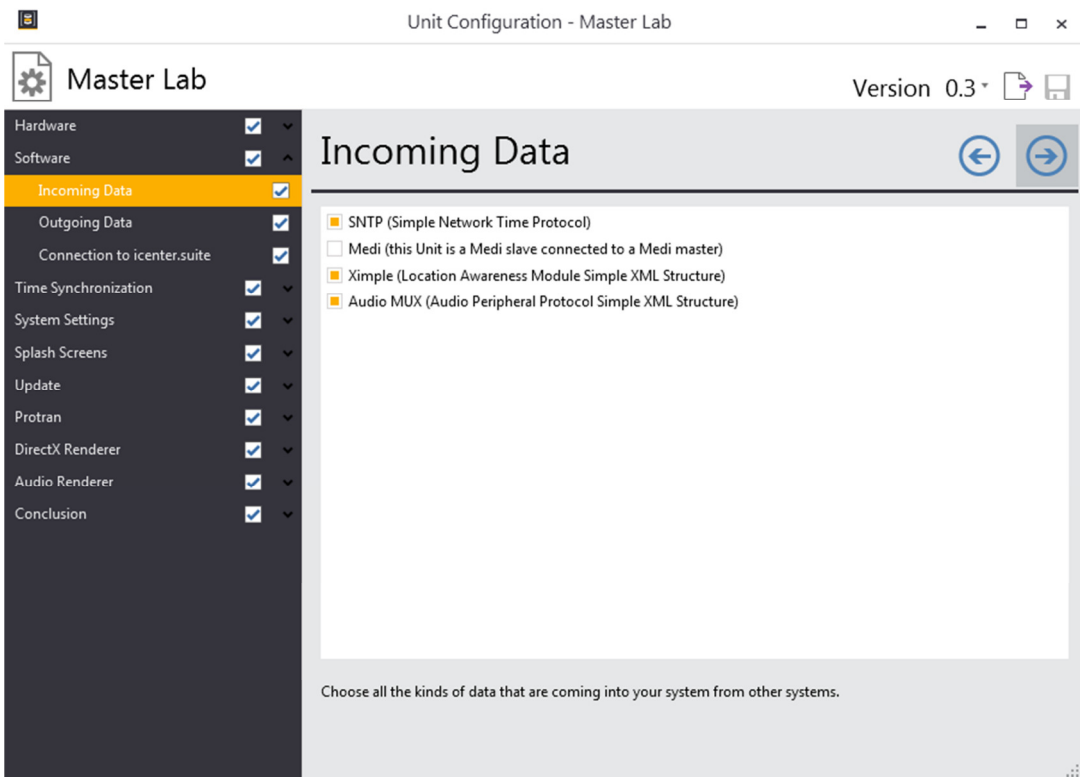

Unit Configuration - Master
Master
Version 0.10
Hardware
Screen Resolutions
Screen Orientation
Display Brightness
DVI Level Shifters
Digital Inputs
Digital Outputs
RS-485 Connection
Scheduled Reboot
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Digital Inputs
IN0 (D-sub 9: pin 1)
Input0
Define the names of all digital inputs in a unit.
These names will be used later wherever you have to select a digital input.

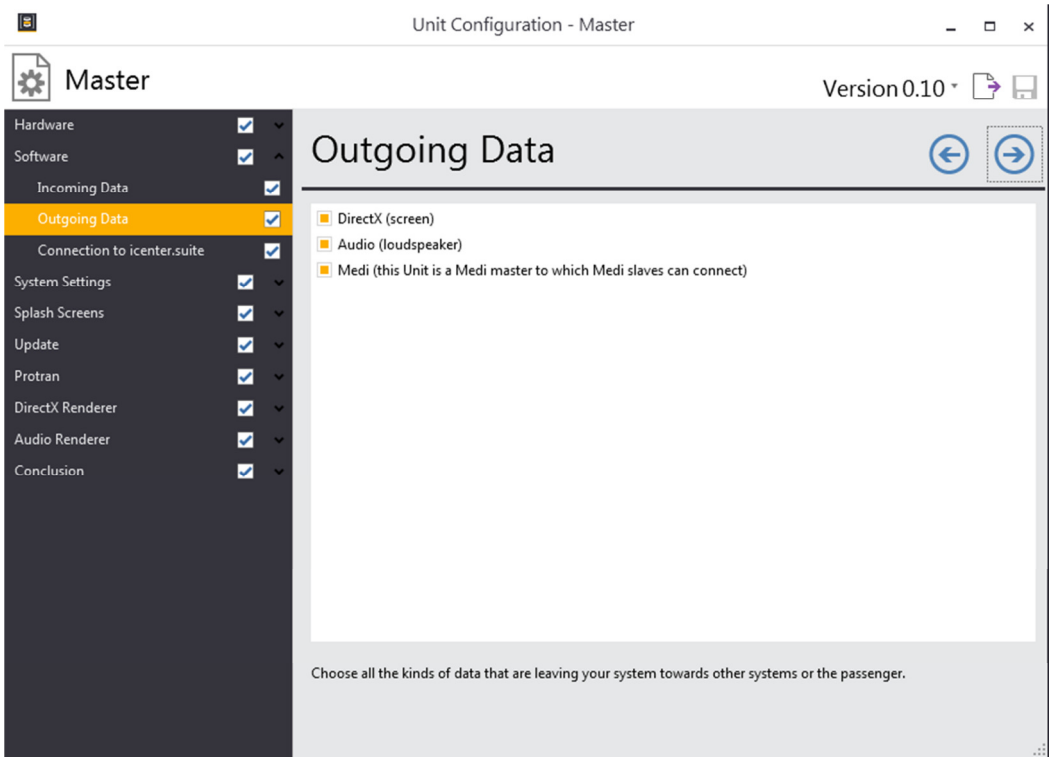

Unit Configuration - Master
Master
Version 0.10
Hardware
Screen Resolutions
Screen Orientation
Display Brightness
DVI Level Shifters
Digital Inputs
Digital Outputs
RS-485 Connection
Scheduled Reboot
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Digital Outputs
Audio Port 1
Interior
Audio Port 2
Exterior
Update LED
LED
Define the names of all digital outputs in a unit.
These names will be used later wherever you have to select a digital output.

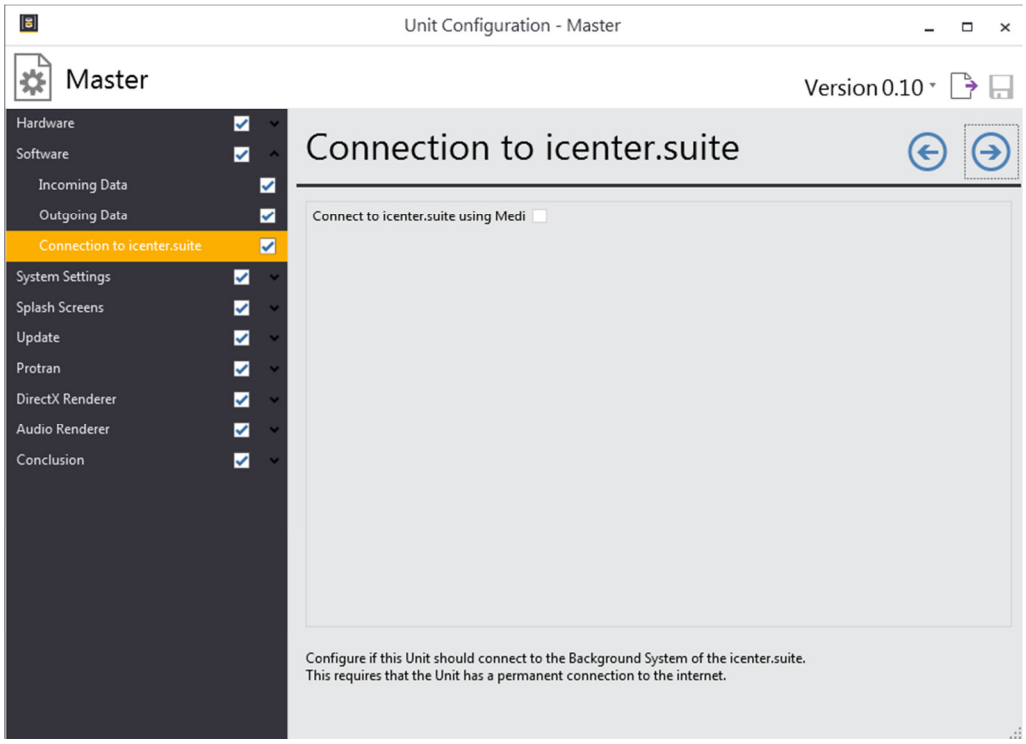

Unit Configuration - Master
Master
Version 0.10
Hardware
Screen Resolutions
Screen Orientation
Display Brightness
DVI Level Shifters
Digital Inputs
Digital Outputs
RS-485 Connection
Scheduled Reboot
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
RS-485 Connection
Connected to
AT91 Controller
Choose whether the RS-485 port is used by the AT91 controller or whether it should be accessible by an application.
If it is not connected to the AT91, it will not be possible to control the attached TFT displays.

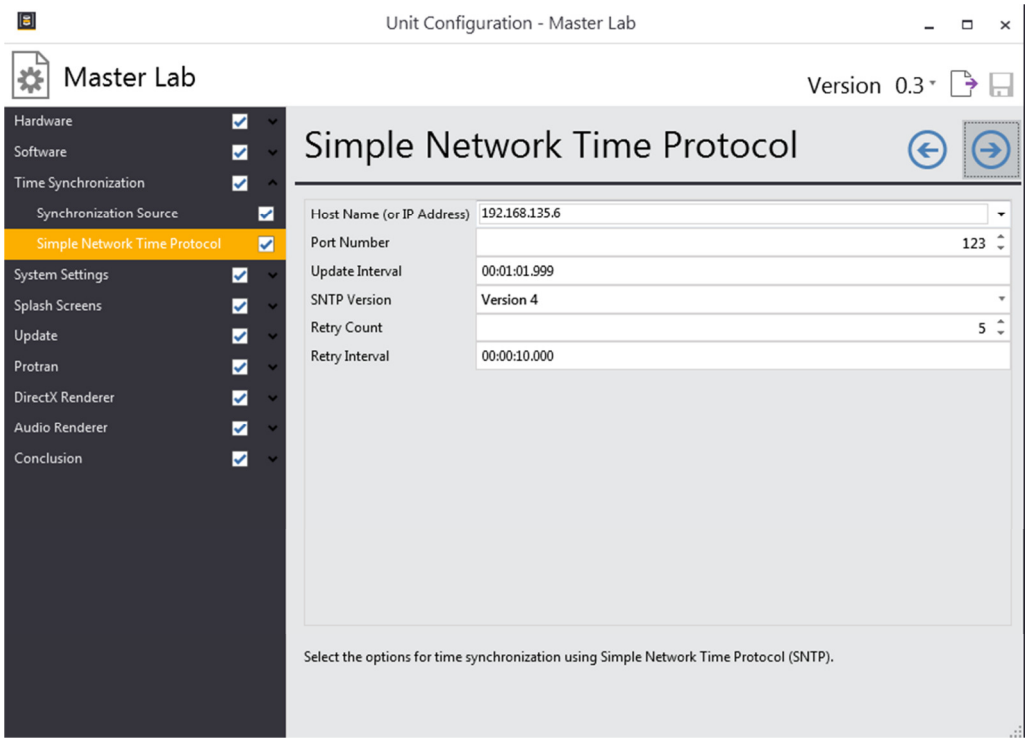

Unit Configuration - Master
Master
Version 0.10
Hardware
Screen Resolutions
Screen Orientation
Display Brightness
DVI Level Shifters
Digital Inputs
Digital Outputs
RS-485 Connection
Scheduled Reboot
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Scheduled Reboot
Reboot At (Time of Day)
Enter a valid duration or leave empty
Reboot After (Hours)
Enter a valid duration or leave empty
Choose if and when to automatically reboot the system.
Not selecting any value will disable the respective type of reboot.

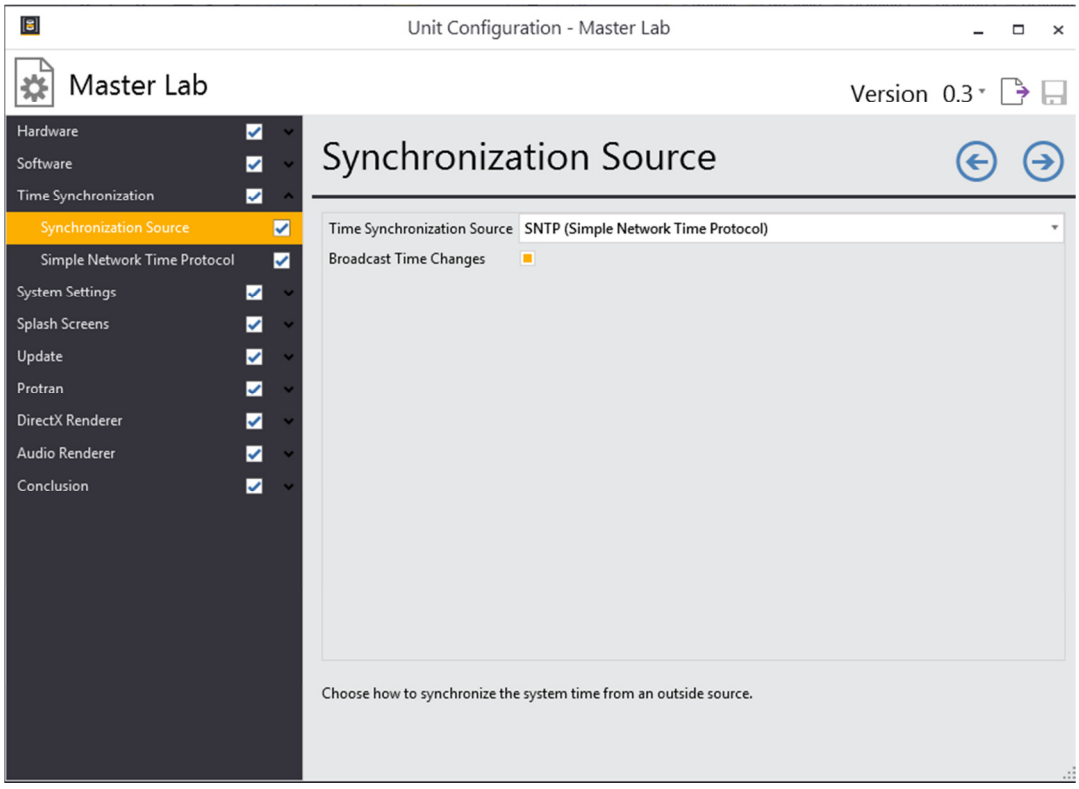

Unit Configuration - Master
Master
Version 0.10
Hardware
Screen Resolutions
Screen Orientation
Display Brightness
DVI Level Shifters
Digital Inputs
Digital Outputs
RS-485 Connection
Scheduled Reboot
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Software
- Incoming Data
- Outgoing Data
- Connection to icenter.suite

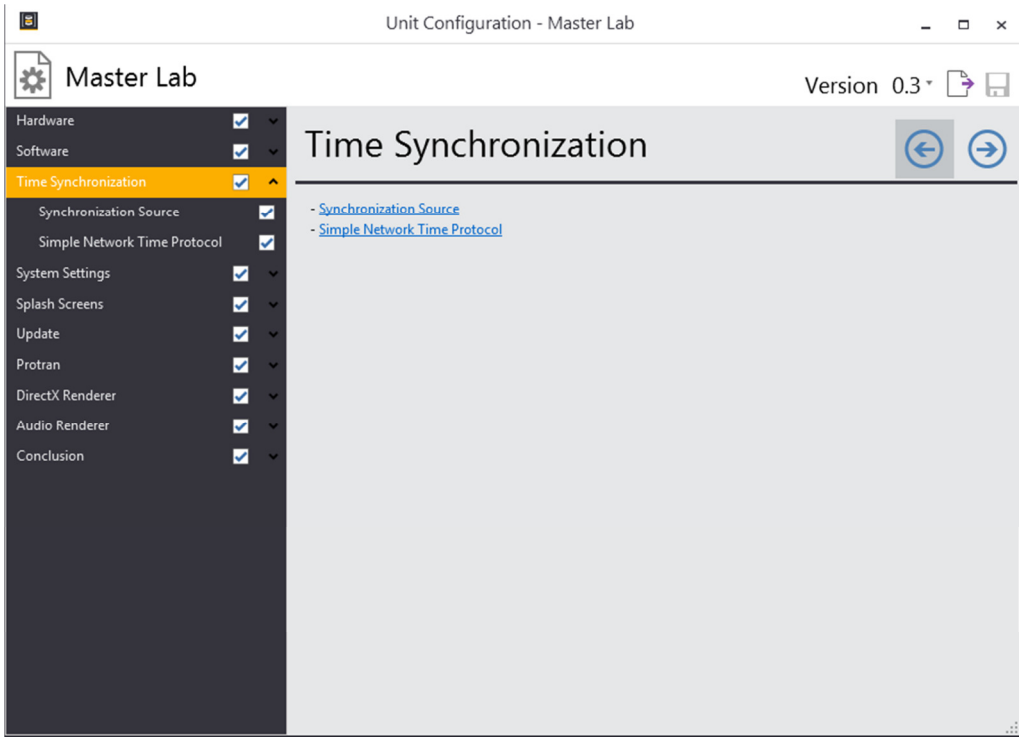

Unit Configuration - Master Lab
Master Lab
Version 0.3
Hardware
Software
Incoming Data
Outgoing Data
Connection to icenter.suite
Time Synchronization
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Incoming Data
SNTP (Simple Network Time Protocol)
Medi (this Unit is a Medi slave connected to a Medi master)
Ximple (Location Awareness Module Simple XML Structure)
Audio MUX (Audio Peripheral Protocol Simple XML Structure)
Choose all the kinds of data that are coming into your system from other systems.

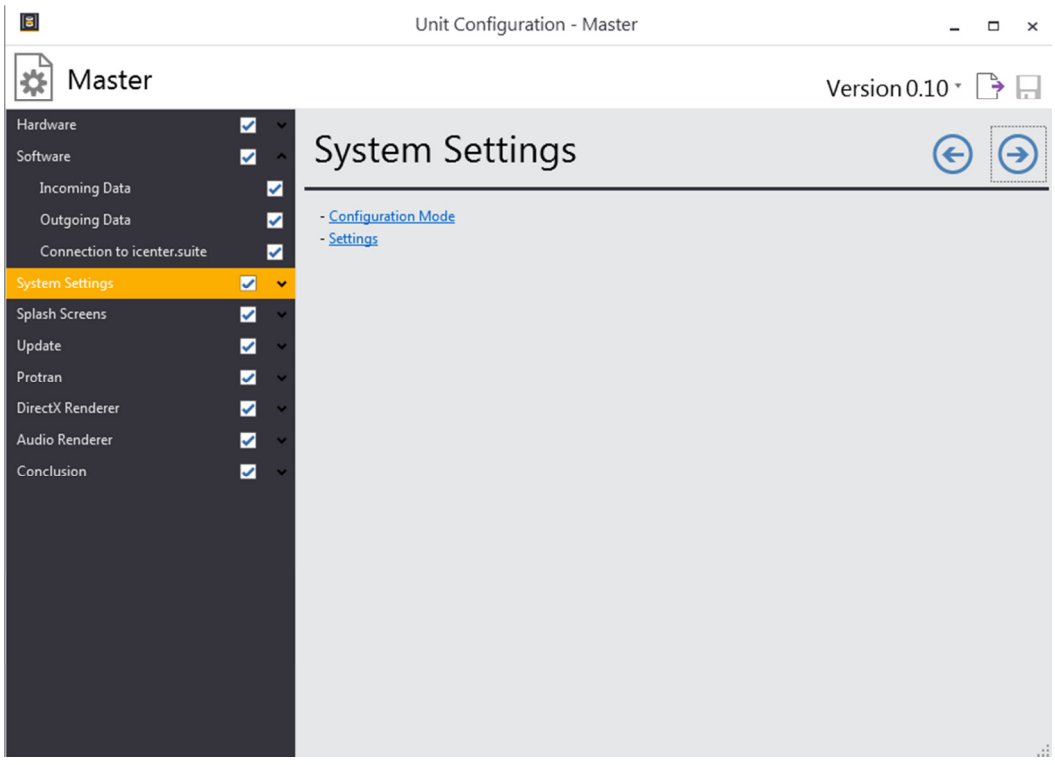

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
Incoming Data
Outgoing Data
Connection to icenter.suite
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Outgoing Data
DirectX (screen)
Audio (loudspeaker)
Medi (this Unit is a Medi master to which Medi slaves can connect)
Choose all the kinds of data that are leaving your system towards other systems or the passenger.

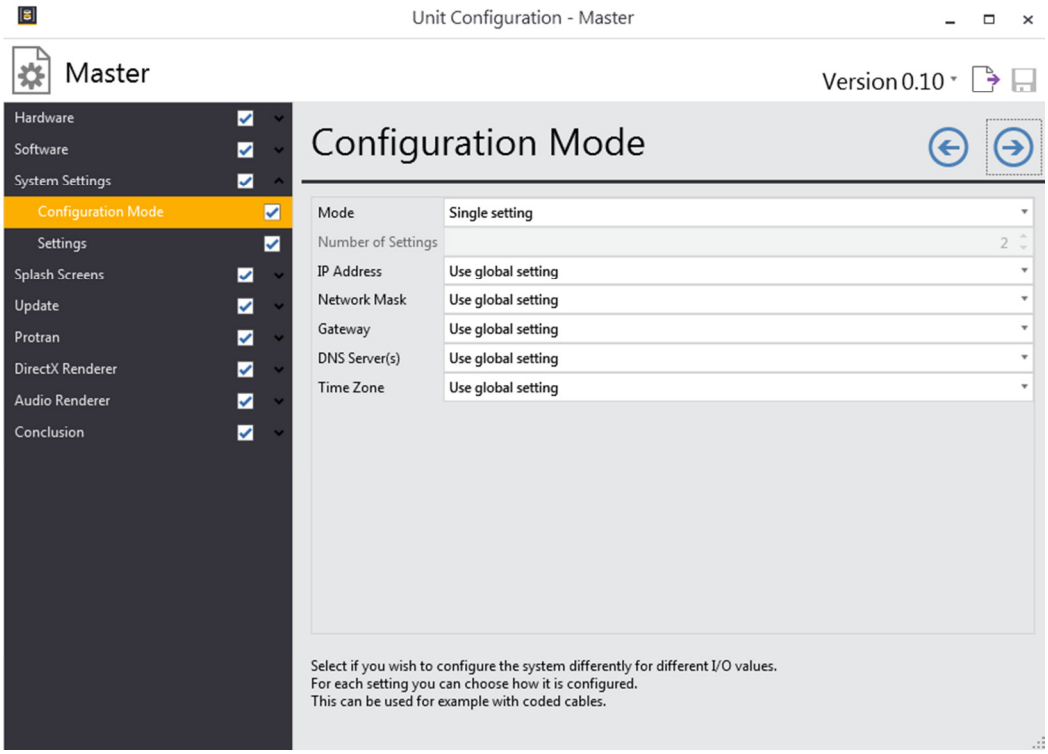

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
Incoming Data
Outgoing Data
Connection to icenter.suite
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Connection to icenter.suite
Connect to icenter.suite using Medi
Configure if this Unit should connect to the Background System of the icenter.suite.
This requires that the Unit has a permanent connection to the internet.

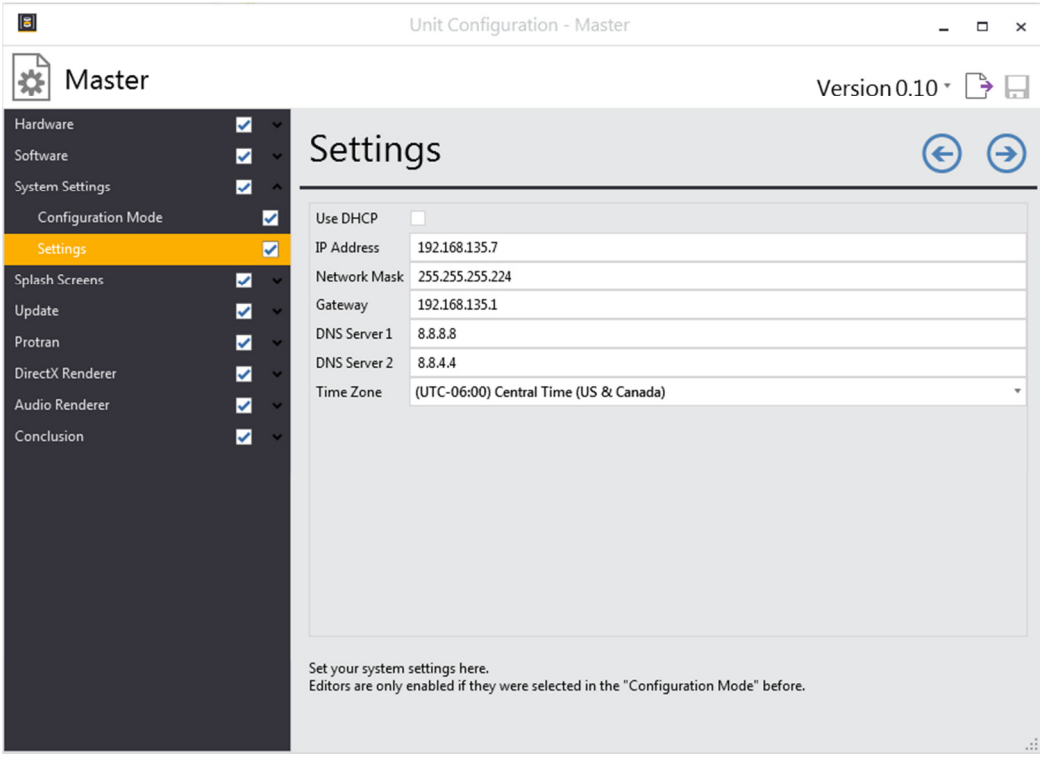

Unit Configuration - Master Lab
Master Lab
Version 0.3
Hardware
Software
Time Synchronization
Synchronization Source
Simple Network Time Protocol
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Simple Network Time Protocol
Host Name (or IP Address) 192.168.135.6
Port Number 123
Update Interval 00:01:01.999
SNTP Version Version 4
Retry Count 5
Retry Interval 00:00:10.000
Select the options for time synchronization using Simple Network Time Protocol (SNTP).

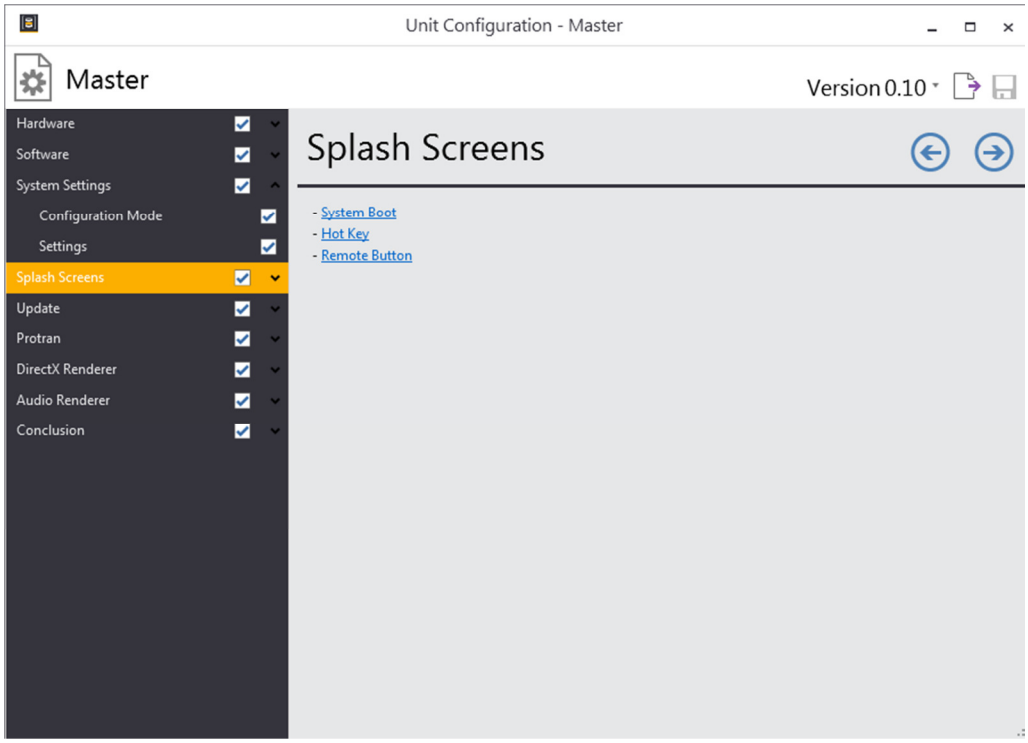

Unit Configuration - Master Lab
Master Lab
Version 0.3
Hardware
Software
Time Synchronization
Synchronization Source
Simple Network Time Protocol
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Synchronization Source
Time Synchronization Source SNTP (Simple Network Time Protocol)
Broadcast Time Changes
Choose how to synchronize the system time from an outside source.

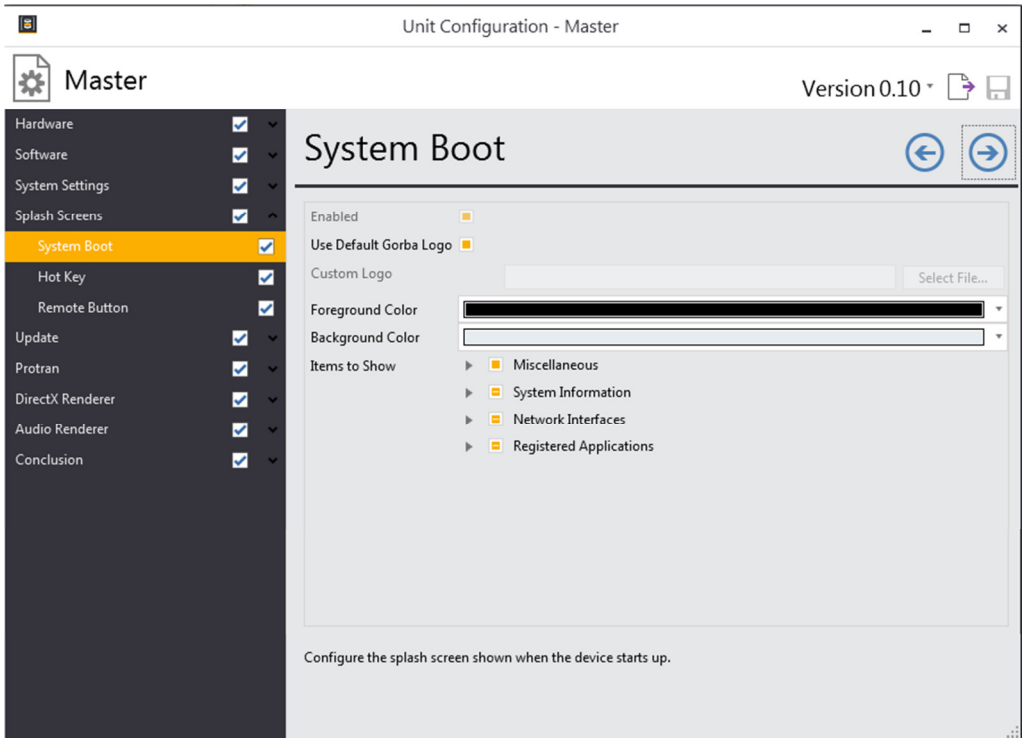

Unit Configuration - Master Lab
Master Lab
Version 0.3
Hardware
Software
Time Synchronization
Synchronization Source
Simple Network Time Protocol
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Time Synchronization
- Synchronization Source
- Simple Network Time Protocol

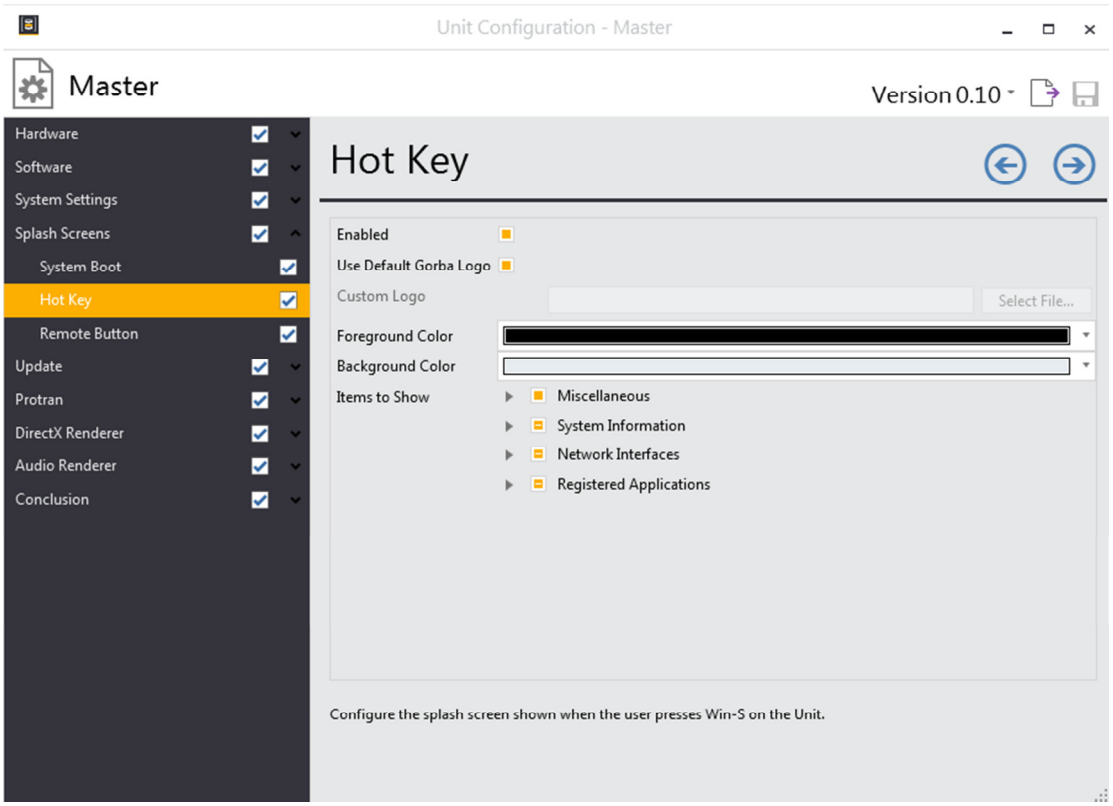

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
Incoming Data
Outgoing Data
Connection to icenter.suite
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
System Settings
- Configuration Mode
- Settings

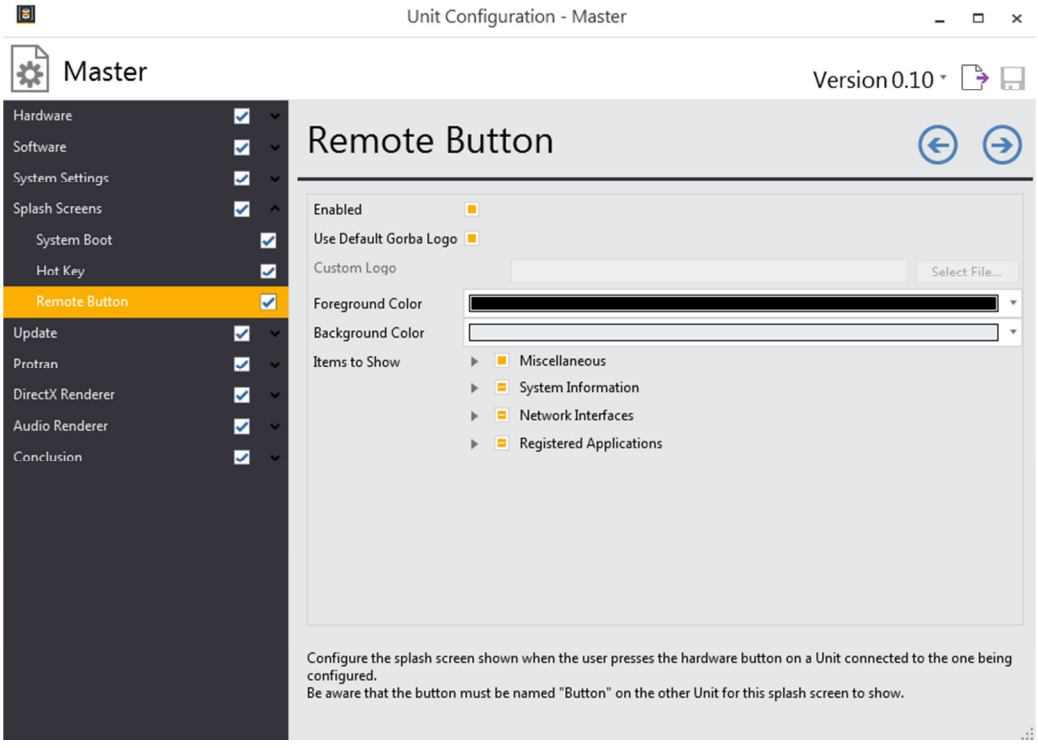

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Configuration Mode
Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Configuration Mode
Mode
Single setting
Number of Settings
2
IP Address
Use global setting
Network Mask
Use global setting
Gateway
Use global setting
DNS Server(s)
Use global setting
Time Zone
Use global setting
Select if you wish to configure the system differently for different I/O values.
For each setting you can choose how it is configured.
This can be used for example with coded cables.

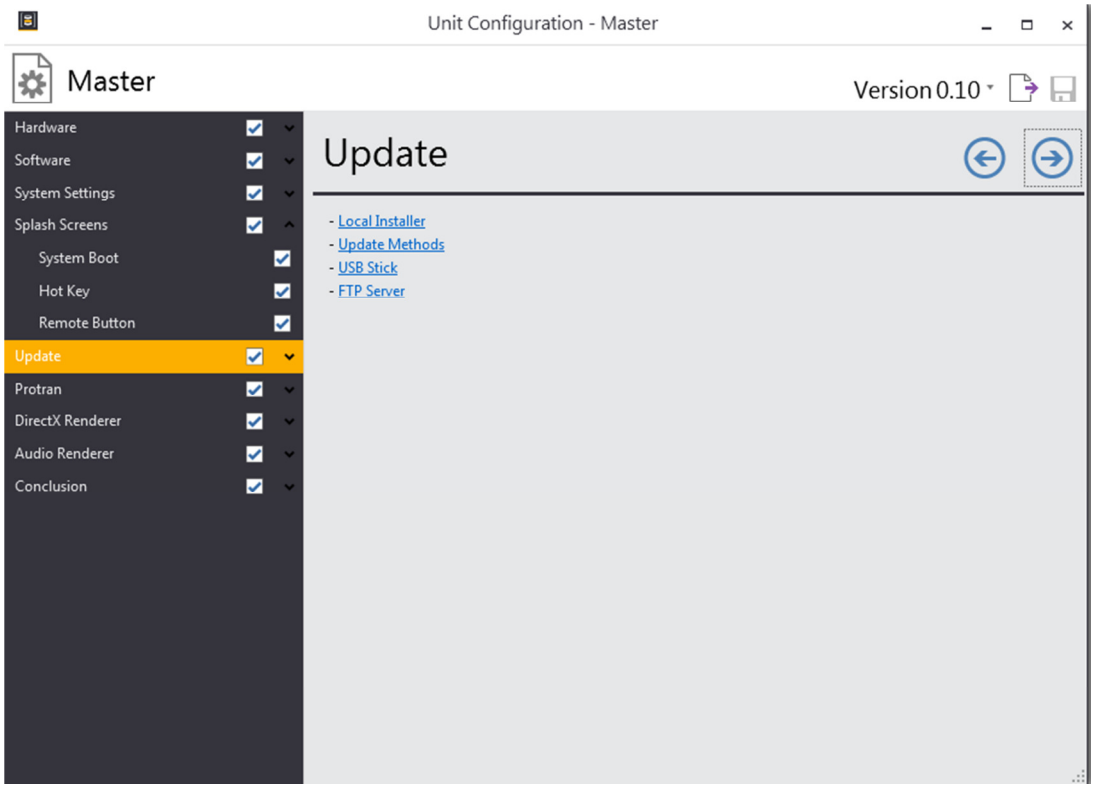

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Configuration Mode
Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Settings
Use DHCP
IP Address
192.168.135.7
Network Mask
255.255.255.224
Gateway
192.168.135.1
DNS Server 1
8.8.8.8
DNS Server 2
8.8.4.4
Time Zone
(UTC-06:00) Central Time (US & Canada)
Set your system settings here.
Editors are only enabled if they were selected in the "Configuration Mode" before.

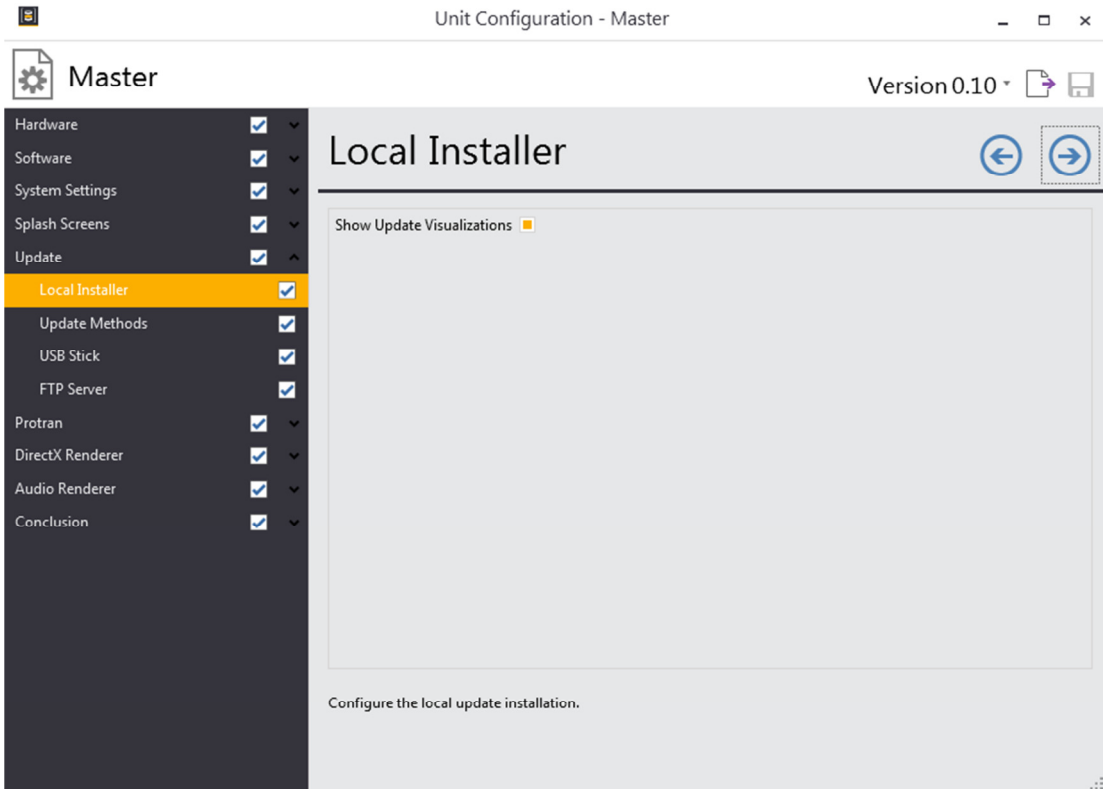

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Configuration Mode
Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Splash Screens
- System Boot
- Hot Key
- Remote Button

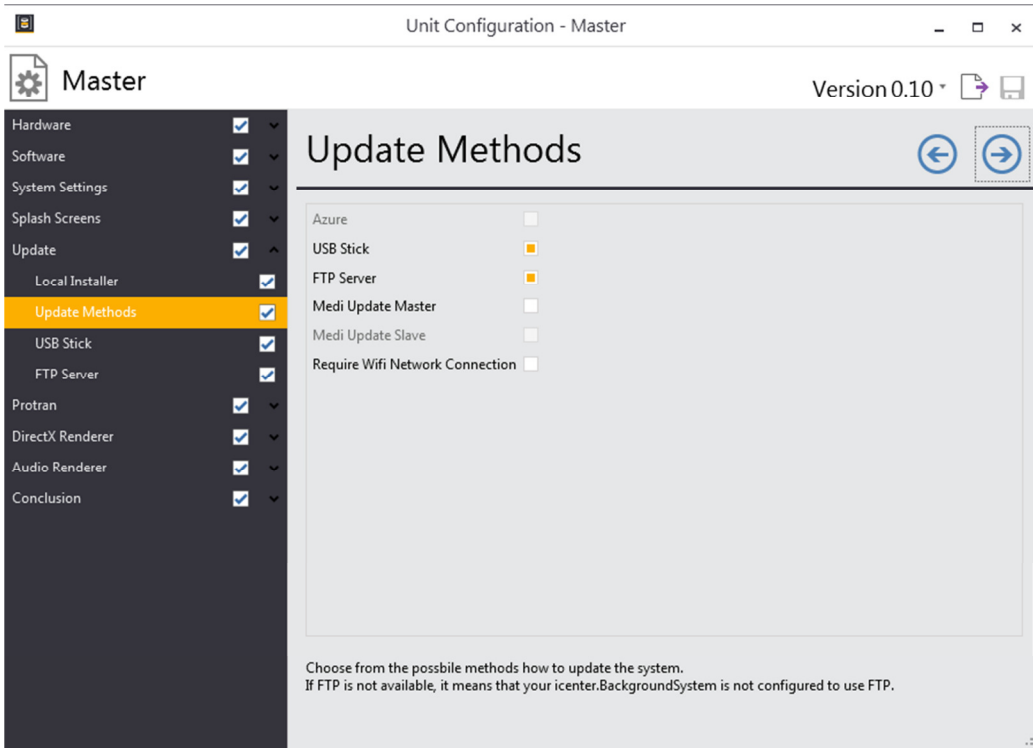

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
System Boot
Hot Key
Remote Button
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
System Boot
Enabled
Use Default Gorba Logo
Custom Logo
Select File...
Foreground Color
Background Color
Items to Show
Miscellaneous
System Information
Network Interfaces
Registered Applications
Configure the splash screen shown when the device starts up.

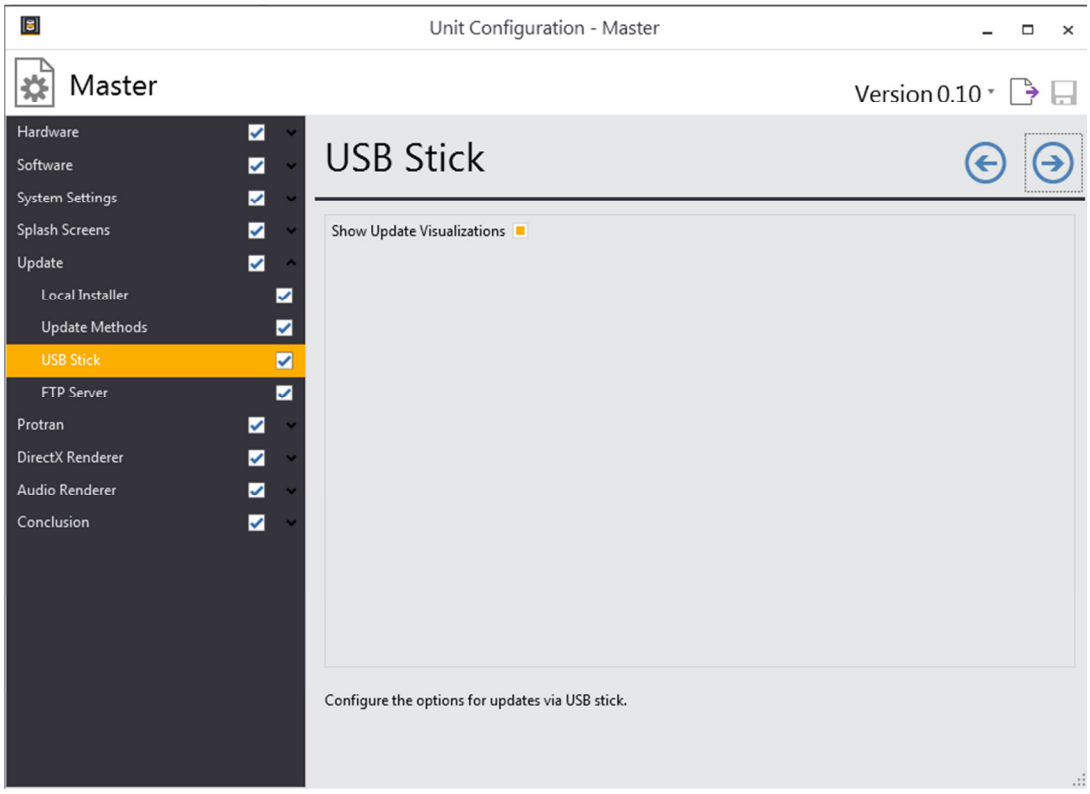

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
System Boot
Hot Key
Remote Button
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Hot Key
Enabled
Use Default Gorba Logo
Custom Logo
Select File...
Foreground Color
Background Color
Items to Show
Miscellaneous
System Information
Network Interfaces
Registered Applications
Configure the splash screen shown when the user presses Win-S on the Unit.

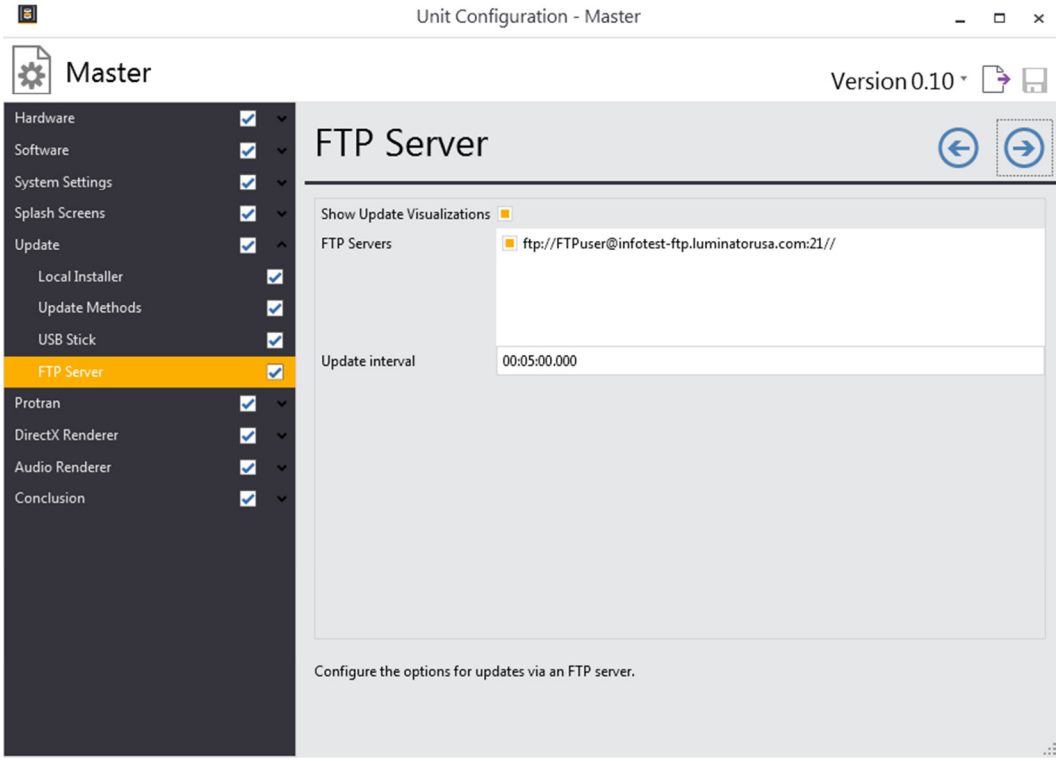

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
System Boot
Hot Key
Remote Button
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Remote Button
Enabled
Use Default Gorba Logo
Custom Logo
Select File...
Foreground Color
Background Color
Items to Show
Miscellaneous
System Information
Network Interfaces
Registered Applications
Configure the splash screen shown when the user presses the hardware button on a Unit connected to the one being configured.
Be aware that the button must be named "Button" on the other Unit for this splash screen to show.

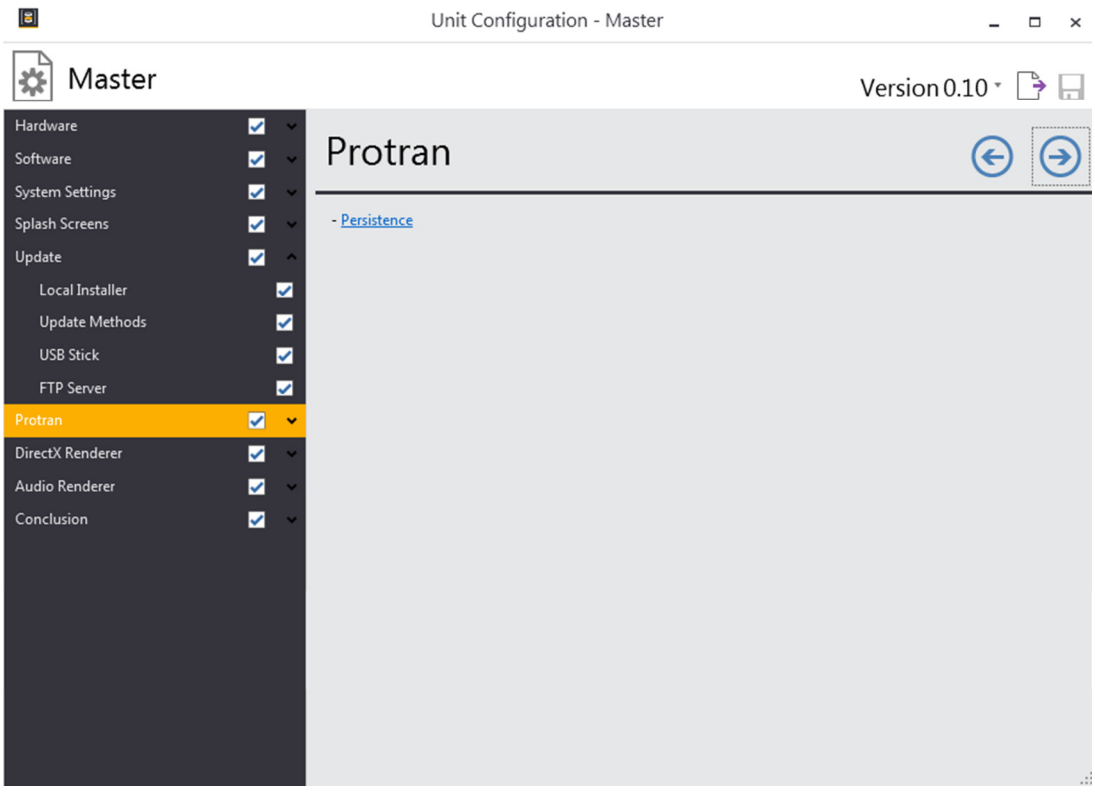

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
System Boot
Hot Key
Remote Button
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Update
- Local Installer
- Update Methods
- USB Stick
- FTP Server

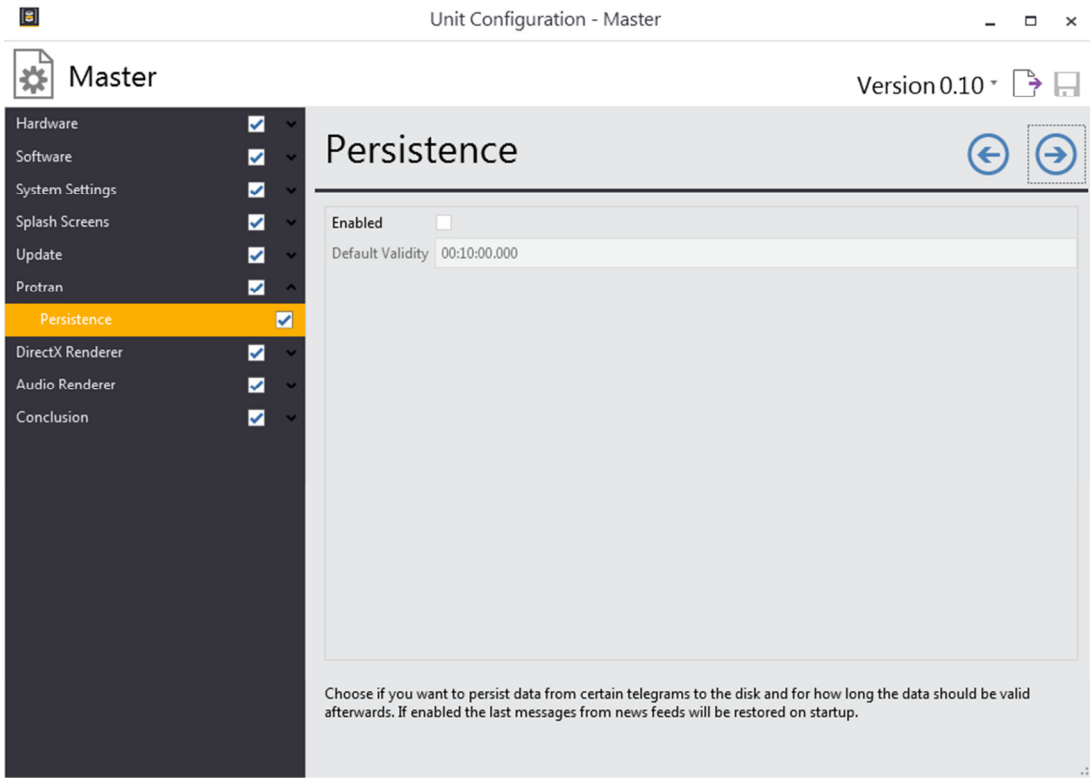

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Local Installer
Update Methods
USB Stick
FTP Server
Protran
DirectX Renderer
Audio Renderer
Conclusion
Local Installer
Show Update Visualizations
Configure the local update installation.

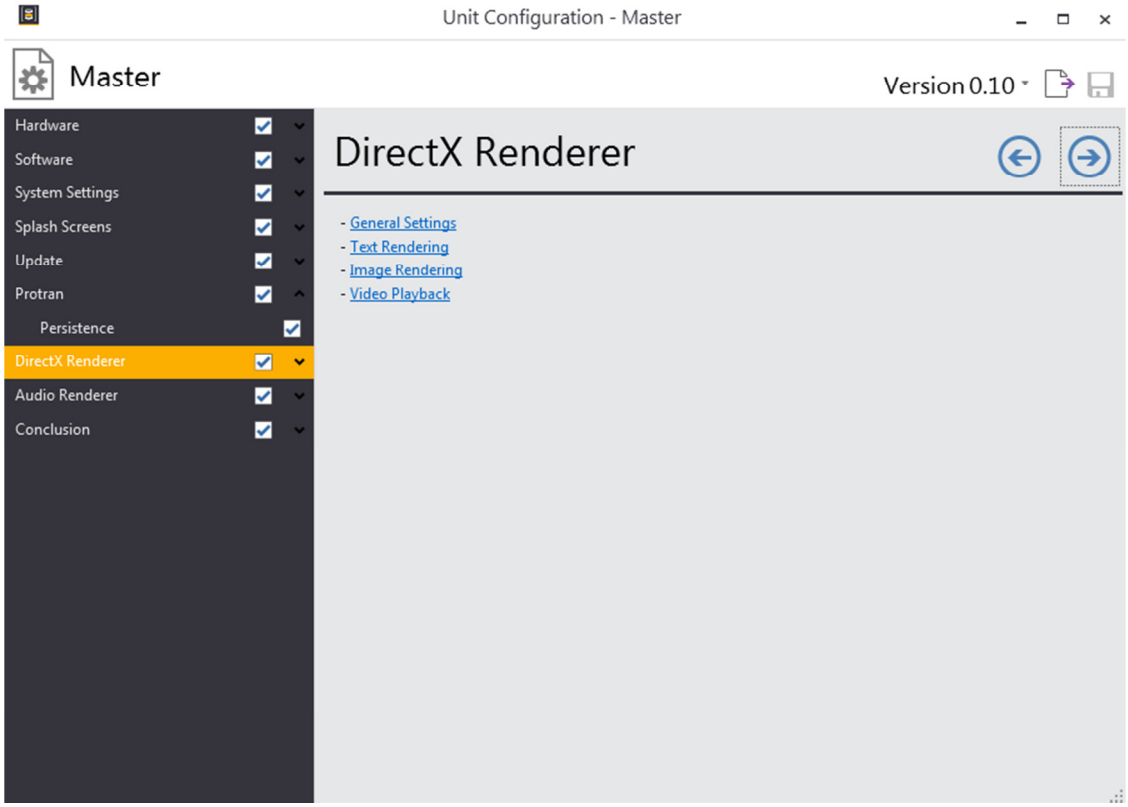

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Local Installer
Update Methods
USB Stick
FTP Server
Protran
DirectX Renderer
Audio Renderer
Conclusion
Update Methods
Azure
USB Stick
FTP Server
Medi Update Master
Medi Update Slave
Require Wifi Network Connection
Choose from the possbile methods how to update the system.
If FTP is not available, it means that your icenter.BackgroundSystem is not configured to use FTP.

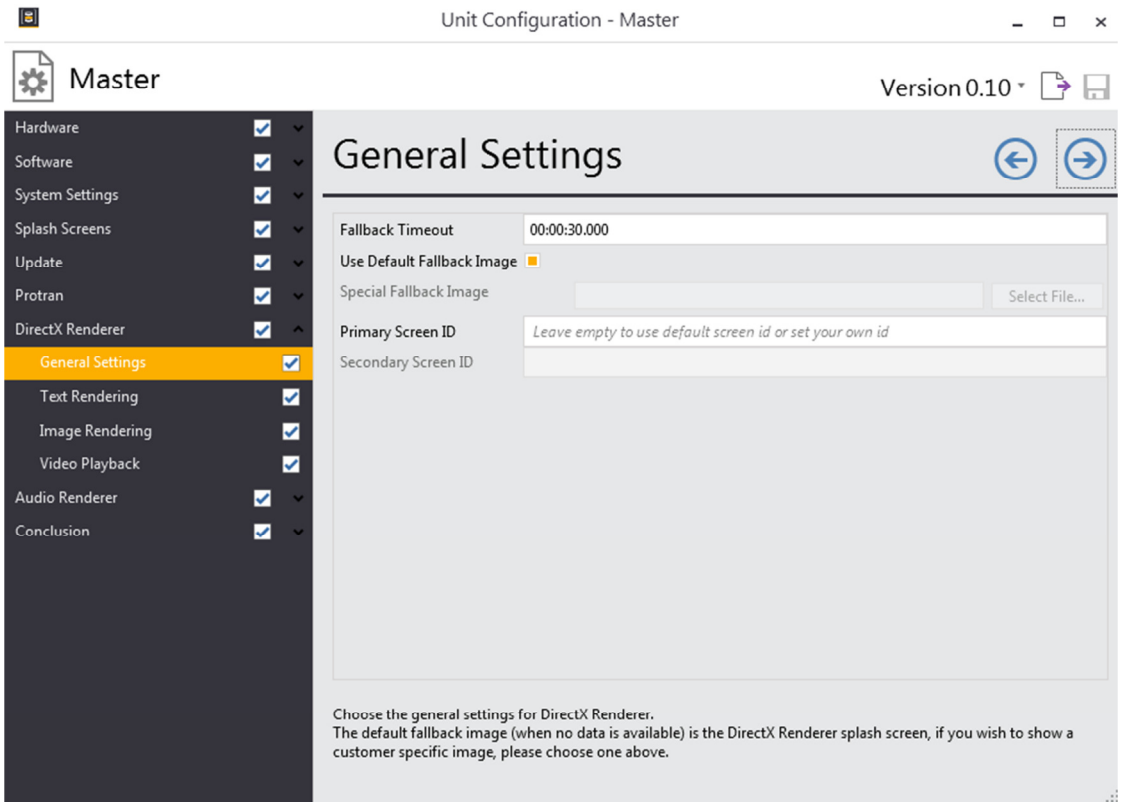

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Local Installer
Update Methods
USB Stick
FTP Server
Protran
DirectX Renderer
Audio Renderer
Conclusion
USB Stick
Show Update Visualizations
Configure the options for updates via USB stick.

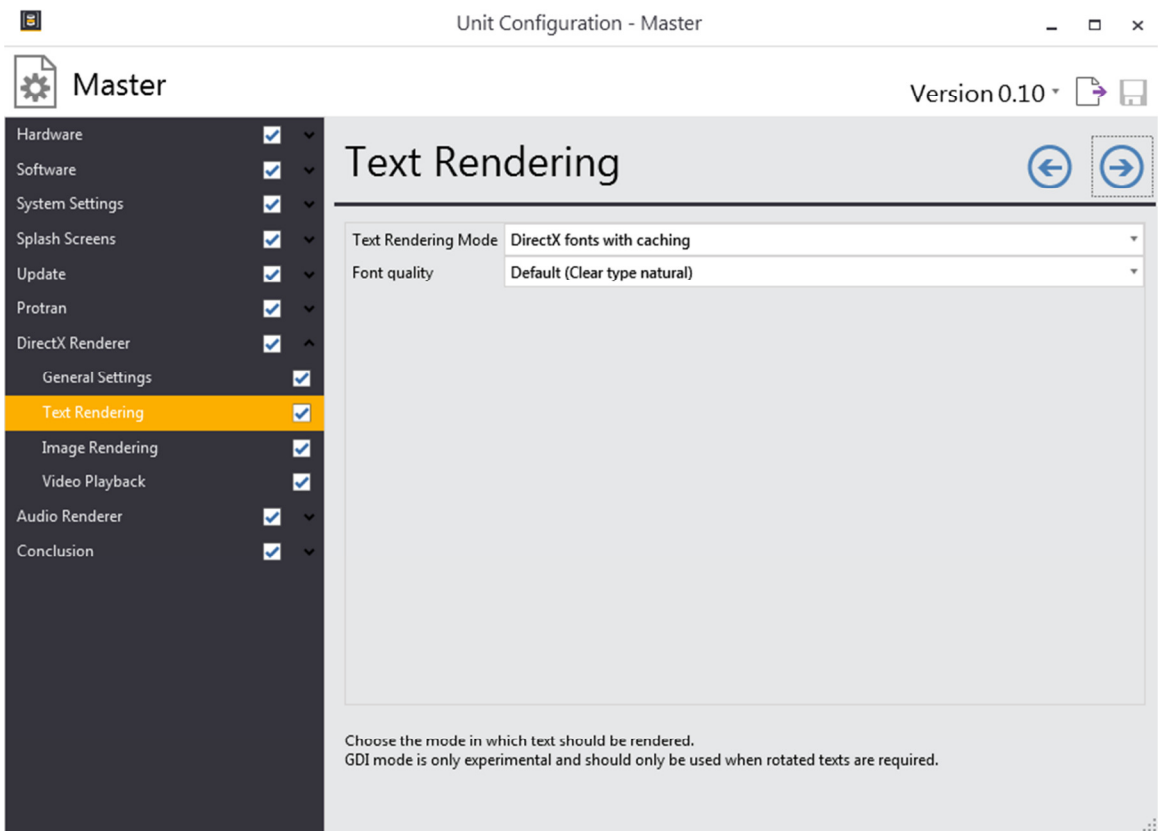

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Local Installer
Update Methods
USB Stick
FTP Server
Protran
DirectX Renderer
Audio Renderer
Conclusion
FTP Server
Show Update Visualizations
FTP Servers
ftp://FTPuser@infotest-ftp.luminatorusa.com:21//
Update interval
00:05:00.000
Configure the options for updates via an FTP server.

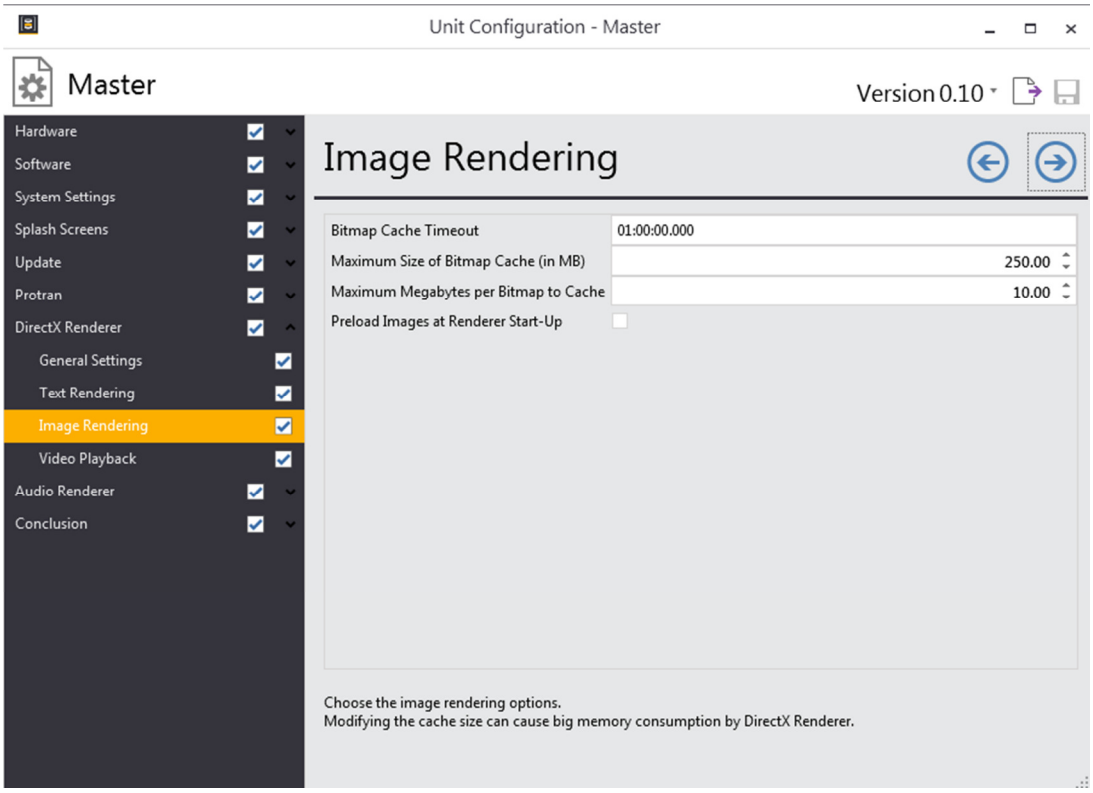

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Local Installer
Update Methods
USB Stick
FTP Server
Protran
DirectX Renderer
Audio Renderer
Conclusion
Protran
- Persistence

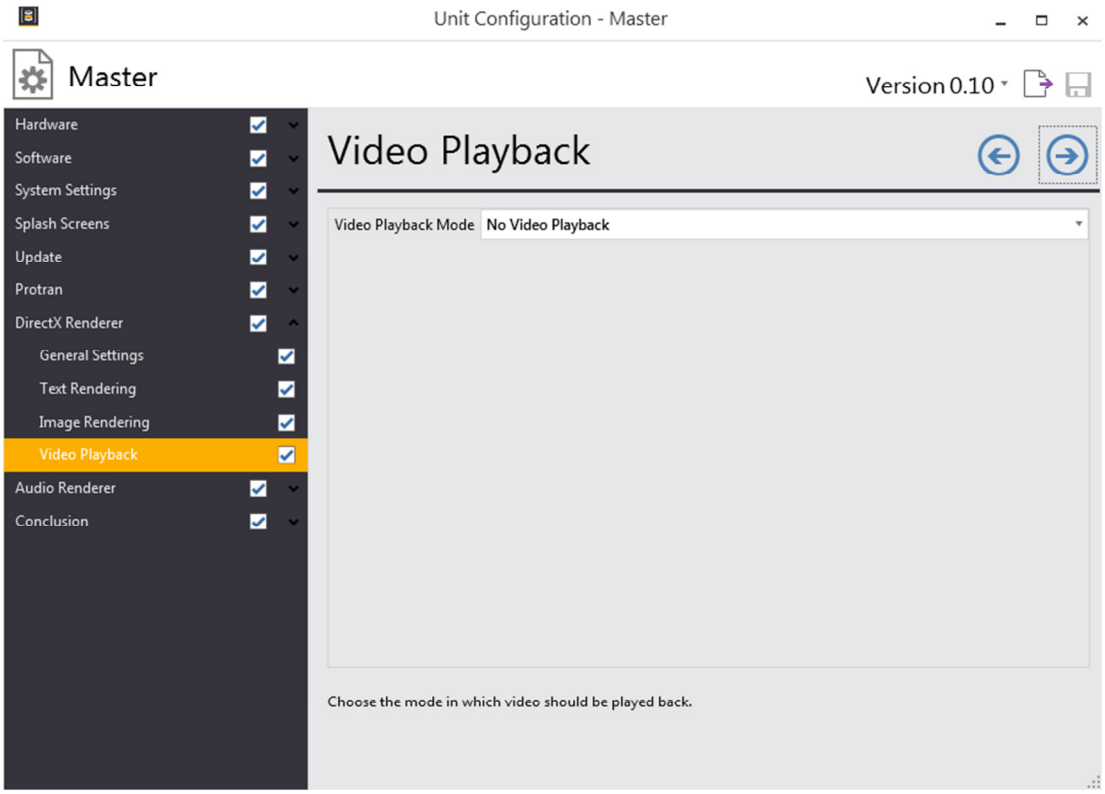

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Protran
Persistence
DirectX Renderer
Audio Renderer
Conclusion
Persistence
Enabled
Default Validity
00:10:00.000
Choose if you want to persist data from certain telegrams to the disk and for how long the data should be valid afterwards. If enabled the last messages from news feeds will be restored on startup.

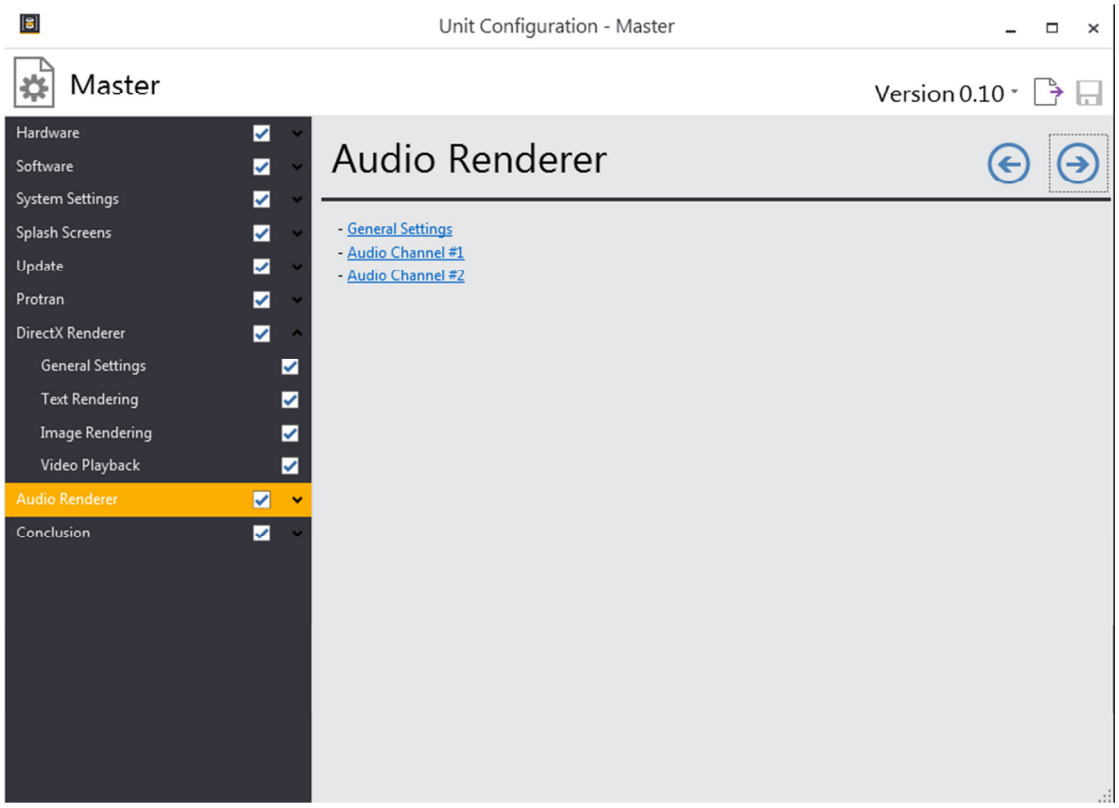

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Protran
Persistence
DirectX Renderer
Audio Renderer
Conclusion
DirectX Renderer
- General Settings
- Text Rendering
- Image Rendering
- Video Playback

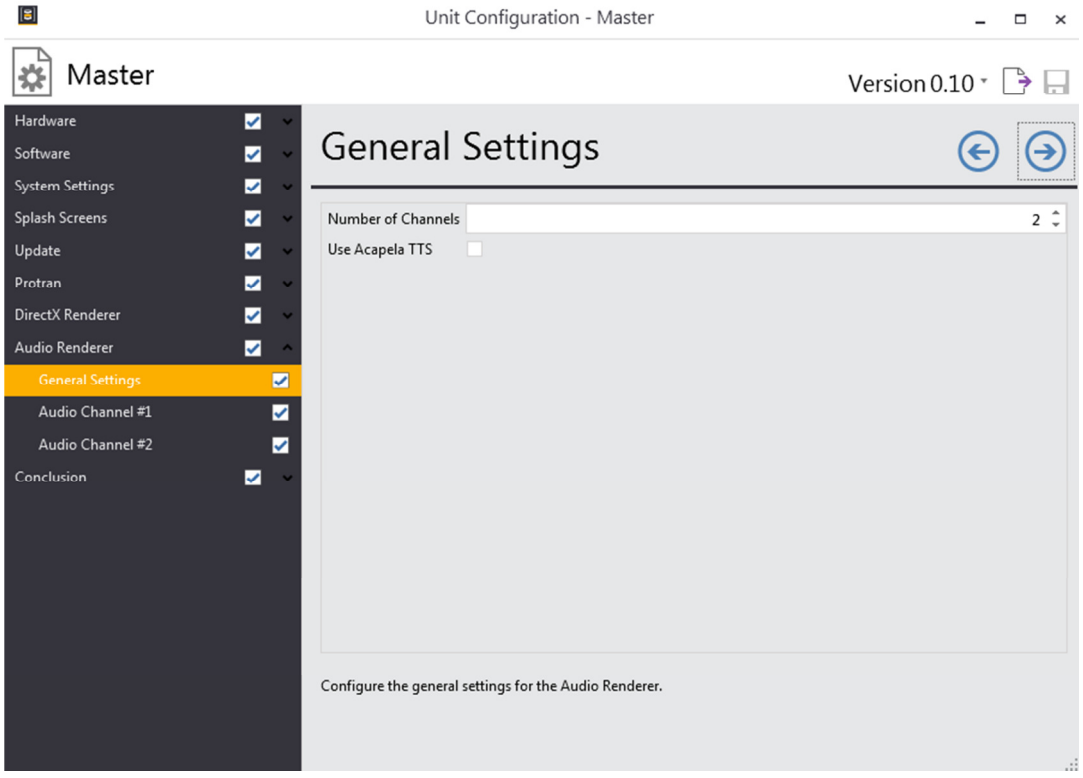

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
General Settings
Text Rendering
Image Rendering
Video Playback
Audio Renderer
Conclusion
General Settings
Fallback Timeout
00:00:30.000
Use Default Fallback Image
Special Fallback Image
Select File...
Primary Screen ID
Leave empty to use default screen id or set your own id
Secondary Screen ID
Choose the general settings for DirectX Renderer.
The default fallback image (when no data is available) is the DirectX Renderer splash screen, if you wish to show a customer specific image, please choose one above.

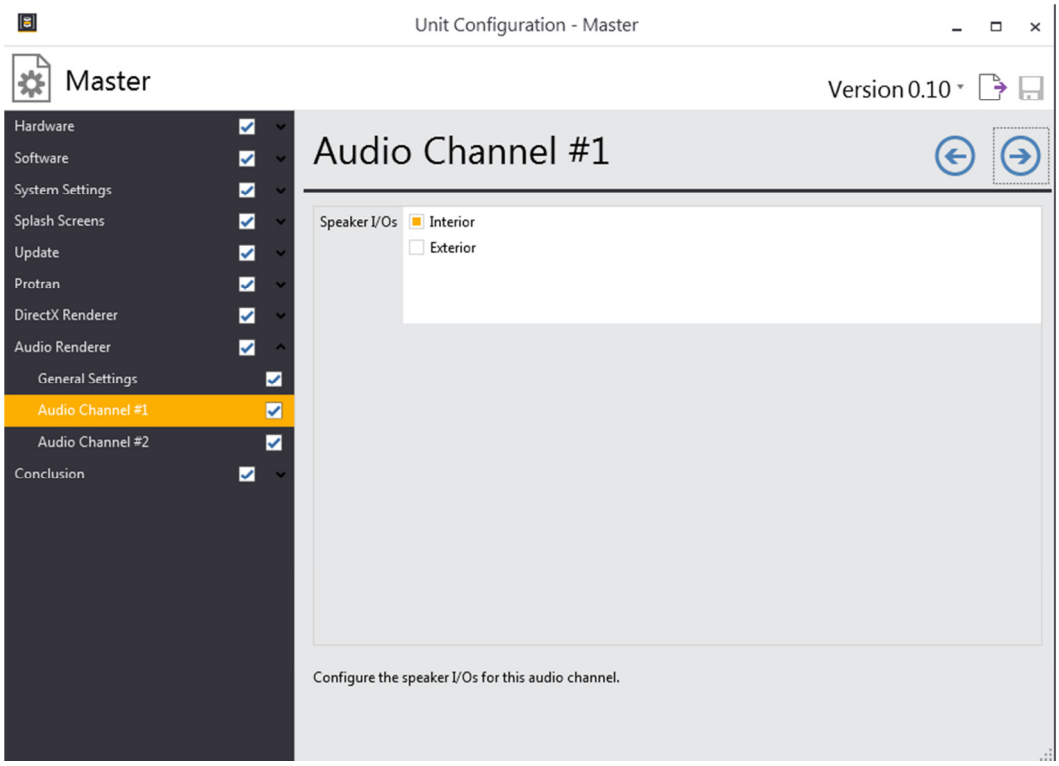

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
General Settings
Text Rendering
Image Rendering
Video Playback
Audio Renderer
Conclusion
Text Rendering
Text Rendering Mode
DirectX fonts with caching
Font quality
Default (Clear type natural)
Choose the mode in which text should be rendered.
GDI mode is only experimental and should only be used when rotated texts are required.

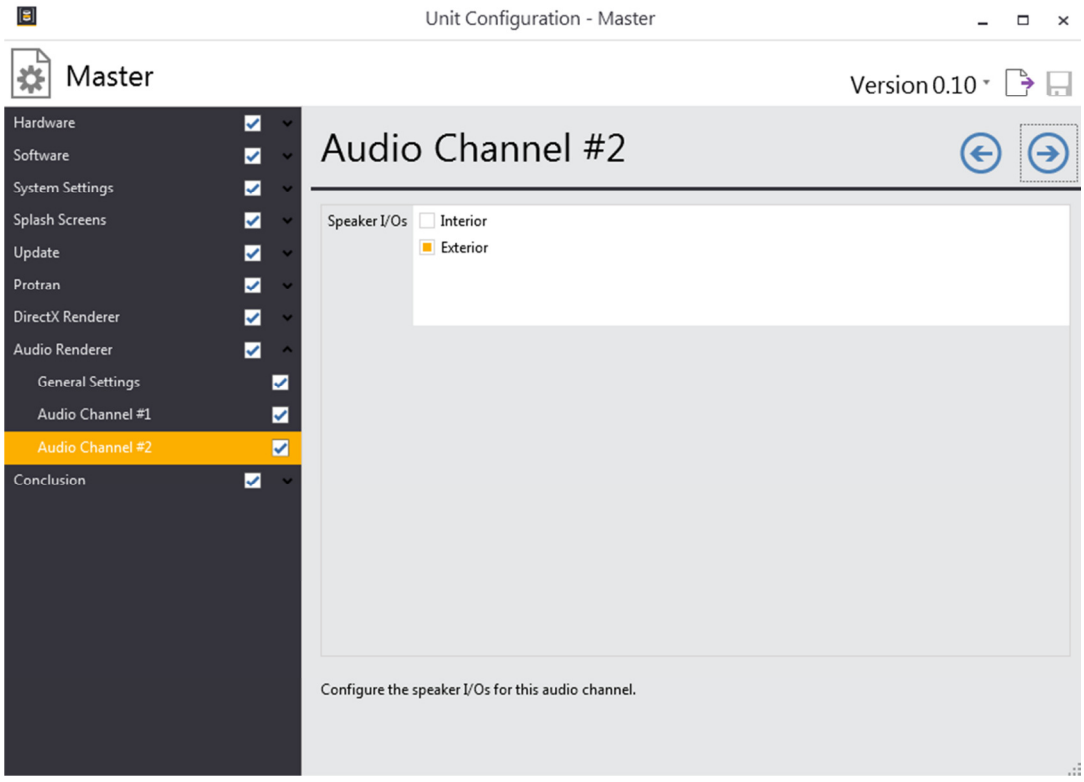

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
General Settings
Text Rendering
Image Rendering
Video Playback
Audio Renderer
Conclusion
Image Rendering
Bitmap Cache Timeout
01:00:00.000
Maximum Size of Bitmap Cache (in MB)
250.00
Maximum Megabytes per Bitmap to Cache
10.00
Preload Images at Renderer Start-Up
Choose the image rendering options.
Modifying the cache size can cause big memory consumption by DirectX Renderer.

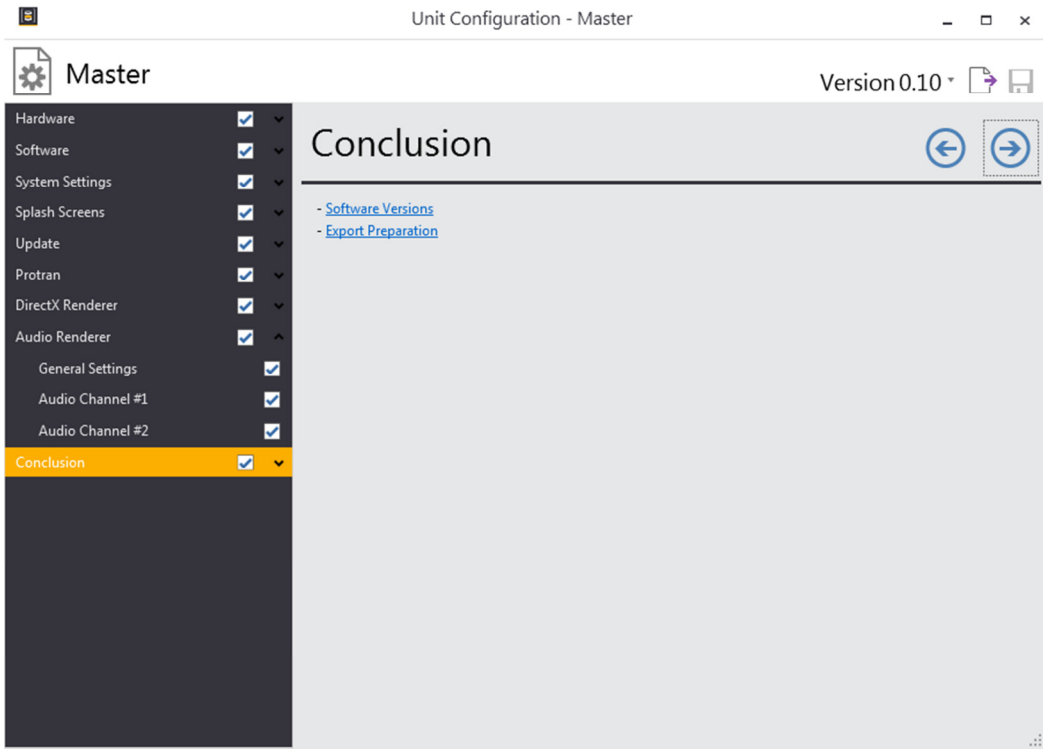

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
General Settings
Text Rendering
Image Rendering
Video Playback
Audio Renderer
Conclusion
Video Playback
Video Playback Mode
No Video Playback
Choose the mode in which video should be played back.

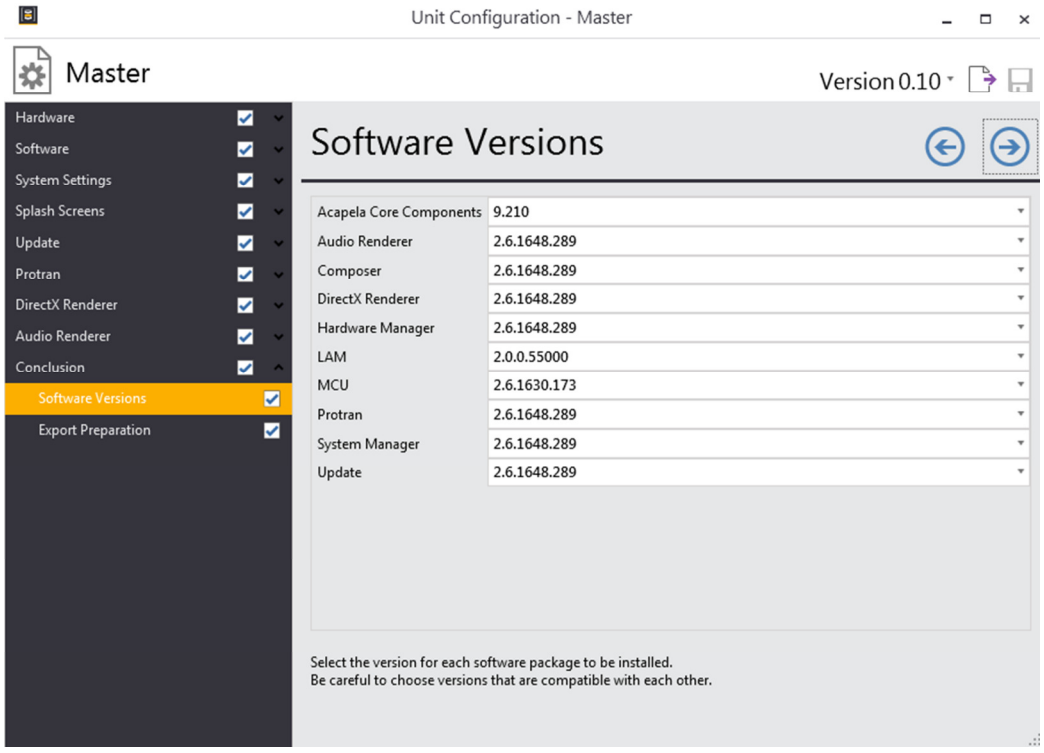

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
General Settings
Text Rendering
Image Rendering
Video Playback
Audio Renderer
Conclusion
Audio Renderer
- General Settings
- Audio Channel #1
- Audio Channel #2

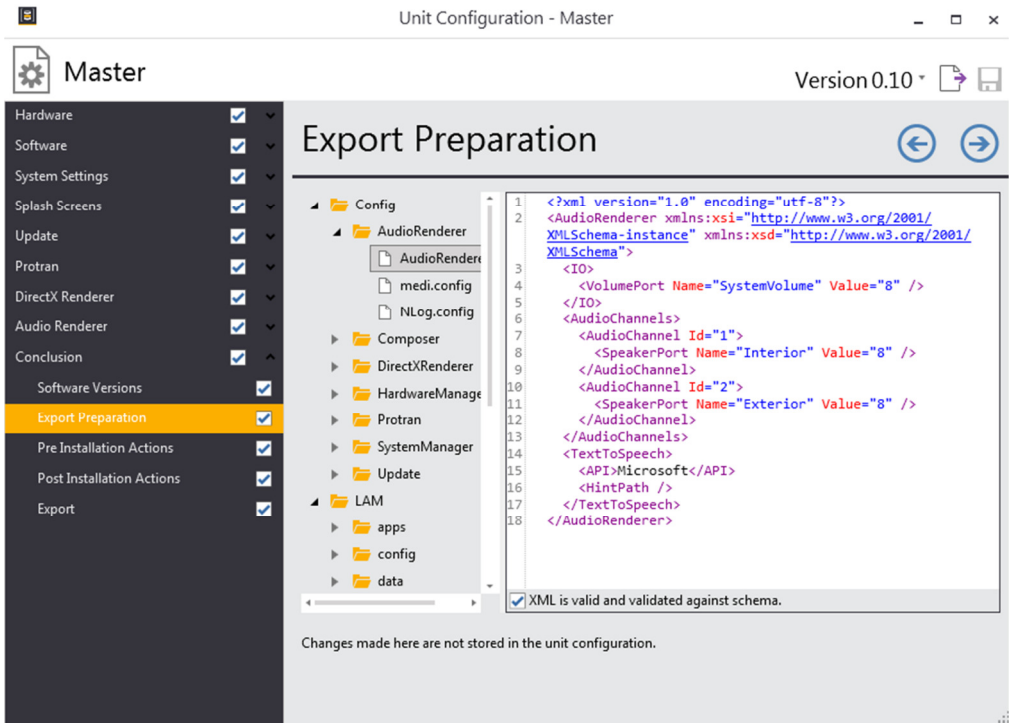

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
General Settings
Audio Channel #1
Audio Channel #2
Conclusion
General Settings
Number of Channels
2
Use Acapela TTS
Configure the general settings for the Audio Renderer.

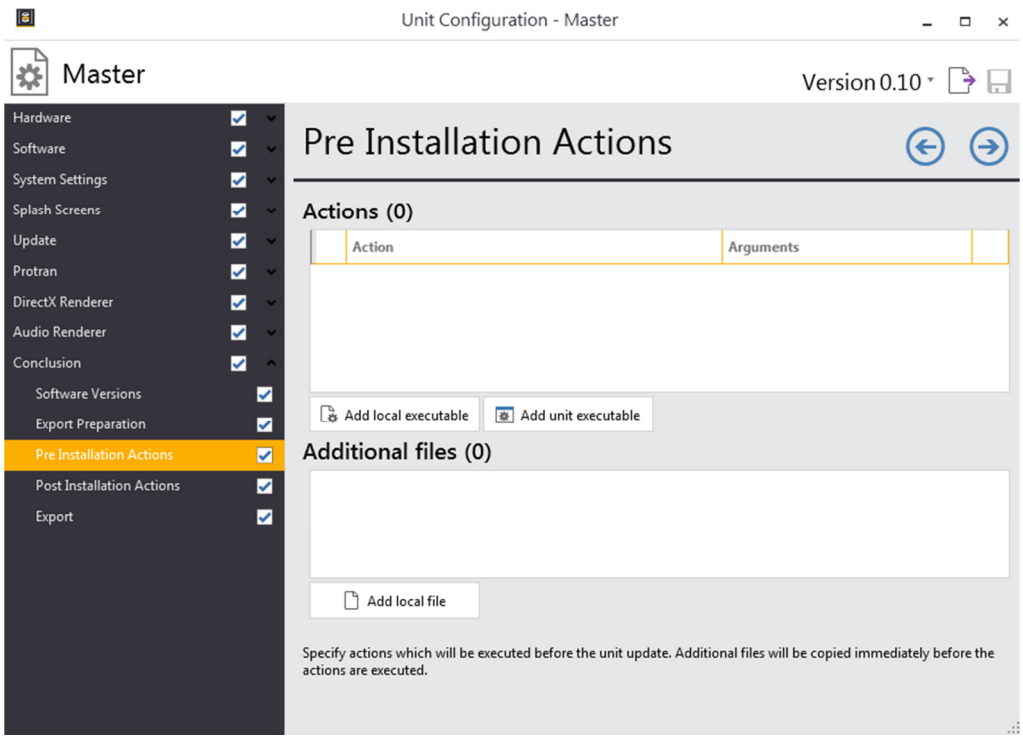

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
General Settings
Audio Channel #1
Audio Channel #2
Conclusion
Audio Channel #1
Speaker I/Os
Interior
Exterior
Configure the speaker I/Os for this audio channel.

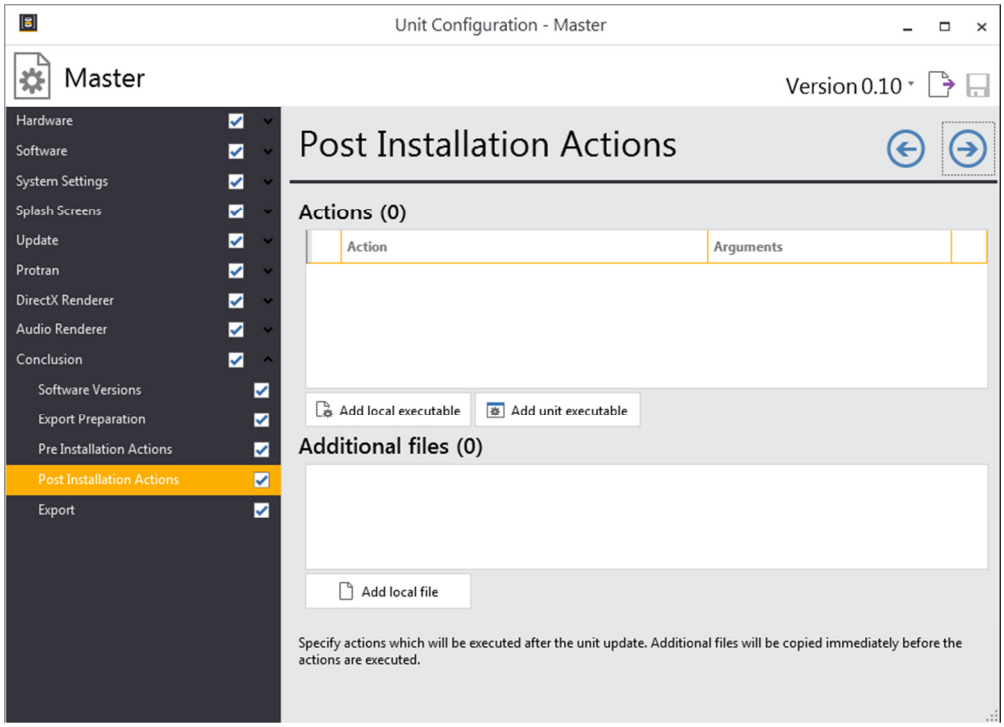

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
General Settings
Audio Channel #1
Audio Channel #2
Conclusion
Audio Channel #2
Speaker I/Os
Interior
Exterior
Configure the speaker I/Os for this audio channel.

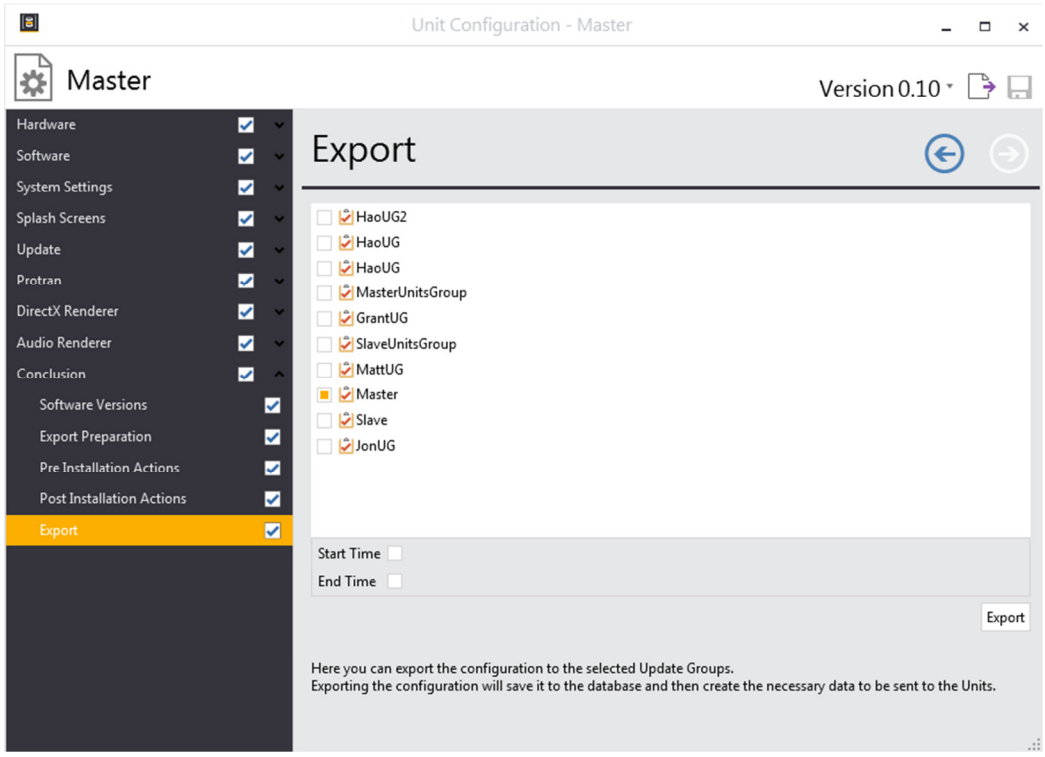

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
General Settings
Audio Channel #1
Audio Channel #2
Conclusion
Conclusion
- Software Versions
- Export Preparation


Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Software Versions
Export Preparation
Software Versions
Acapela Core Components 9.210
Audio Renderer 2.6.1648.289
Composer 2.6.1648.289
DirectX Renderer 2.6.1648.289
Hardware Manager 2.6.1648.289
LAM 2.0.0.55000
MCU 2.6.1630.173
Protran 2.6.1648.289
System Manager 2.6.1648.289
Update 2.6.1648.289
Select the version for each software package to be installed.
Be careful to choose versions that are compatible with each other.

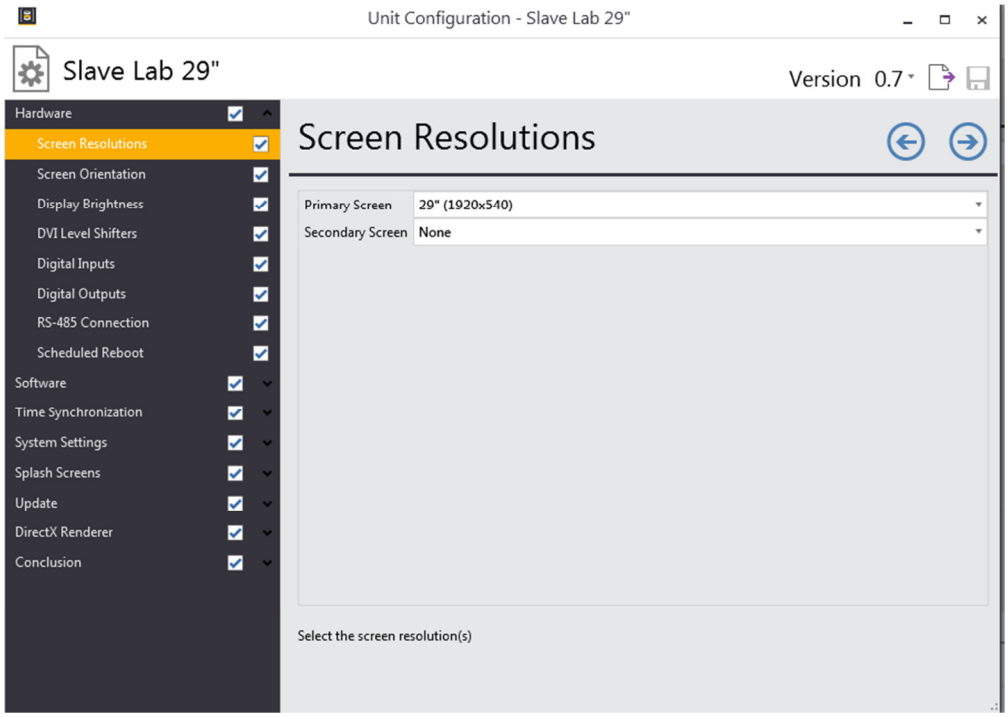

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Software Versions
Export Preparation
Pre Installation Actions
Post Installation Actions
Export
Export Preparation
Config
AudioRenderer
AudioRenderer
medi.config
NLog.config
Composer
DirectXRenderer
HardwareManage
Protran
SystemManager
Update
LAM
apps
config
data
<?xml version="1.0" encoding="utf-8"?>
<AudioRenderer xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xmlns:xsd="http://www.w3.org/2001/XMLSchema">
<IO>
<VolumePort Name="SystemVolume" Value="8" />
</IO>
<AudioChannels>
<AudioChannel Id="1">
<SpeakerPort Name="Interior" Value="8" />
</AudioChannel>
<AudioChannel Id="2">
<SpeakerPort Name="Exterior" Value="8" />
</AudioChannel>
</AudioChannels>
<TextToSpeech>
<API>Microsoft</API>
<HintPath />
</TextToSpeech>
</AudioRenderer>
XML is valid and validated against schema.
Changes made here are not stored in the unit configuration.

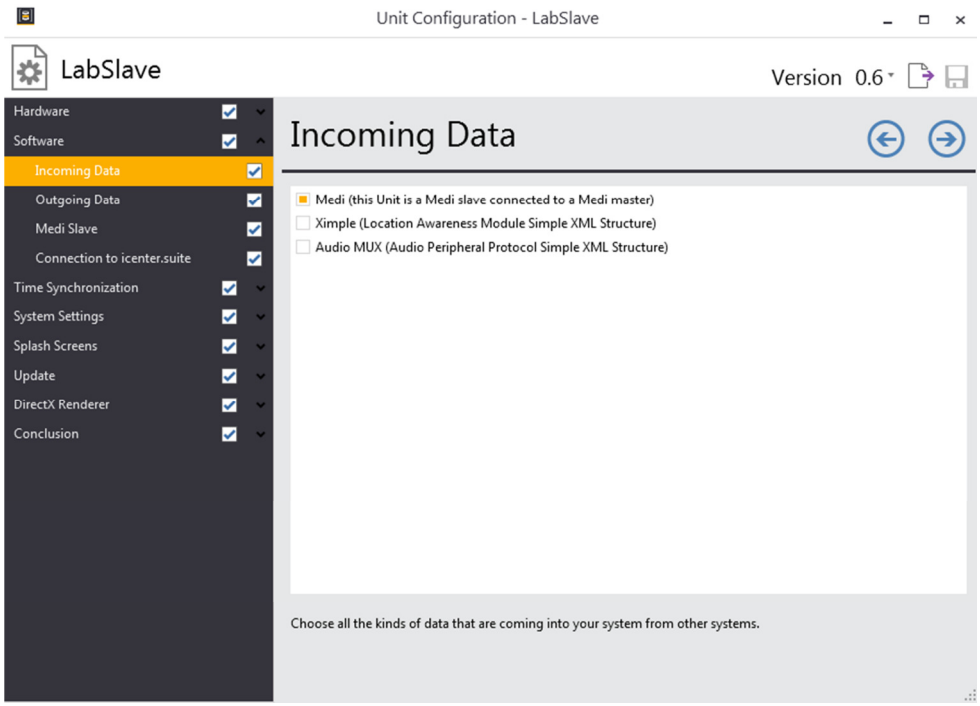

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Software Versions
Export Preparation
Pre Installation Actions
Post Installation Actions
Export
Pre Installation Actions
Actions (0)
Action
Arguments
Add local executable
Add unit executable
Additional files (0)
Add local file
Specify actions which will be executed before the unit update. Additional files will be copied immediately before the actions are executed.

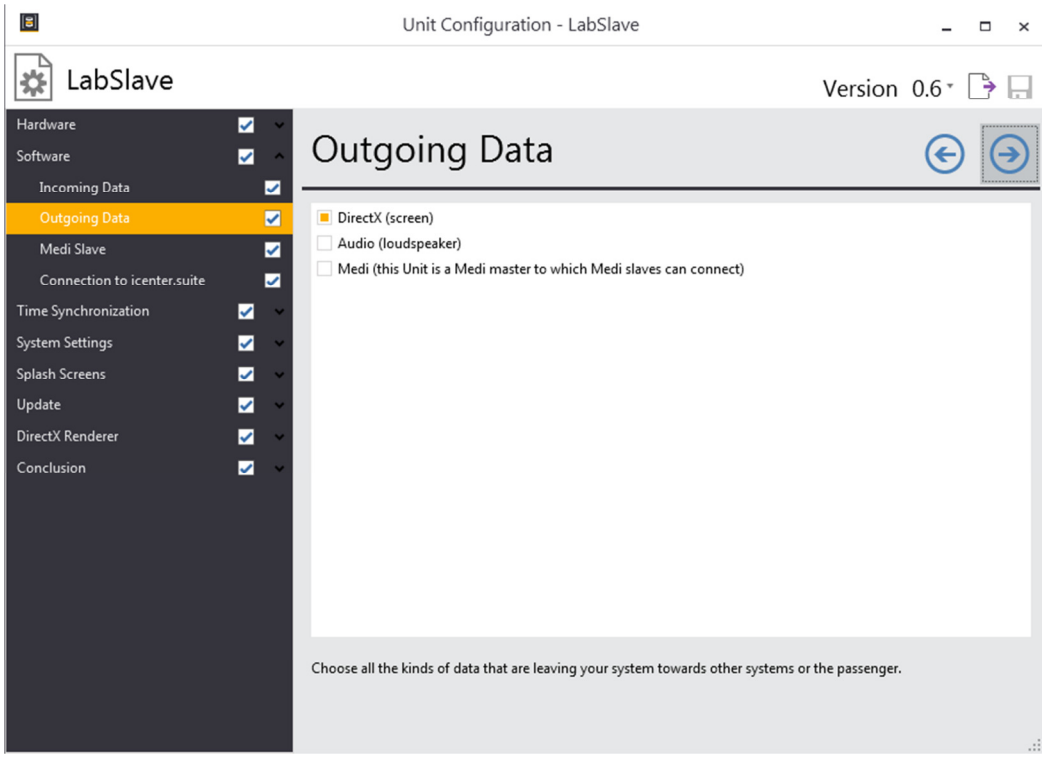

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Software Versions
Export Preparation
Pre Installation Actions
Post Installation Actions
Export
Post Installation Actions
Actions (0)
Action
Arguments
Add local executable
Add unit executable
Additional files (0)
Add local file
Specify actions which will be executed after the unit update. Additional files will be copied immediately before the actions are executed.

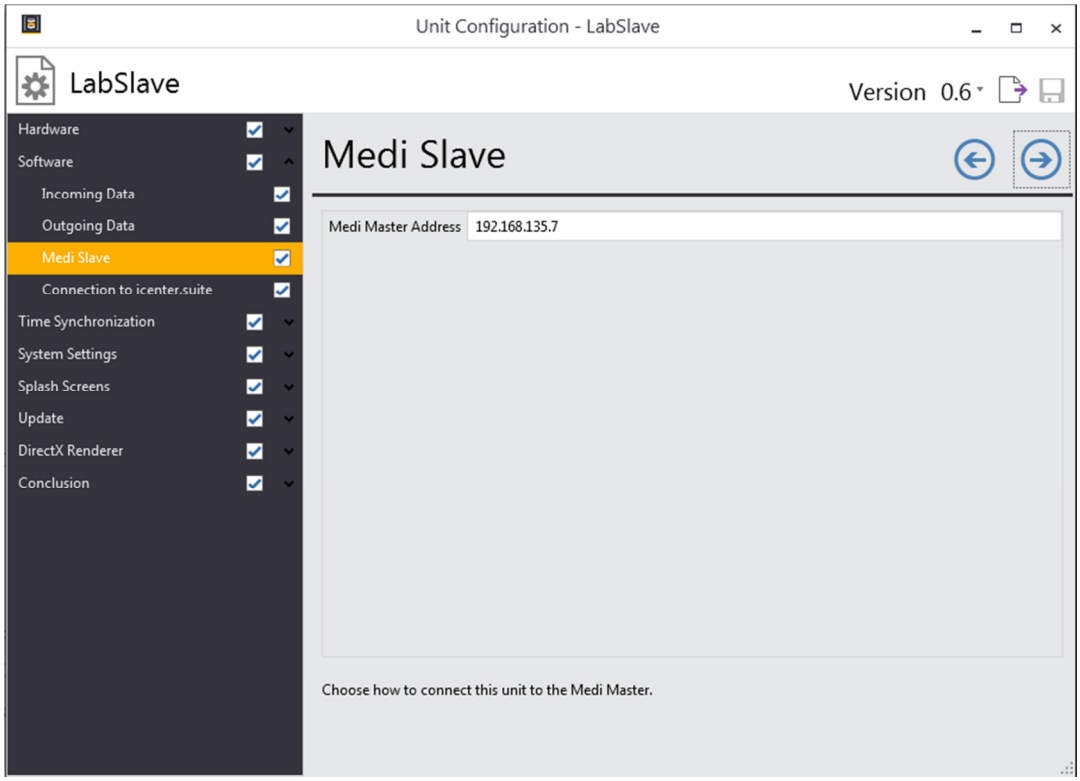

Unit Configuration - Master
Master
Version 0.10
Hardware
Software
System Settings
Splash Screens
Update
Protran
DirectX Renderer
Audio Renderer
Conclusion
Software Versions
Export Preparation
Pre Installation Actions
Post Installation Actions
Export
Export
HaoUG2
HaoUG
HaoUG
MasterUnitsGroup
GrantUG
SlaveUnitsGroup
MattUG
Master
Slave
JonUG
Start Time
End Time
Export
Here you can export the configuration to the selected Update Groups.
Exporting the configuration will save it to the database and then create the necessary data to be sent to the Units.

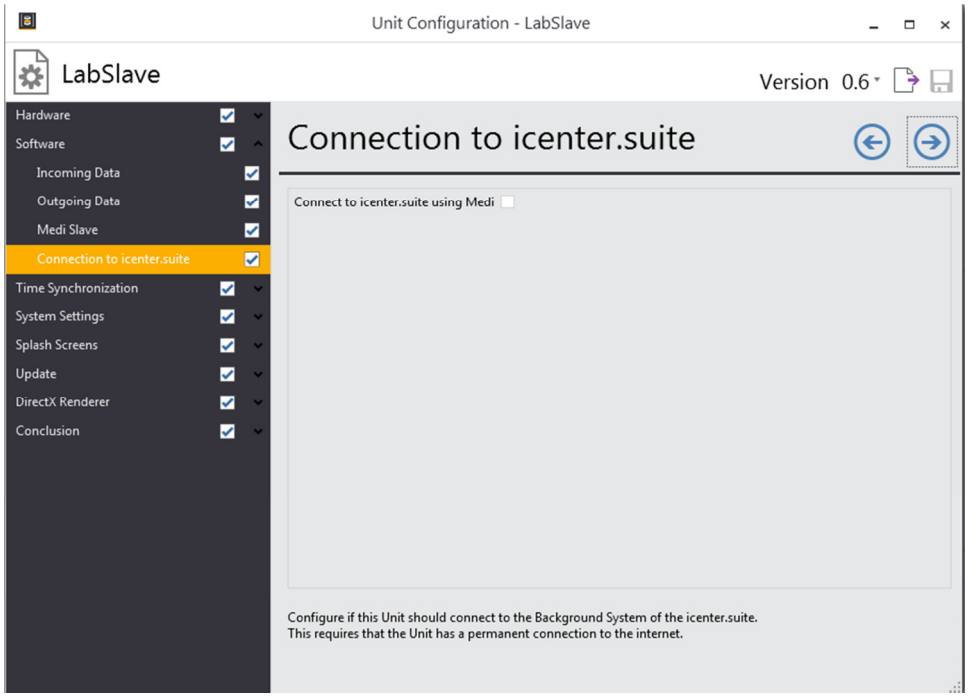
Unit configuration for Secondary Display:

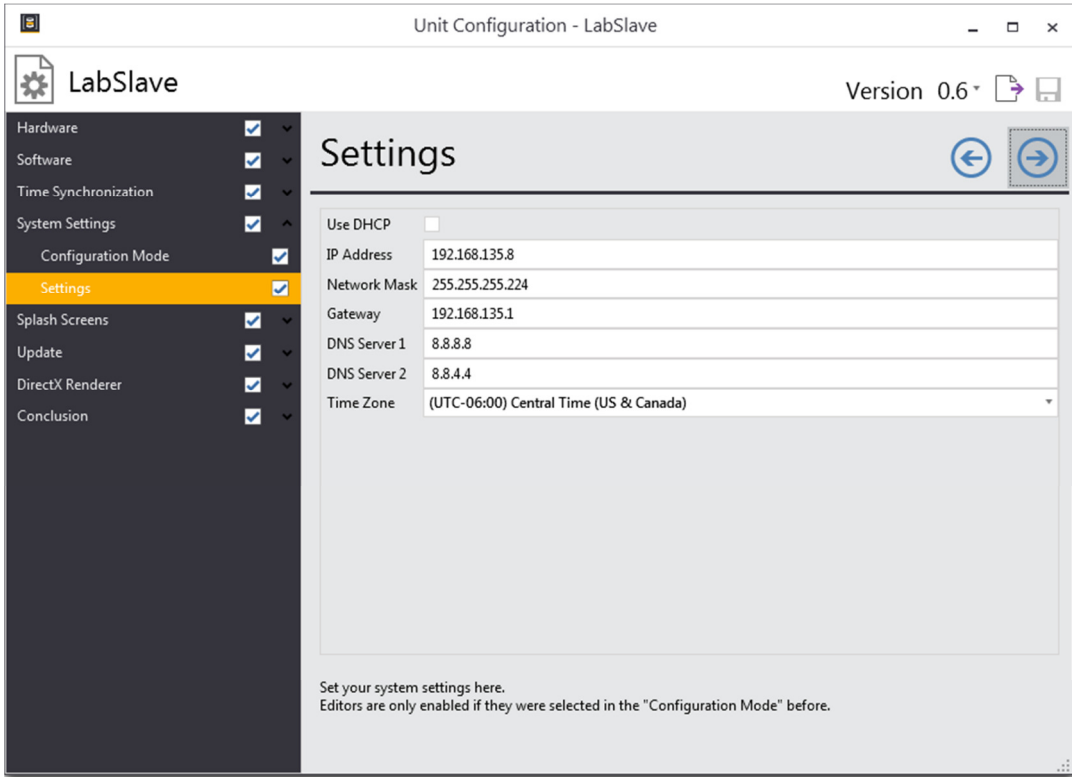


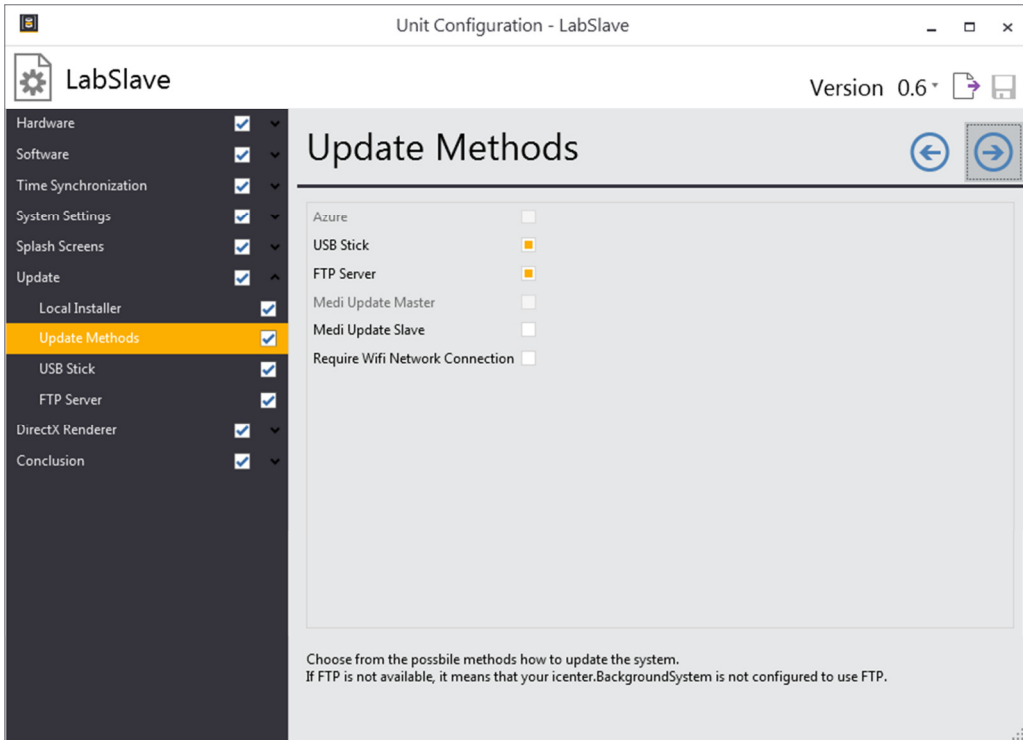



Unit Configuration - LabSlave
LabSlave
Version 0.6
Hardware
Software
Incoming Data
Outgoing Data
Medi Slave
Connection to icenter.suite
Time Synchronization
System Settings
Splash Screens
Update
DirectX Renderer
Conclusion
Outgoing Data
DirectX (screen)
Audio (loudspeaker)
Medi (this Unit is a Medi master to which Medi slaves can connect)
Choose all the kinds of data that are leaving your system towards other systems or the passenger.


Unit Configuration - LabSlave
LabSlave
Version 0.6
Hardware
Software
Incoming Data
Outgoing Data
Medi Slave
Connection to icenter.suite
Time Synchronization
System Settings
Splash Screens
Update
DirectX Renderer
Conclusion
Medi Slave
Medi Master Address
192.168.135.7
Choose how to connect this unit to the Medi Master.

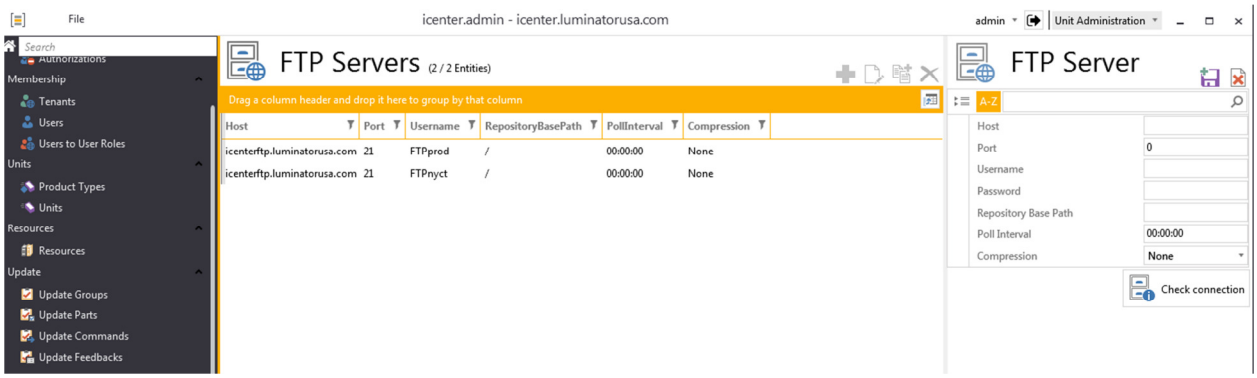

Unit Configuration - LabSlave
LabSlave
Version 0.6
Hardware
Software
Incoming Data
Outgoing Data
Medi Slave
Connection to icenter.suite
Time Synchronization
System Settings
Splash Screens
Update
DirectX Renderer
Conclusion
Connection to icenter.suite
Connect to icenter.suite using Medi
Configure if this Unit should connect to the Background System of the icenter.suite.
This requires that the Unit has a permanent connection to the internet.


Unit Configuration - LabSlave
LabSlave
Version 0.6
Hardware
Software
Time Synchronization
System Settings
Configuration Mode
Settings
Splash Screens
Update
DirectX Renderer
Conclusion
Settings
Use DHCP
IP Address 192.168.135.8
Network Mask 255.255.255.224
Gateway 192.168.135.1
DNS Server 1 8.8.8.8
DNS Server 2 8.8.4.4
Time Zone (UTC-06:00) Central Time (US & Canada)
Set your system settings here.
Editors are only enabled if they were selected in the "Configuration Mode" before.



FTP Server Configuration:

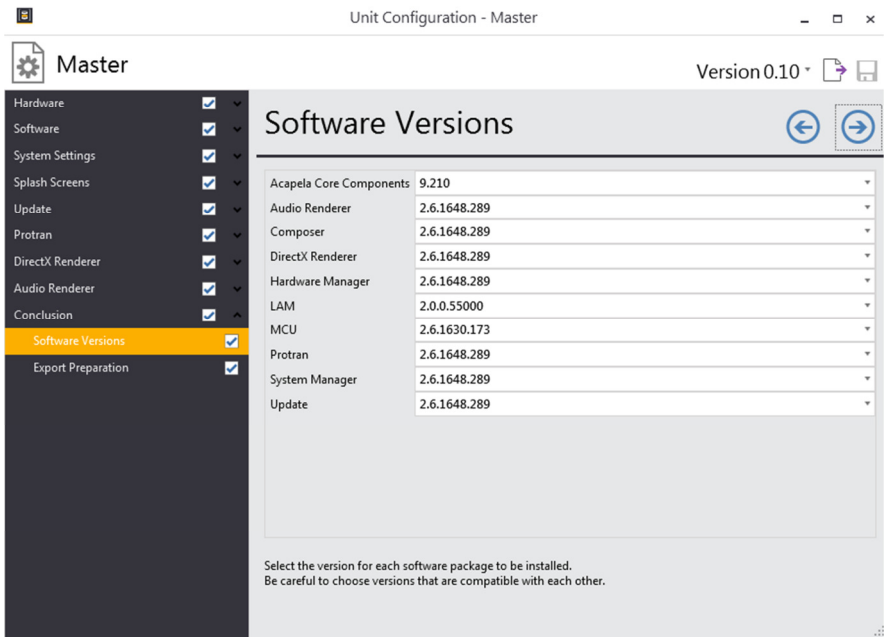
Use the host name , UserID and password to create new ftp server and during the update process select the server you want to use.



Exporting Update:

1. Add the Display in the unit
2. Create update group and associate the unit to the update group
3. Create unit configuration and associate the update group and unit to the update group
4. Create SW packages

5. Open the unit configuration and configure the unit configuration accordingly
6. Select the SW version in the conclusion

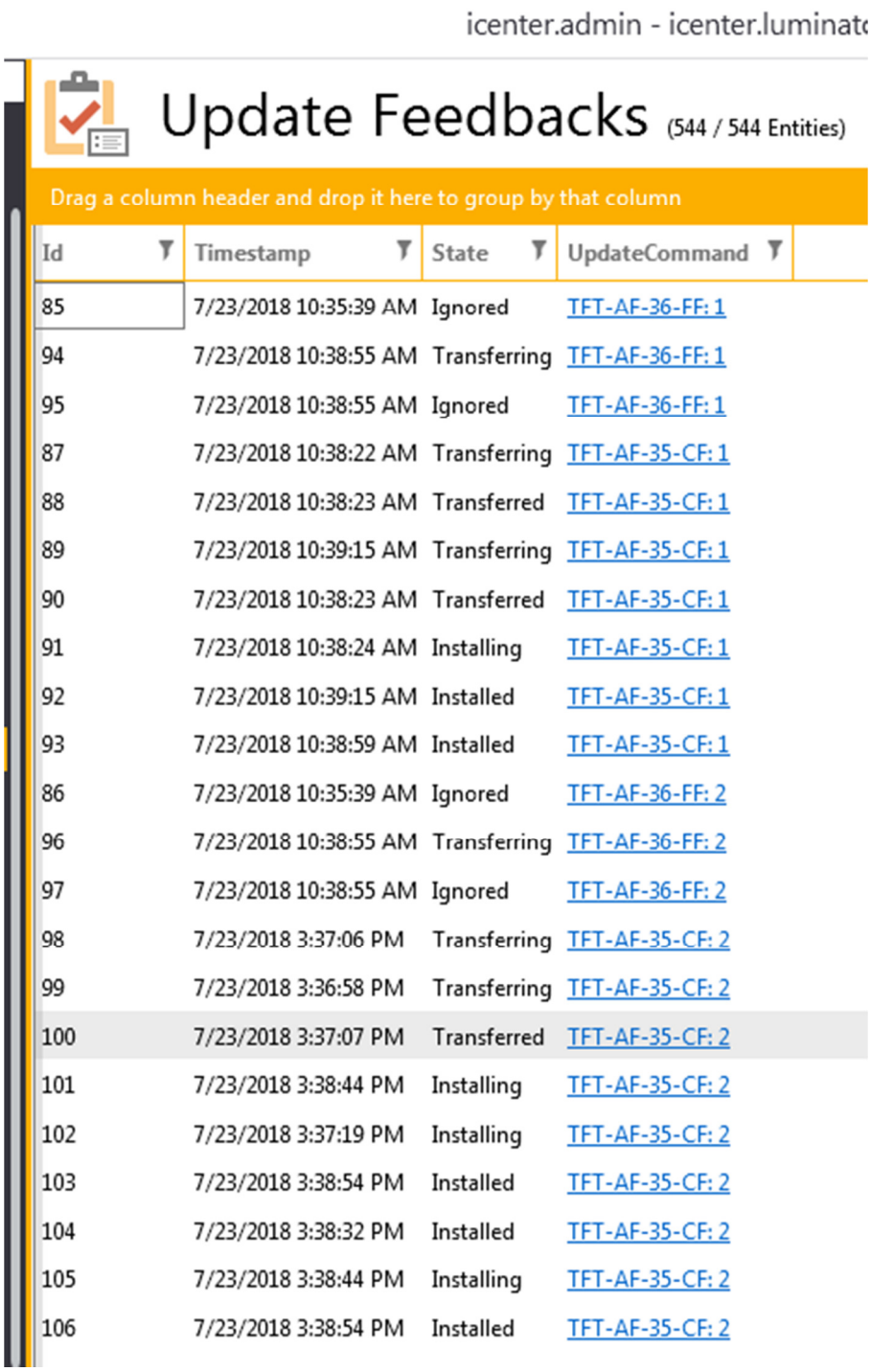


7. Select the update group
8. Export the update
9. Now, go to FTP server; log into user name and password
10. Go to Command folder, and then the folder with the display name
11. Verify the there is a .guc file there
12. Then verify the display got the update and install it. (there will be a progress bar showing the status of the installation process)
13. Display will send the feedback file about the status of the installation and the update process.

Update Commands (116 / 116 Entities)

Drag a column header and drop it here to group by that column

Id	UpdateIndex	WasTransferred	WasInstalled	Unit
14	1	■	■	TFT-AF-36-FF
15	1			TFT-AF-36-FF
16	1	■	■	TFT-AF-35-CF
17	2	■	■	TFT-AF-36-FF
18	2	■	■	TFT-AF-35-CF
19	3	■	■	TFT-AF-35-CF
20	4	■	■	TFT-AF-35-CF
21	5	■	■	TFT-AF-35-CF
22	6	■	■	TFT-AF-35-CF
23	3	■	■	TFT-AF-36-FF
24	7	■	■	TFT-AF-35-CF
25	8	■	■	TFT-AF-35-CF
26	4	■	■	TFT-AF-36-FF
27	9	■	■	TFT-AF-35-CF
28	5	■	■	TFT-AF-36-FF
29	10	■	■	TFT-AF-35-CF
30	6	■	■	TFT-AF-36-FF
31	11	■	■	TFT-AF-35-CF
32	7	■	■	TFT-AF-36-FF
33	12	■	■	TFT-AF-35-CF
34	13	■	■	TFT-AF-35-CF
35	14	■	■	TFT-AF-35-CF



Id	Timestamp	State	UpdateCommand
85	7/23/2018 10:35:39 AM	Ignored	TFT-AF-36-FF: 1
94	7/23/2018 10:38:55 AM	Transferring	TFT-AF-36-FF: 1
95	7/23/2018 10:38:55 AM	Ignored	TFT-AF-36-FF: 1
87	7/23/2018 10:38:22 AM	Transferring	TFT-AF-35-CF: 1
88	7/23/2018 10:38:23 AM	Transferred	TFT-AF-35-CF: 1
89	7/23/2018 10:39:15 AM	Transferring	TFT-AF-35-CF: 1
90	7/23/2018 10:38:23 AM	Transferred	TFT-AF-35-CF: 1
91	7/23/2018 10:38:24 AM	Installing	TFT-AF-35-CF: 1
92	7/23/2018 10:39:15 AM	Installed	TFT-AF-35-CF: 1
93	7/23/2018 10:38:59 AM	Installed	TFT-AF-35-CF: 1
86	7/23/2018 10:35:39 AM	Ignored	TFT-AF-36-FF: 2
96	7/23/2018 10:38:55 AM	Transferring	TFT-AF-36-FF: 2
97	7/23/2018 10:38:55 AM	Ignored	TFT-AF-36-FF: 2
98	7/23/2018 3:37:06 PM	Transferring	TFT-AF-35-CF: 2
99	7/23/2018 3:36:58 PM	Transferring	TFT-AF-35-CF: 2
100	7/23/2018 3:37:07 PM	Transferred	TFT-AF-35-CF: 2
101	7/23/2018 3:38:44 PM	Installing	TFT-AF-35-CF: 2
102	7/23/2018 3:37:19 PM	Installing	TFT-AF-35-CF: 2
103	7/23/2018 3:38:54 PM	Installed	TFT-AF-35-CF: 2
104	7/23/2018 3:38:32 PM	Installed	TFT-AF-35-CF: 2
105	7/23/2018 3:38:44 PM	Installing	TFT-AF-35-CF: 2
106	7/23/2018 3:38:54 PM	Installed	TFT-AF-35-CF: 2

14. User can find the status screen in display showing the updated SW version