

## **DLNA Server User Guide For for DSL Linux**

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## Revision History

<i>Revision</i>	<i>Date</i>	<i>Change Description</i>
963XX-UM101-R	03/21/16	<b>Updated:</b> Updated for DLNA DMS v1.3.1 release <ul style="list-style-type: none"><li>• <a href="#">“Building the Onboard DLNA Media Server” on page 4</a></li></ul> <b>Added:</b> <ul style="list-style-type: none"><li>• <a href="#">“Additional Information” on page 6</a></li></ul>
963XX-UM100-R	02/15/10	Initial release

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## Introduction

This application note explains the steps that should be followed to enable the DLNA Media Server function on Broadcom's DSL or GPON Router reference platforms. The digital media server streams media files (audio, video, and image files) stored on a USB-attached drive to DLNA clients on the default LAN interface (BR0).

## Building the Onboard DLNA Media Server

The onboard DLNA Media Server can be built by selecting **Other Features** and then **DLNA support (NEW)** in menuconfig.

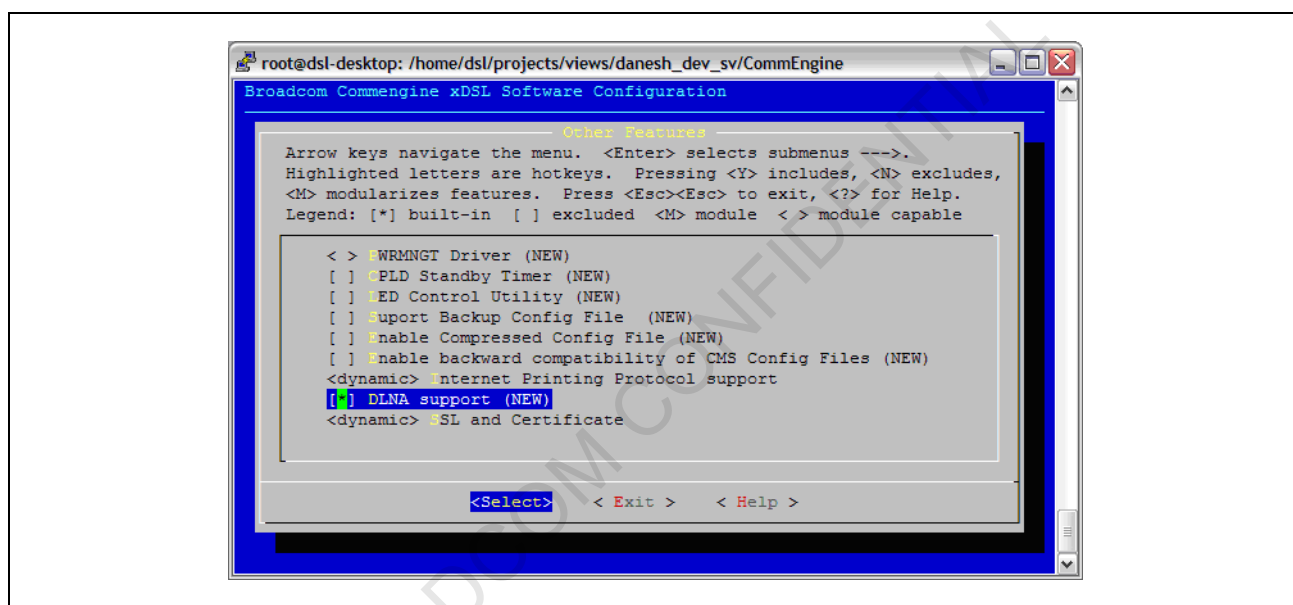


Figure 1: DLNA Support menuconfig Option

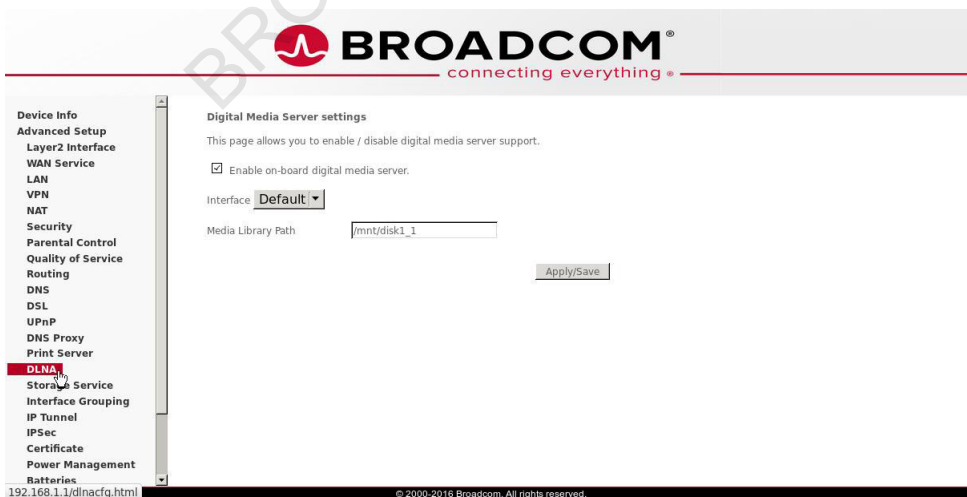
## Enabling the Onboard DLNA Media Server Function

Follow the steps below to enable the onboard DLNA Media Server.

1. Attach USB drive to modem and mount the file system.
  - a. Connect the USB Flash drive or USB hard drive to the modem's USB Host port.  
The storage service running on the modem automatically detects and mounts the file system.  
The drive's mount point can be viewed from the Modem's Web GUI.
  - b. From the **Advanced Setup** menu, select **Storage Service** and check the list of mounted volumes.



2. Enable DLNA Media Server from Modem Web GUI.
  - a. From the **Advanced Setup** menu, select **DLNA**, and check the **Enable on-board digital media server** option.
  - b. Select **Interface** if the Interface Grouping has been configured.
  - c. Enter the location of the media library in **Media Library Path**. The Media Library Path can be a text string of up to 80 characters in length.



- d. Click **Apply/Save**.

The digital media server then scans all media files located in Media Library Path and starts serving DLNA clients.

## Additional Information

From DLNA DMS v1.3 and above, the DLNA Media Server customization is possible by modifying the `userspace/private/libs/cms_core/linux/rcldlna.c::rcldmsCfgObject()`. It supports the following parameters:

- `uuid` is the device unique GUID for the DMS
- `friendlyName` is the short description for end user. Should be localized and < 64 characters.
- `manufacturer` is the manufacturer's name. May be localized. Should be < 64 characters.
- `manufacturerUrl` is the web site for Manufacturer. May be localized. May be relative to base URL.
- `modelDescription` is the long description for end user. Should be localized and < 128 characters.
- `modelName` is the model name. May be localized. Should be < 32 characters.
- `modelName` is the model number. May be localized. Should be < 32 characters.
- `modelUrl` is the web site for model. May be localized. May be relative to base URL.
- `serialNumber` is the serial number. May be localized. Should be < 64 characters.
- `upc` is the Universal Product Code. 12-digit, all-numeric code
- `presentationUrl` is the URL to presentation for device. May be relative to base URL.

With DLNA DMS v1.3.1, rescan the Media Library is included by sending SIGUSR1 manually.

For example:

```
kill -SIGUSR1 bcmmserver_pid
```

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