VIX Manual

How to set up my STB running VIX?

Version 1.1 DD 20072014

Contents

Tutorial to set up your STB running a VIX-image.

Preface.

This manual is intended to provide you all the information needed to set up your STB running a VIX image.
In the chapters 1-6 we go through the essentials you need to do to be able to use your box.
In the following chapters we give you detailed information for fine tuning the settings to make optimal use of your box, by going into all kinds of information you may need to set all exactly to your liking

Note: This manual has been created using VIX-Apollo build 013. As we work on the image on a daily basis, things might be (slightly or even largely) different at the time you use this manual. If this leads to unanswered questions, don't hesitate to ask your question at http://www.world-of-satellite.com. We will be glad to try to help you as good as we can.

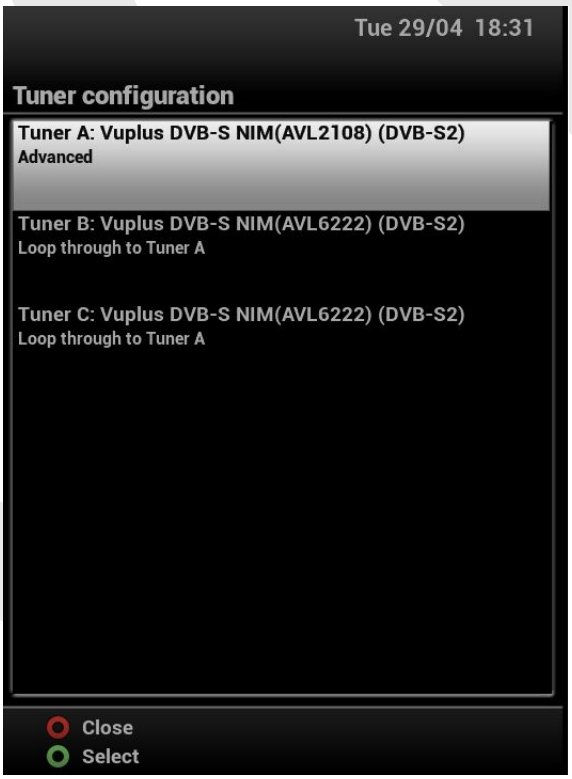
1-Tuner Configuration

Note: In most of the screens that are being explained in this tutorial you can either use the left/right arrows to change a setting or the movie-list-button to get a pop up screen to select your choice (via up/down & OK).

Menu → Set up → Service Searching → Tuner configuration

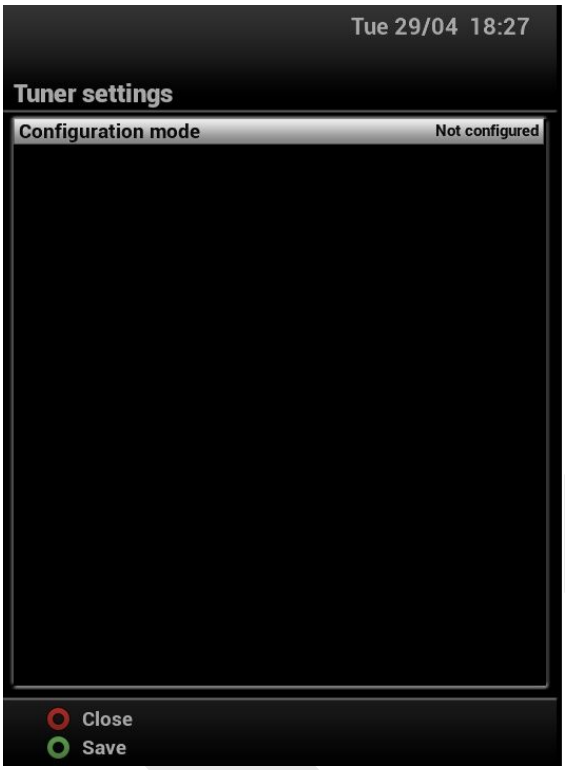
Select the tuner you want to set up and press 'OK'.

Note: here we're going through the set up of a tuner. It goes without saying that you should repeat this procedure for all the tuners of your STB.



1.1- Not configured

Choose this setting if the tuner is not connected to any coax at all.



1.2- Configuration mode 'simple'

Configuration mode ‘simple’ can be used for a simple installation. A ‘simple’ installation can have a motorised dish, a dual-LNB or a fixed dish; the fixed dish can have up to 4 LNB’s using a DiSEqC 1.0 switch.

1.2.1 In ‘Mode’ you can choose:

a- Single (if you have one single dish with one LNB)
b- Toneburst A/B (for some dual LNB’s)
c- DiSEqC A/B (for a 2/1 switch)
d- DiSEqC A/B/C/D (for a 4/1 switch)
e- Positioner (for a motor)

1.2.2 If set to 'Single' you can choose in 'Satellite':

a- automatic (to let the box find assigned satellites by itself). This will only work for Astra 1/2/3 & Hotbird 13E when DiSEqC 1.0 or no DiSEqC is being used.
b- select a satellite

1.2.3 If set to 'Toneburst A/B' you can set Port A/B to:

a- automatic (see above)
b- select satellites

1.2.4 If set to DiSEqC A/B (C/D) you can set port A/B (C/D) to:

a- automatic (see above)
b- select satellites

Furthermore you can set the tuner to use voltage and 22KHz (for polarisation Vertical/Horizontal switching and frequency band High/Low): normally set to Yes (default) and to send DiSEqC only on satellite change: normally set to no (default).

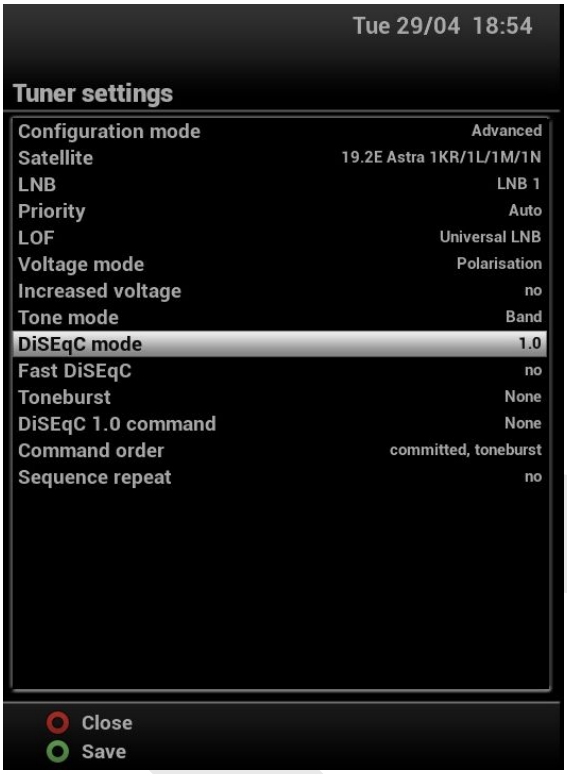
1.3- Configuration mode 'Loopthrough to'

Use this setting if the tuner is connected to the 'LNB-out' of another tuner of the same STB.

NB1: some tuners require a physical cable from 'LNB-out' of the other tuner to 'LNB-in' of this tuner; whereas other tuners have an internal loopthrough (so this setting will actually make the connection).
NB2: Using a loopthrough imposes some restrictions. Of course the secondary tuner can only 'see' the same satellite as the primary tuner is looking at. But more serious: the secondary tuner can only see transponders that are in the same 'quadrant' as the primary. This means only transponders having the same polarisation (horizontal or vertical) and in the same frequency band (high or low) as the primary tuner is using at the time.

1.4- Configuration mode 'advanced'

In this mode you can control all the settings yourself, on a satellite-by-satellite and LNB-by-LNB basis. Only use this when needed and if you're familiar with the impact and meaning of the individual settings. To help with this, here's a brief explanation of all the settings.



1.4.1- Satellite: here you choose the satellite you want to configure.

Note: Apart from selecting an individual satellite, there are two more options available:
1- 'All satellites 1/2/3/4 (USALS)'. This allows for an easy setup of the use of USALS for up to 4 different LNB-setups.

2- 'Selecting satellites 1/2 (USALS)'. Same as above, but with the option to select satellites per setting.

1.4.2- LNB: here you set the LNB number you want to use for the above selected satellite. LNB number deals with routing to the LNB (through any switches that may be inline) so always only use one LNB number to access each physical LNB. If the same LNB is used by more than one satellite, i.e. a motorised setup, use the same LNB number for all satellites that use that physical LNB.

1.4.3- Priority: This affects which tuner will be selected when you change channel or a recording starts from standby. Set this to 'Auto' unless there is something specific you are trying to achieve. Non 'Auto' configurations can be unpredictable and are outside the scope of this tutorial.

1.4.4- LOF: Local Oscillator Frequency of the LNB. For most European installs this will be 'Universal LNB'. 'C-band' is for standard C-band LNBs with a 5150 MHz oscillator. 'Unicable' is for is for Unicable LNBs and systems, so follow the setup instructions that came with your Unicable equipment. 'User defined' is for any other type of LNB, so use the frequency printed on the side of the LNB.

1.4.5- Voltage mode: used for switching. With a universal LNB 13V selects vertical polarisation and 18V selects horizontal. If you are not using a universal LNB, maybe you have a switch in line that is voltage controlled. Otherwise just read the recommended operating voltage off the side of the LNB. Or if you want a DiSEqC motor to turn faster set to 18V. But in practice most people in Europe are going to be using this for polarisation switching so set to 'universal LNB' .

1.4.6- Increased voltage: can be set to yes to make sure a motor always moves at 'high' speed (so also when 13V for vertical polarisation is active).

1.4.7- Tone mode: for Universal LNB set to 'band' (when the tone is present the LNB switches to hi-band LOF). If you are not using a universal LNB you can use 'tone mode' to control a tone commanded switch.

1.4.8- DiSEqC mode: set to 'none' if you are not using a switch in your physical set up. Set to '1.0' if you are using a DiSEqC 1.0 switch. Set to '1.1' if you are using a DiSEqC 1.1 switch (or a combination of 1.0 and 1.1 switches). Or if your system includes a motor set this to '1.2'.

1.4.9- Toneburst: For tone controlled switches (USA) as well as some dual-LNB's. Not compatible with universal LNBs.

1.4.10- Committed DiSEqC command: see chapter 2.1 above

1.4.11- Fast DiSEqC: To be used for all modern switches. Only using a very old switch might need the setting 'no'.

1.4.12- Sequence repeat: When using cascaded switches, certain command combinations need to be sent multiple times in order to arrive at the final switch in the cascade.

1.4.13- Command order: When using cascaded switches commands need to be sent in the same order as the switches are cascaded. (Committed means DiSEqC 1.0, and Uncommitted means DiSEqC 1.1).

1.4.14- DiSEqC repeats: Number of times to resend the command, in order for it to be read by the final switch in the cascade.

1.4.15- Horizontal turning speed: this means how quick does the motor turn when searching for a horizontally polarised signal. It is used for displaying the dish turning icon timer, and by the positioner plugin to try to work out how far the motor turns over a certain time. You need to read this from your motor spec sheet or work it out by trial and error.

1.4.16- Vertical turning speed: same as above but for a vertically polarised signal. As the LNB voltage changes from 13v to 18V when switching from vertical to horizontal transponders the motor turning speed is also different. When using a v-box changing the motor speed is not affected by LNB voltage so should be the same in both cases.

1.4.17-Step size: How far the motor turns when commanded to move one increment. Also from the motor spec sheet. Step size and turning speed only make sense with DiSEqC motors or systems that turn at a linear speed. Not actuators.

1.5 Setting up DiSEqC Mode 1.2 no USALS

Warning: First and foremost, the most important thing before starting configuration of a motor is setting hardware and software limits so your motor doesn't destroy itself by going out of range or banging into a nearby object. So check with your installer this has been done already before you start.

Note: Before you start it is handy to load any settings that are known to be good for your area. It doesn't need to be a list of our liking: it's just for helping you to adjust your settings and you can change to any (self made) list when done.

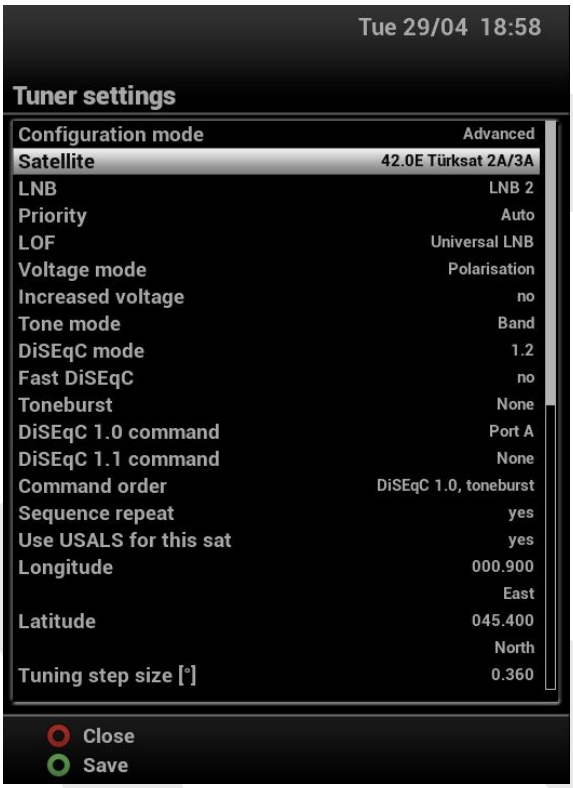
STAGE 1: tuner configuration.

Main Menu → Setup → Service Searching → Tuner configuration.

Select the tuner you wish to configure and press "OK".
Use the L/R keys to change "Configuration Mode" to "advanced".
Highlight "Satellite" and use the L/R keys to select the satellite you want to configure.
Highlight "LNB" and use the L/R keys to select the LNB number you want to use. Note, each LNB number corresponds to one physical LNB. So if the same LNB is used for multiple satellites use the same LNB number.
Set "DiSEqC Mode" to "1.2". If you have any switches inline between the receiver and LNB you need to set up "Committed" and "Uncommitted" commands now (but that is outside the scope of this tutorial). If not just leave the default settings.

Highlight "Use USALS for this sat" and set it to "no" using the L/R keys.
Go down to "Stored position". Set the position number you want to use for this satellite using the L/R keys ie 001, 002 etc and press OK. Repeat this process for every satellite you want to configure, using the same LNB-number as above but a different stored-position-number. Note, the position number is unique to each satellite. If you choose a position number that is in use by another satellite this will cause a conflict.
Go to "Memory positions" and select a number that is larger than the number of satellites you are going to configure.

Then press "Green" to save your settings and exit to the menu.

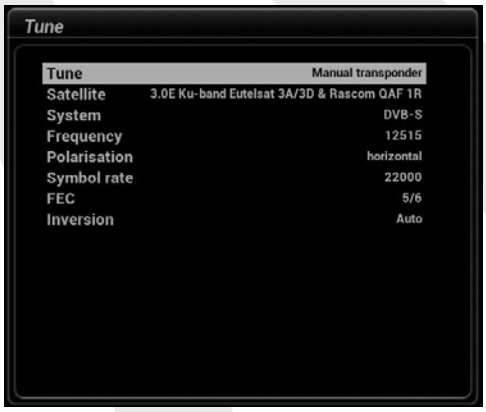


STAGE 2: Storing positions

Main Menu → Setup → Service Searching → Tuner configuration → Positioner setup

If the tuner selection screen appears select the tuner you want to configure.

Highlight "Tune and focus" and press the "Red Button" (for tuning). Select the satellite you wish to configure and a pre defined transponder on a beam you know can be received in your location. Press “OK”.



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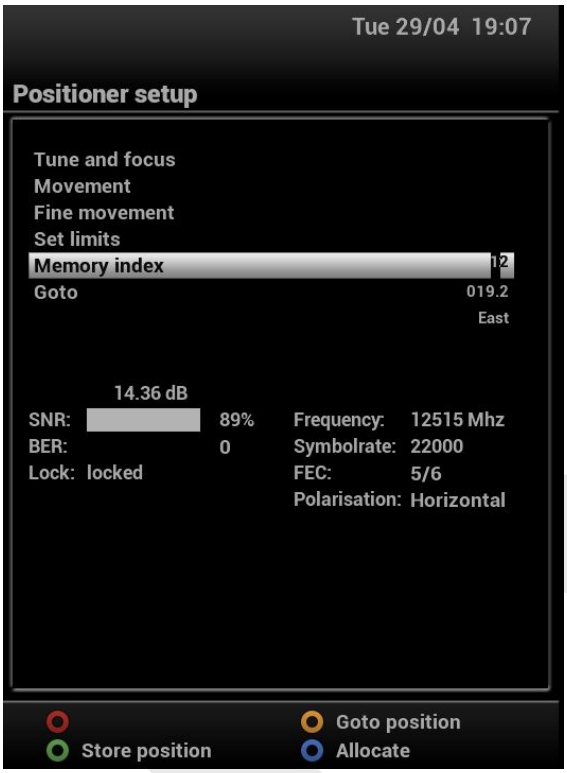
Check that the correct "Memory index" for the satellite you want to set up has been selected.



Using a combination of "Movement", "Fine movement" and the "coloured buttons" move the dish until you receive the best possible SNR reading from the satellite position you wish to save. Just to be certain you are pointing at the correct satellite have a quick look at the orientation of the satellite dish.

Highlight "Memory index" and press the "Green button" to store that position to the motor (or Vbox).

Repeat this entire process for each satellite position you want to set up.

1.6 How to combine a fixed dish and a motorized dish for one tuner

A fixed dish with multiple LNB's (connected to the STB via a switch) provides quick zapping to all satellites. However: for practical (and financial) reasons, the number of LNB's will always be limited.

On the other hand a motorised dish provides an economical way to be able to receive from multiple satellites (only limited by your geographical location and local obstructions).

It is easily possible to combine a fixed dish with a motorised dish, so combining the advantage of fast zapping to the most used satellites and still have the option to receive all other satellites.

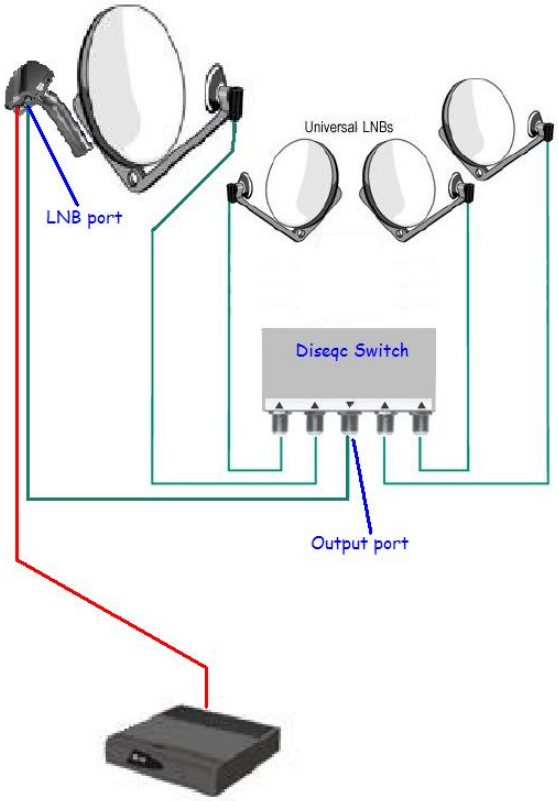
The principle is very simple: a switch can connect several LNB’s to one coax, one of the LNB’s being the motorised one.
That's really all!

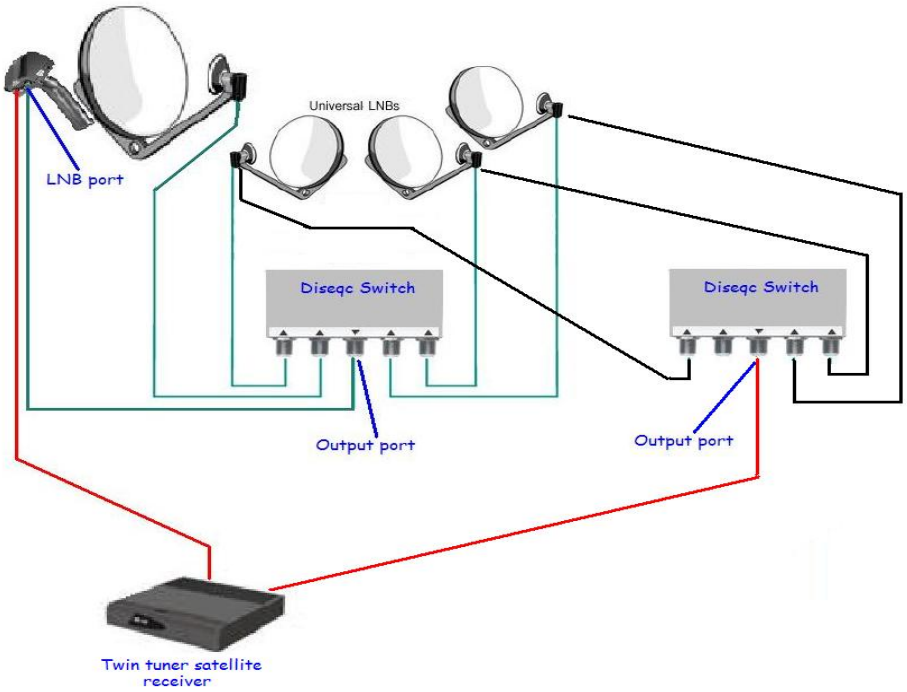
Example:
The fixed dish has LNB's pointing at Astra 1, 2 & 3. These LNB's are connected to the inputs 1,2 & 3 of a DiSEqC switch. And the motorised LNB is connected to input 4.

Now in the tunerconfig the settings should be as follows:
1- Astra 1 DiSEqC 1.0 port AA
2- Astra 2 DiSEqC 1.0 port AB
3- Astra 3 DiSEqC 1.0 port BA
4- All other satellites: DiSEqC 1.2, USALS, DiSEqC 1.0 port BB

There is however one point that needs a bit of attention, and that's the wiring. Normally a motorised LNB is connected as follows:

From the STB (LNB-Input) to the motor (for controlling the motor), from there to the LNB.
The above mentioned combined setup implies that the current for the motor would go through the switch. Some switches may not be able to survive the motor current (although the specs say otherwise).
So if you are using a single motor and your layout allows it, connect your system according to the following. Run the coax cable from the STB to the motor, as usual. From the motor go to the switch (output connection). Then connect switch inputs 1, 2 & 3 to the Astra 1, 2 & 3 LNB's of the fixed dish, and input 4 of the switch to the motorised LNB.



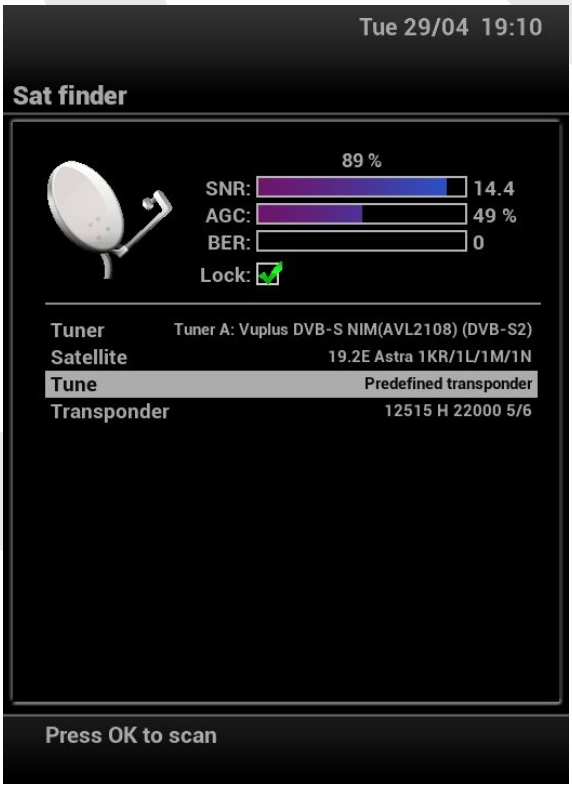


2. Checking the set up

In the previous chapter we have configured the tuner(s) of your STB. In this chaper we are going to check if the set up is working fine, using the functionality of the STB itself.

2.1 Sat finder

Menu → Setup → Service searching → Sat finder



The satfinder is very useful to check if your tuner set up is fine and also for checking individual LNB's.
You can select the tuner and the transponder you want to check. For a thorough check make sure to check from

each satellite at least one transponder in all 4 ‘quadrants’(i.e. vertical/horizontal polarisation for both the high and the low frequency band).

2.2 Positioner setup

Menu → Setup → Service searching → Positioner setup

3. Settings

In chapter 1 we configured the tuners of your box and in chapter 2 we made sure they’re all actually working. What we need to do now is to get settings (aka service lists) in your box, so you can actually watch shows.

3.1 The basics

In etc/tuxbox you find a file named ‘satellites.xml’. This file will be updated on every online image backup. This is basically a satellite and transponder database. The elements in this file are used as follows:
1- Satellite positions: are used for tuning and scanning
2- Transponder data: is used for scanning

It is possible (although not advisable) to use a custom satellites.xml. If you do that, it must be located in etc/enigma2. This file take precedence over the system file.

In etc/enigma2 you find the lamedb. Apart from the satellite positions (they are taken from the active satellites.xml) this file contains all the data needed to tune to your services. When you execute a scan or manipulate services, you’ll see the results reflected in this file. This file is the services database.

To optimise the use of your box, you can create ‘Bouquets’. These are groups of services, preventing you from having to scroll through all the services in the database.

3-2 The use of settings from a forum

On of the ways to get settings in your box is to use a settings file you got from somebody and upload it to the box using a setting editor like DreamboxEdit, Dreamset or SetEditDream.

3.3 Scanning

There are several options to scan a transponder or satellite. This can be done by ‘listening’ to the transponders that are present in the active satellites.xml or via a ‘blindscan’ (if your STB supports that).

3.3.1 Automatic and manual scan

3.3.1.1 Automatic scan

Menu → Setup → Service searching → Automatic scan

3.3.1.1.a- Clear before scan

This setting gives you the option to delete services before doing a scan. Doing that ensures you that old, no longer existing services will no longer be in your system. You can choose between:

a- 'no'; this means that all existing services will remain in place, whether they still exist or no
b- 'yes'; this means all settings (for that specific transponder or satellites) will be deleted before scanning
c- 'yes (keep feeds)'; this means that regular services will be deleted, but feeds (that are only sometimes active) will be preserved.

3.3.1.1.b-Scan tunerX

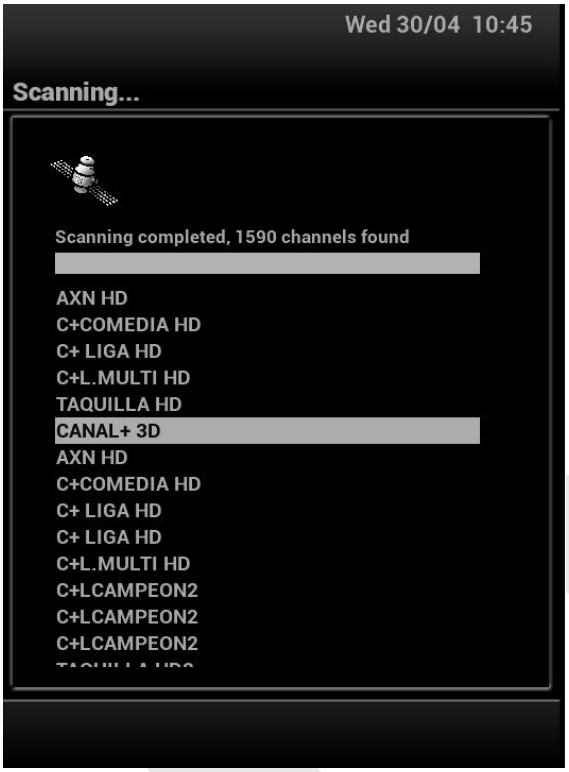
This line allows you to choose the tuner you want to use for scanning.

3.3.1.1.c- The actual scanning

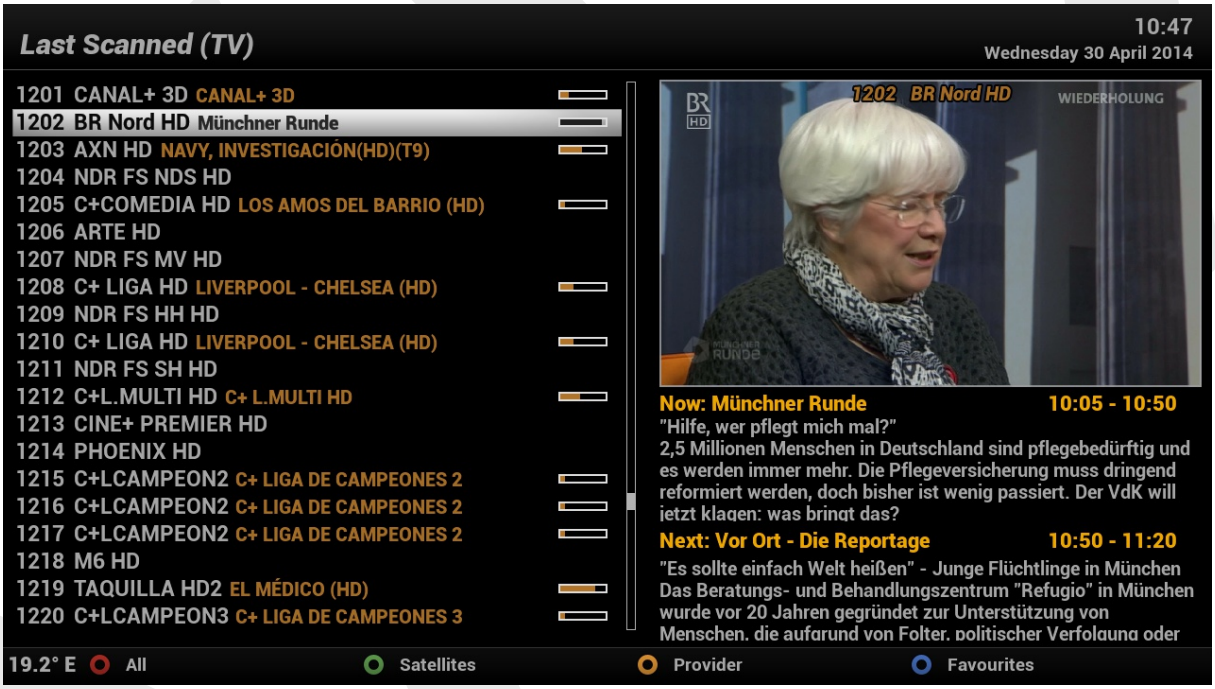
Once the above settings have been made, the scan can be started by pressing the green button. All the satellites/transponders that have been set will be scanned. If several satellites are being scanned, this can take a long time. The GUI will inform you about the progress.

When the scanning is completed you can click on any of the found services to zap to it, or you can click on 'Exit' to return to the previous screen.

Note: You can at any time interrupt the scanning by pressing 'Exit'.

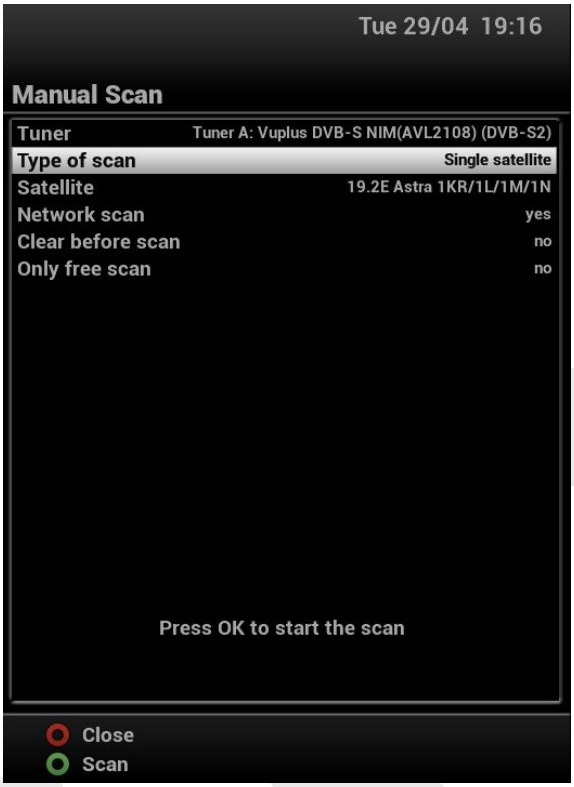


All the channels that have been found during the scan are in the bouquet named ‘Last scanned’.



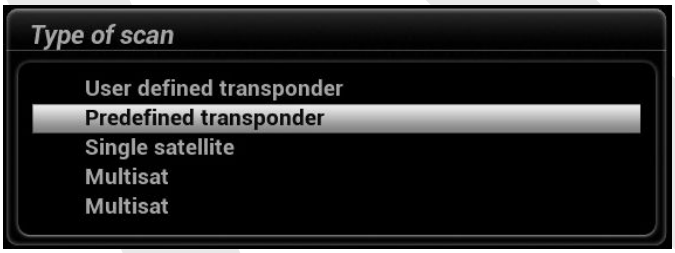
3.3.1.2 Manual scan

Menu → Setup → Service searching → Manual scan



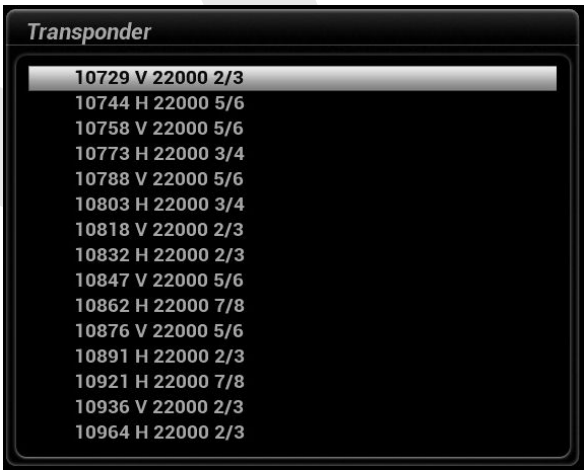
3.3.1.2.a- Type of scan

Here you get the following options:



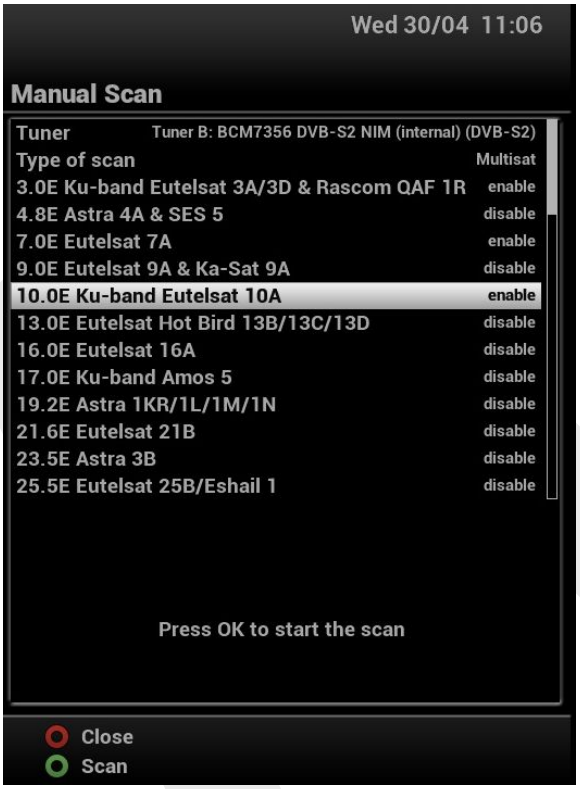
a- User defined transponder; meaning you can set all the parameters of the transponder you want to scan (this option is really for advanced users).

b- Predefined transponder; here you can select any of the transponders that is available in the satellite.xml.



c- Single satellite; here you can select any of the satellites that is available in your tuner configuration

d- Multisat; here you can choose the satellites you want to scan from a list of the satellites that are available in your tuner configuration. By default all satellites are disabled; simply enable the ones you want to scan.



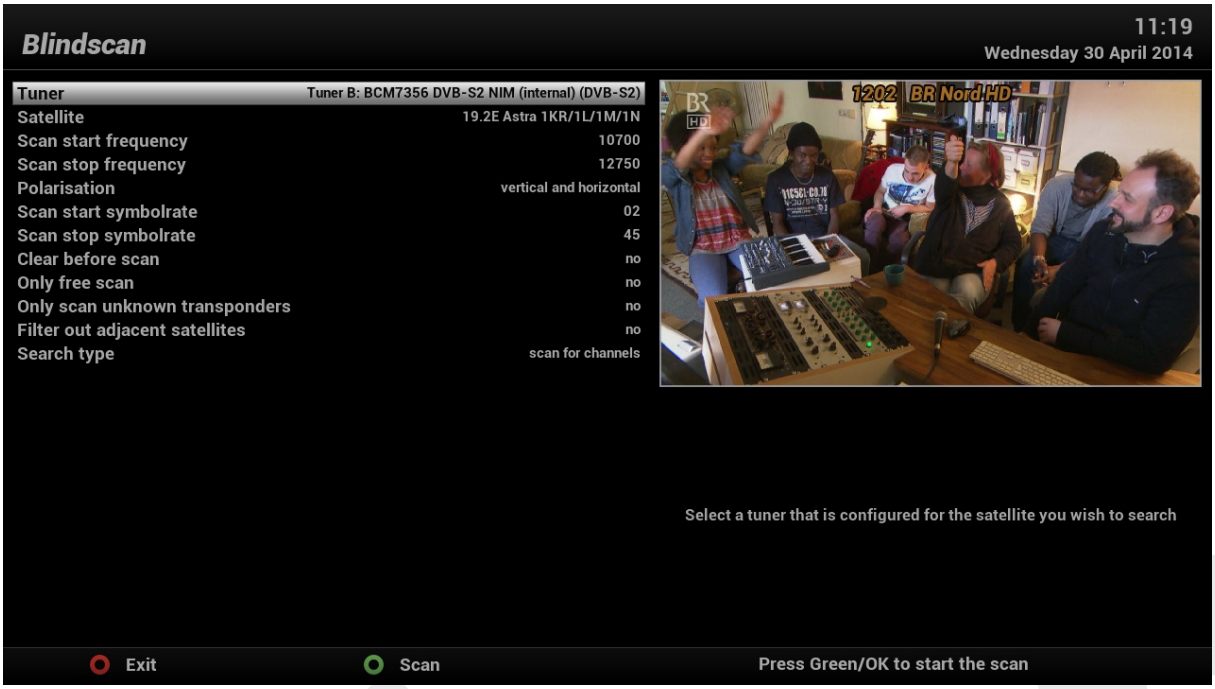
e- Network scan (yes or no). When set to ‘no’ only transponders will be scanned that are actually active at the moment you scan. When set to ‘yes’, the list of services will also contain services that are not active at this moment, but that are being ‘advertised’ by any NIT (Network Information Table) that is found during the scan (this option is used by providers to make sure you get all their services in your lists).
f- Clear before scan; see chapter 3.3.1.1.a above.
g- Only free scan (yes or no). When set to ‘no’ all services will be show in the resulting list; when set to ‘yes’ only FTA (Free to Air) services will show. So if you know that you have no active smartcard for this transponder/satellite(s) you can use the FTA-search to prevent that all kinds of services show in your lists that you can’t watch anyway.

3.3.1.2.b- The actual scanning

See chapter 3.3.1.1.c- above.

3.3.1.3 Blindscan

Menu → Setup → Service searching → Blind scan



Blindscan can be used to find transponders that are not available in the satellites.xml. The screen opens with the default settings, as they show in the above screenshot. Those settings will scan the complete range any satellite can have transponders (in the Ku-band).
Obviously you can choose the tuner and the satellite you want to scan.
In the next settings you can limit the range in which the tuner is going to scan. As a blindscan can take a considerable amount of time, this can be used to speed up the process (if you have an idea or know where the transponders are).
The settings for 'Clear before scan' has been explained in chapter 3.3.1.1.a above.
The setting 'Only free scan' has been explained in chapter 3.3.1.2.a-g- above.
3.3.1.3.a- 'Only scan unknown transponders'; this does exactly what it says: transponders that are already in the satellites.xml will not be scanned.
3.3.1.3.b- 'Filter out adjacent satellites'; there is a strong possibility (depending on your dish—set up) that when satellites are very close together, strong satellites will 'shine' in the LNB used for this satellite. This option allows you to filter out those transponders. Obviously this may cause transponders of the scanned satellite not being found (but it also prevents transponder from one satellite to show in the list of 2 (or more) satellites.
3.3.1.3.c- 'Search type': here you have two options:

When 'save to XML file' has been chosen, the scan will stop as soon as all transponders have been found. They will be written to a file and stored in /tmp . You can save that file for your own purposes.
When 'scan for channels' has been chosen, the scan will continue when the transponders have been found, to search for services on the just found transponder.

When you made all the settings you can start the actual scan. For details see chapter 3.3.1.1.c- above.

3.3.2 AutoBouquetsMaker

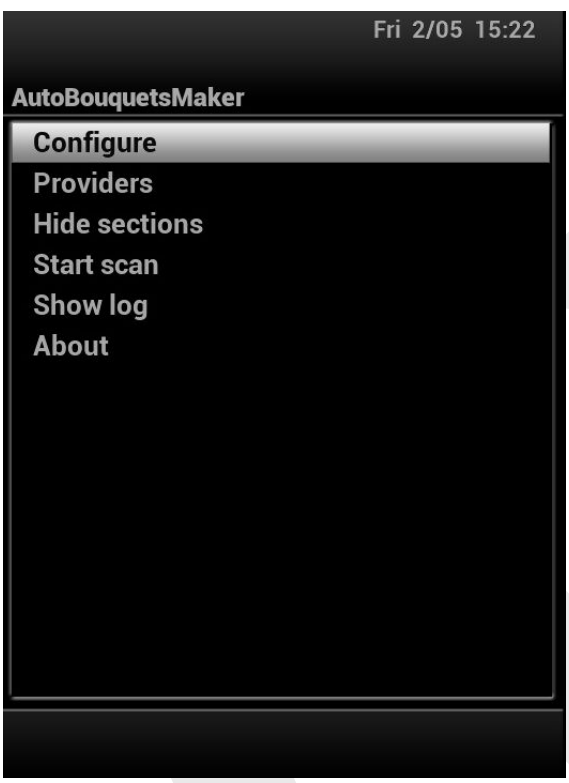
Menu → Setup → Service searching → AutoBouquetsMaker

As the name suggests AutoBouquetsMaker (or ABM for short) is an Automated Bouquets creator and manager. Although ABM is limited to a few providers, where it is supported, it can remove fully the tedious task of manually

scanning channels and the use of PC based bouquets management software.
For example with the provider Sky-UK, ABM can fully automate the creation and management of a Sky-UK channel list complete with the same numbering system used by a dedicated Sky-UK receiver.

3.3.2.1 How to setup AutoBouquetsMaker

(or ABM for short).



Note: in this chapter we will show how to set up ABM for Sky-UK. For other providers this works similar.

First we need to go into the Configuration section to enable the expert setup option as this will give us a lot more options when it comes to setting up our providers. We can also setup the option to automate ABM's scans from here.

In the attached screenshot you see a setup for a daily scan at 04:00 hrs (which can be shortly before an automated EPG import, to take care of a daily fully updated system.

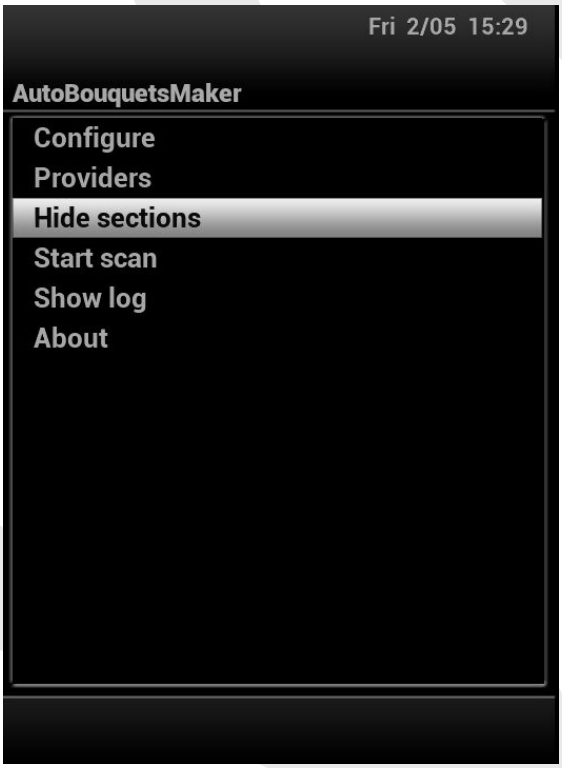
For Sky-UK you will obviously have a tuner configured to 28.2E and now you choose Sky UK as provider , and maybe Freesat and Sky Ireland. ABM will only present you with setup options that are compatible with the tuner configuration of your STB.

Notice the setup in the below two screen shots: this will allow for generating a full Sky UK Bouquet that follows the Sky UK channel number system for the area, This setup also allows to tune in the Irish only channels such as Setanta sports.

In this set up you see also the HD swap option for Sky UK enabled: this tells ABM to swap the standard definition or SD channels with their High Definition or HD counterparts in the generated bouquet where they are available.

Once all has been set up press the green button to save the settings and to return to the main menu for ABM.

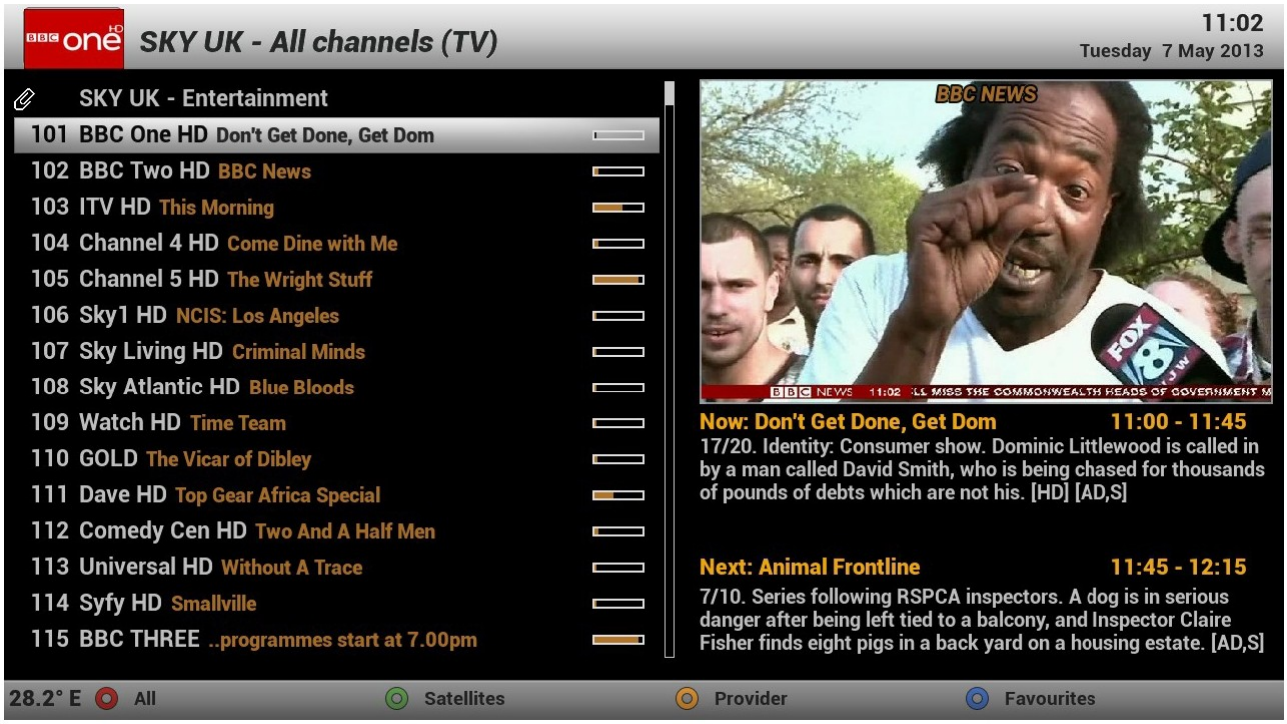
Now the hide sections option can be set. This allows you to hide specific sections of the bouquet from view (such as the adult and the shopping bouquets). The channels in these bouquets will still be generated and will show in the all channels section but they won't show up in the favourite lists. Press the green button to save the settings.

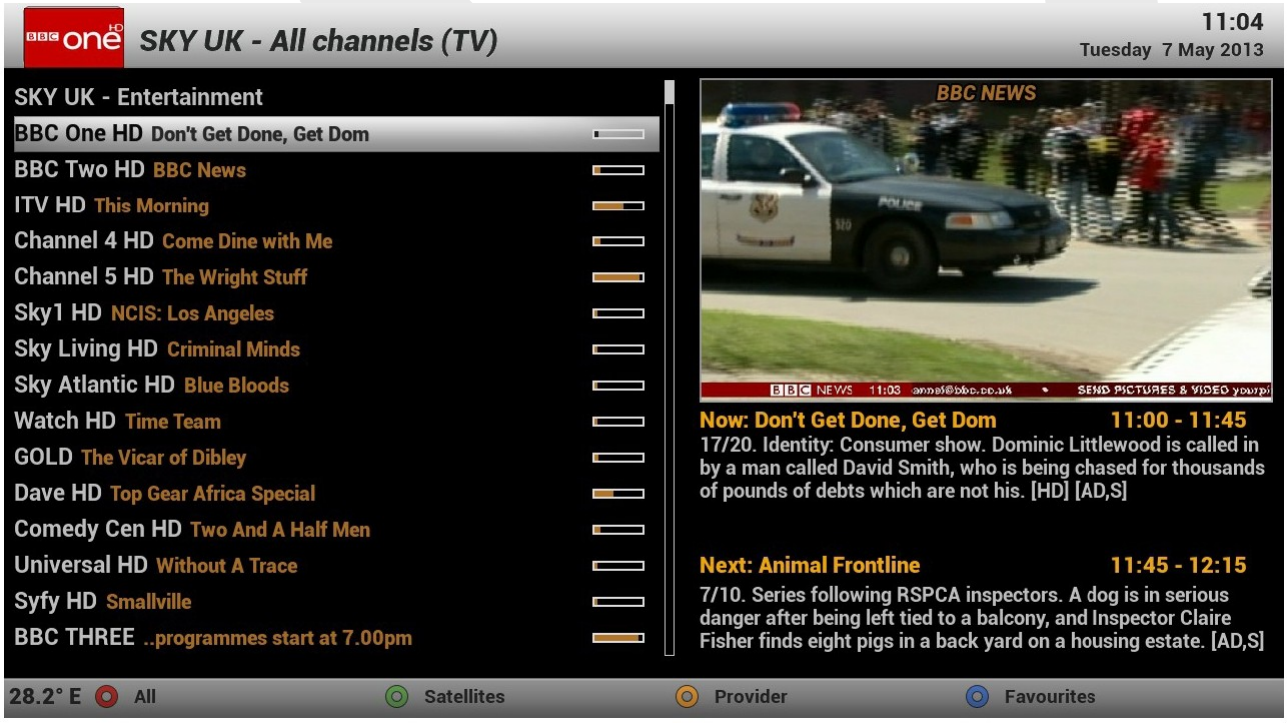


Now you have set up all of your preferred options you just need to start the scan and wait for it to complete. This is where ABM excels as it performs its scan in just a few short minutes and does not need a service scan beforehand.

ABM will always use a free tuner when available; if there is one you can continue to watch live TV with just a little progress bar to show how the scan is progressing.

The generated bouquets will follow exactly the Sky UK channel line up including the numbering system used for your regional settings. You can choose to enable the option to show these channel numbers within the various EPG and channel list sections of the image, or leave them turned off if you prefer.





3.3.3 IPTV

Here we show you how you can add IPTV-services to your bouquets. There are several ways to add IPTV-streams to your STB.

Warning: IPTV-streams tend to be temporary. So there is a strong possibility that streams you added in the below described ways, will cease to exist. Furthermore it is possible that not all streams can be played (i.e. decoded) by your STB.

3.3.3.1 Use a pre-defined service list

There are many places where you can find pre-defined service settings that include IPTV. One example is the 'Hanssettings' that are available on the feeds. When installed you see a number of bouquets with IPTV-streams.

3.3.3.2 Use of the 'add URL' plugin

This plugin is available on the feeds and gives you the option to ad IPTV-streams via the GUI of your box.

3.3.3.3 The manual way

Below is a brief guide showing how to add Non Satellite Local Radio stations to your STB. The new stations will appear in channel lists with other satellite radio stations.
List below adds local stations from the island of Ireland including Radio Nova, Classic Hits 4FM, Today FM, Dublins 98fm, SpinFM, LMFM, Highland RADIO ,Limerick Live 95, Ocean FM, Clare FM. All of which do not broadcast via satellite.
Web connection required as these new stations are received via webstreams. Dreambox Control Centre program required (or other FTP program) and latest image installed on your satellite receiver. I have tested with latest Vix on Vu+duo Version 2.4 and Latest Openpli image on Dreambox 800HD.

1. Open Dreambox control centre program and connect to your receiver.
2. FTP to Var/etc->etc/enigma2
3. Scroll down to userbouquet radio, Usually the first userbouquet in list. (You can install in any bouquet, I only suggest radio bouquet)
4. Click on userbouquet radio and then rightclick and select edit.
5. scroll down to bottom of list and paste the list below into bouquet. (to Paste click button to right of scissors on top.)
6. click save and exit. (Button to extream left on top)
7. Restart enigma.

When receiver restarts go to bouquet where you pasted list below and new radio stations should now be listed in bouquet. In this example stations appear in radio bouquet. Select your station and enjoy!
A few examples:
#SERVICE 4097:0:0:0:0:0:0:0:0:0:http%3a//radionova128.media.vistatec.ie:Radio Nova
#DESCRIPTION Radio Nova
#SERVICE 4097:0:0:0:0:0:0:0:0:0:http%3a//stream5.radiomonitor.com/FM104:Dublin's FM104
#DESCRIPTION Dublin's FM104
#SERVICE 4097:0:0:0:0:0:0:0:0:0:http%3a//dublins98.fmstreams.com:Dublin's 98FM
#DESCRIPTION Dublin's 98FM
#SERVICE 4097:0:0:0:0:0:0:0:0:0:http%3a//4fm128.media.vistatec.ie:Classic Hits 4FM
#DESCRIPTION Classic Hits 4FM

Here is a link that gives weblinks to UK local stations if anyone wants to setup UK Local Radio Bouquet:
http://www.listenlive.eu/uk.html

4. EPG

In the previous chapters we have set up your STB completely to show all services you want to be able to see. Now we go into the details of the EPG (Electronic Program Guide) to show you as much information as possible.

4.1 General

First we take care of the general settings; then we go into the details for your provider(s).

Menu → Setup → System → EPG

4.1.1 Settings

4.1.1.1 EPG location

Here you can select where you want the EPG-data to be saved. Any storage device can be used, but flash is a bad idea (although technically possible; it may happen that the file grows very big, thus 'eating' all the flash). The file is a kind of hibernating file: when the box is being turned off completely (or Enigma is being stopped properly) the EPG-data that are normally held in memory (RAM) are being stored there. At start up (or an Enigma start) the file will be read so all data is available again.

4.1.1.2 EPG filename

You can use this option to give the epg-file a specific name; this can be handy if you're using multiple STB's.

4.1.1.3. Automatic refresh

This is really an option for advanced users. So normally leave it at default (i.e. 'no').

4.1.1.4. Automatic save

This is really an option for advanced users. So normally leave it at default (i.e. 'no').

4.1.1.5. Show EIT now/next in infobar

Most services will transmit the now/next info via the transponder to which you're tuned. Set this option to 'yes' to allow this info to show.

Most service providers take care to keep this information up-to-date.

Note: now/next EPG data is not stored in your STB, while all other EPG-data is. It is possible that the data stored in your receiver for the actual and the coming event differs from what's in the now/next-EIT. This explains that you can see EPG-data changing when tuning to a station (and again when retuning to the same service).

4.1.1.6 Enable EIT EPG

EIT (Event Information Table) EPG is a commonly used way of transmitting EPG-data via the service (for satellite, cable and terrestrial). Enable this if your provider supports this data and you want to receive it.

4.1.1.7 Enable MHW EPG

MHW (Media High Way) EPG is a proprietary way of transmitting EPG-data via the service (for satellite). Enable this if your provider supports this data and you want to receive it.

4.1.1.8 Enable FreeSat EPG

FreeSat EPG is a proprietary way of transmitting EPG-data via the service (for satellite). Enable this if your provider supports this data and you want to receive it.

4.1.1.9 Enable ViaSat EPG

ViaSat EPG is a proprietary way of transmitting EPG-data via the service (for satellite). Enable this if your provider supports this data and you want to receive it.

4.1.1.10 Enable Netmed EPG

Netmed EPG is a proprietary way of transmitting EPG-data via the service (for satellite). Enable this if your provider supports this data and you want to receive it.

4.1.1.11 Maintain old EPG data for

If you enter an amount of time here (say 1 hour) the EPG of your STB will be able to show you EPG-information for an event that is about to finish or that has just finished. This can be handy to catch what was going on.

4.1.1.12 Include EIT in http stream

This allows any device that receives a stream from your box (e.g. via the webinterface) to read the EPG-information.

4.1.1.13 Include AIT in http stream

This allows any device that receives a stream from your box (e.g. via the webinterface) to read the AIT-data and hence use HbbTV.

4.2 Load/Save

Here you have the option to write the EPG-data (that is in RAM) to the EPG-file and to read it from there. This is really for advanced users.

4.3 Multi EPG settings

Here you can make the settings for the Multi-EPG view (that is also available via the context menu of that view).

4.4 Single EPG settings

Here you can make the settings for the Single-EPG view (that is also available via the context menu of that view).

4.5 Infobar EPG settings

Here you can make the settings for the Infobar-EPG view (that is also available via the context menu of that view).

4.6 Graphical Infobar EPG settings

Here you can make the settings for the Graphical Infobar-EPG view (that is also available via the context menu of that view).

4.7 Graphical EPG settings

Here you can make the settings for the Graphical-EPG view (that is also available via the context menu of that view).

4.8 CrossEPG

Menu → Setup → System → EPG → CrossEPG

1. Make sure you have a USB stick or HDD attached for EPG data storage.
2. Press Menu → Setup → System → EPG → Settings. Using left & right buttons either side of OK set the EPG location to /media/hdd or /media/usb. Other settings in this screen can remain as default for the purpose of this guide.
3. Press green OK.
4. Now select Crossepg and press OK.
5. Select configure and press OK.
6. Change scheduled download to once a day as for most users this is enough.
7. Set scheduled download time.
8. Press Red button for BACK.
9. Select Update rytec providers and press ok.
10. Select Update XEPGDB providers and press ok.
12. Select the EPG source that you want to use for EPG data. Do not select more than what you actually use and need as selecting too many will cause memory issues. For the purpose of this guide we will select Open TV Providers > highlight open TV (Astra 28.2), press OK to enable this provider and GREEN tick will appear.
13. Press RED for BACK and keep pressing exit to exit all screen.
14. Press Blue button > Select Crossepg and press OK. Crossepg will now download EPG data. Be patient and let it finish then the EPG that you selected will be populated.

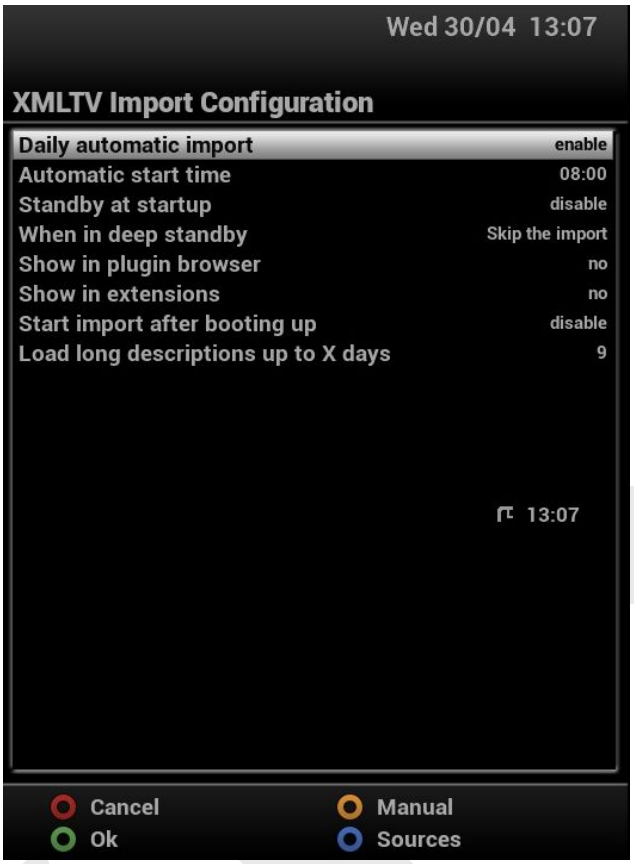
Note 1: Cross does a good job for Open-TV. The other options (XMLTV and XEPGDB are not advised.

Note 2: It is very well possible to use both Cross (for Open-TV) and the XMLTV importer. The only thing you should take care of is that both are set to different providers and that they don't run at the same time.

Note 3: If your box gets data for the same service from different sources (e.g. EIT and Cross), there is a distinct possibility that you get multiple entries in the EPG for the same event.

4.3 XMLTV-Importer

Menu → Setup → System → XMLTV-Importer

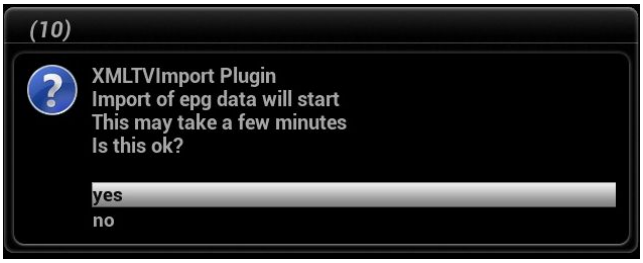


The settings are largely self explaining.
Long descriptions can be large, so setting them for many days for many providers may use a large amount of memory.

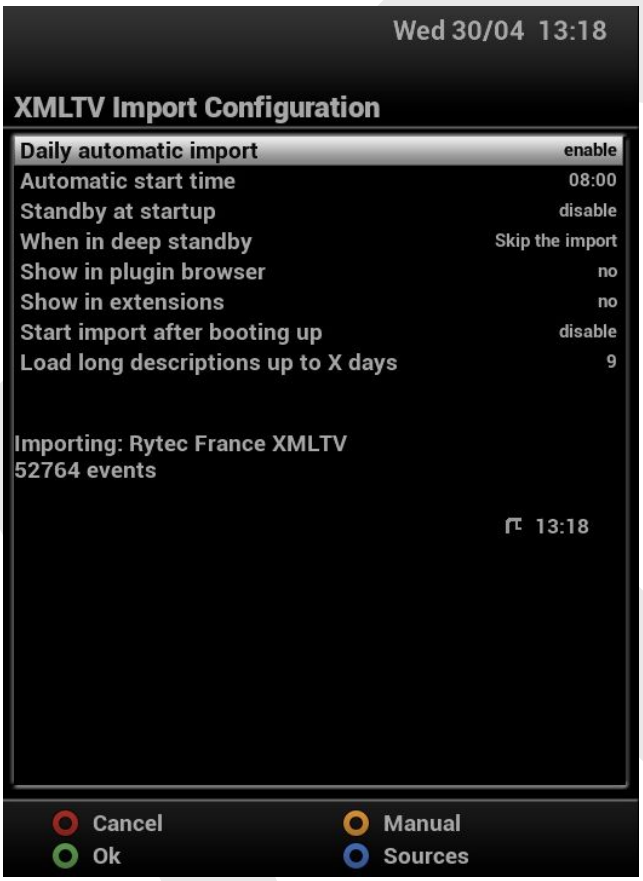
With the blue button you can choose which packages will be downloaded:

Make your selection and save with the green button. Now you're in the main screen again: make sure to save via the green button.

In the main screen you can start the download to take place immediately via the yellow button:



When started the screen will inform you about the progress. Depending on your settings the import may take quite some time, but as this process runs in the background you can leave the screen and continue using your STB.



Note 1: The XMLTV data is updated once a day. If you set your automated daily import to 07.00 MET you're sure to import the latest data.

Note 2: It is very well possible to use both Cross (for Open-TV) and the XMLTV importer. The only thing you should take care of is that both are set to different providers and that they don't run at the same time.

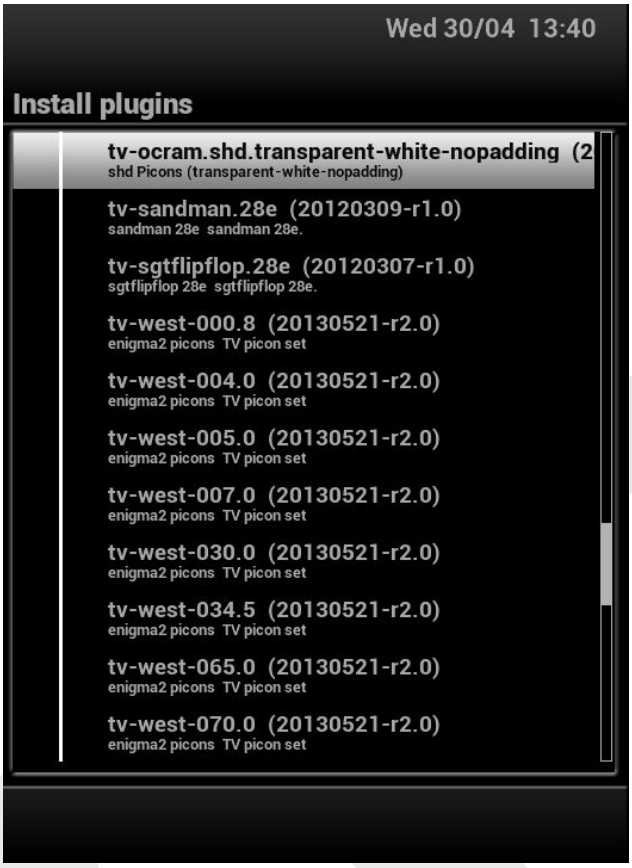
Note 3: If your box gets data for the same service from different sources (e.g. EIT and XMLTV), there is a distinct possibility that you get multiple entries in the EPG for the same event.

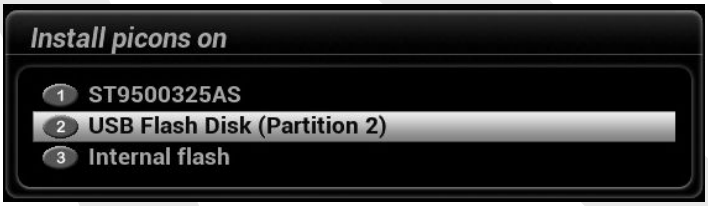
5 Picons

Now that all services are actually working and the EPG allows you to make your choice, we go into some goodies to make the cosmetics look good.

Picons are small visual identifications of services. They should be located in any folder named "/picon". You can use self-made picons, sets from the internet and also from the feeds.
Good sets make use of symlinks; this makes any package substantially smaller. The drawback is, that FAT32 devices are not suitable for that. As picons are called upon every zap, they should not be located on any HDD (as

that might be asleep, causing a zap to take extremely long). The very best (i.e. fastest) location is the internal flash, and most modern boxes have plenty of that. Second best is an USB-stick.





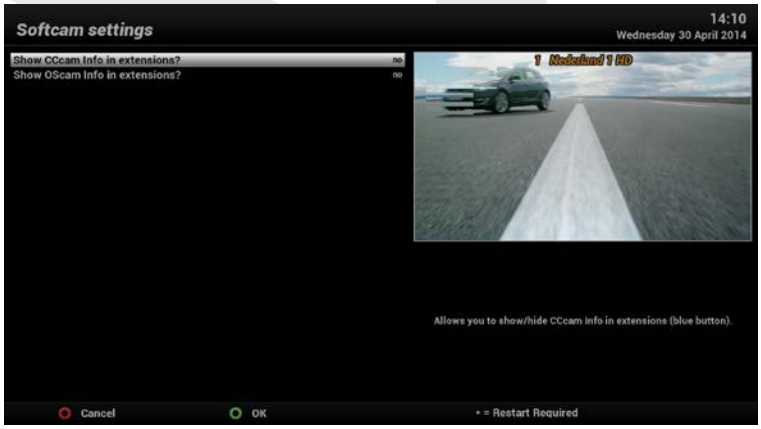
6 Cams

To be able to watch encrypted channels, one ore more Conditional Access Modules (CAM) are needed. There are hardware CAM's and software CAM's

6.1 General

6.1.1 Settings

Menu → Setup → SoftCam /CI → Settings...



This allows to show/hide several entries in extensions.

6.2 Sofcam

Your STB is capable of running a so-called ‘Softcam’. This application emulates the functionality of a CAM and thus allows the use of a smartcard in the cardreader to decrypt services.

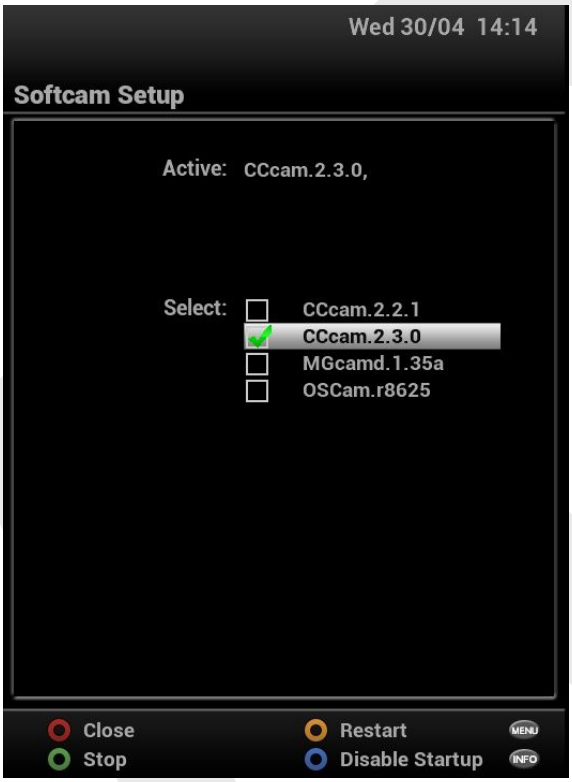
Be advised that not all smartcards can be used with all softcams, and that some cards can’t be used at all via a softcam.

A softcam is generally to be preferred over a CAM, as it will allow recordings to be saved in a decrypted format.

Softcams can be installed from the ViX-feeds, via the plugin browser.

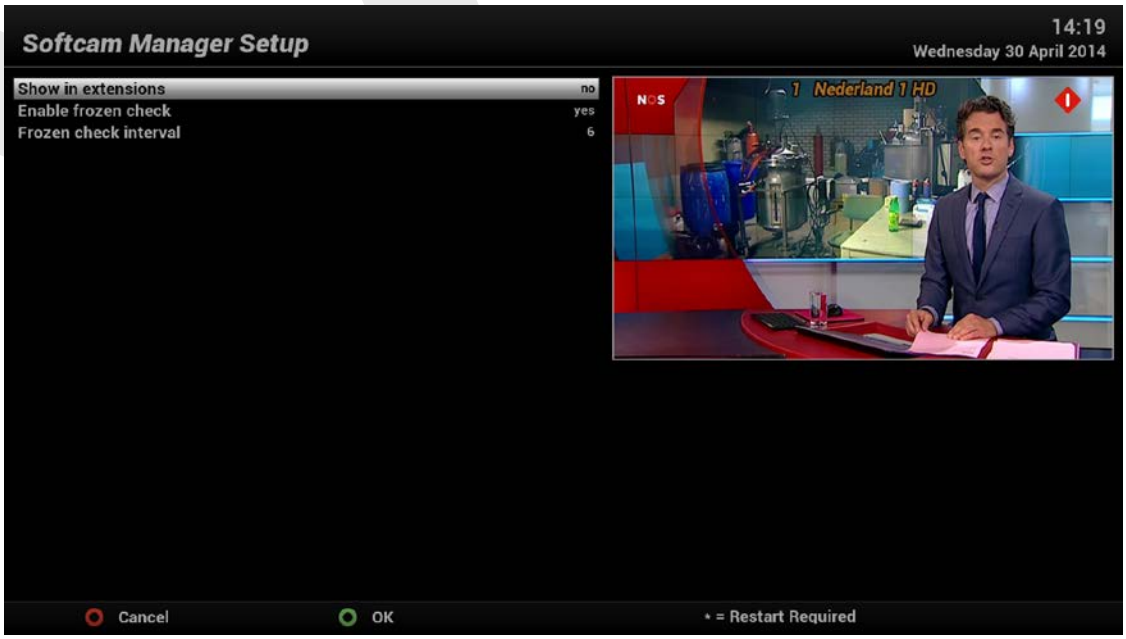
6.2.1 Softcam manager

Menu → Setup → SoftCam /CI → Softcam Manager



This menu allows you to start/stop softcams and to set the automated start up to any.

The menu button in this screen gives you a number of options:

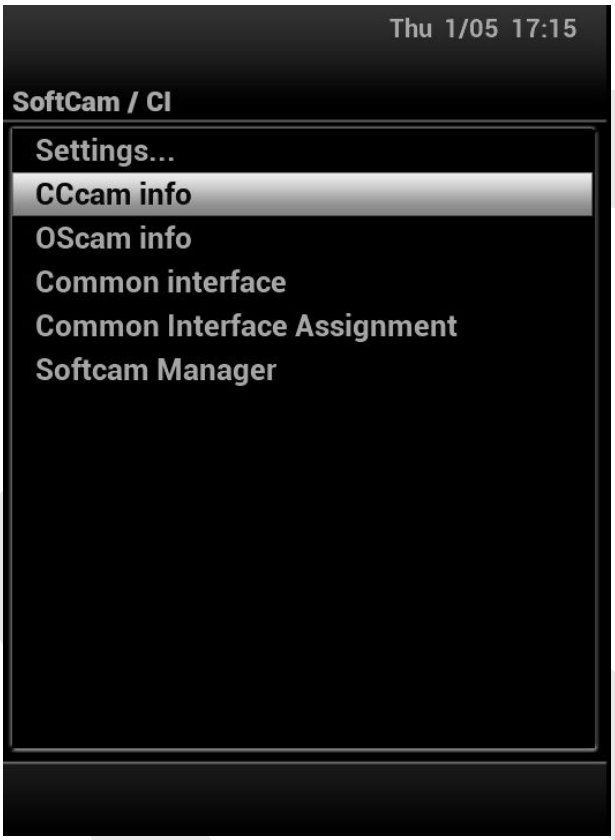


The image has an embedded functionality to check if the softcam is still active; if it's not it will (try to) reactivate the softcam. You can dis/enable this and also set the time interval at which it does this.

Note 1: If you want to run multiple softcams, you should start them in the order you want to have then started automated on rebooting the box.

Note 2: Not all combinations of softcams are possible.

6.2.2 CCcam & Oscam info



These entries in the menu will only show when the corresponding softcam has been installed. They will give you some info about their status.

6.3 CAM

6.3.1 Common interface

Menu → Setup → SoftCam /CI → Common Interface

You have now entered the menu of the CAM that you have inserted in one of the CI-slots. The menu you will see is presented by your CAM, so it will be different for different CAM's. An example is shown here:

At least one of the presented entries gives you information about the inserted smartcard. Also information about the CAM should be available:

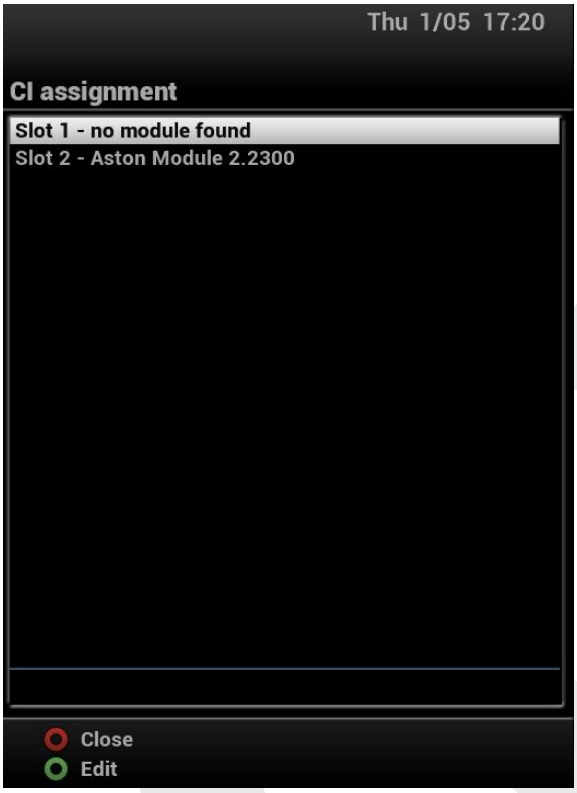
Note 1: Not all CAM's are supported by all STB's and not all supported CAM's support all smartcards.

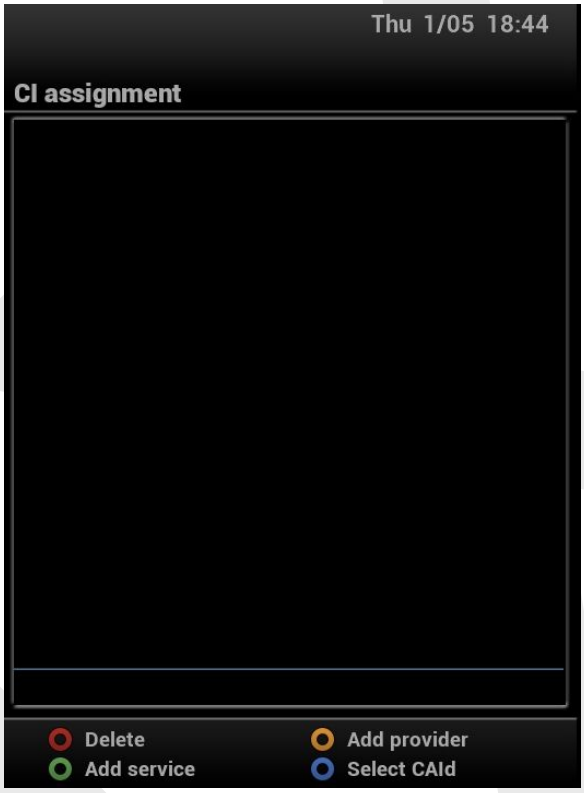
Note 2: Be aware that using a CAM usually means that recordings will not be decrypted. So the CAM with a valid card will be required for playback. And quite often the keys of the card change on a daily basis (this depends on the provider) the time allowed for playback can be very short.
Only a very small number of STB's (namely Dreamboxes and Xtrends) are able to decode a recoding just by playing it (and re-saving it at the same time).

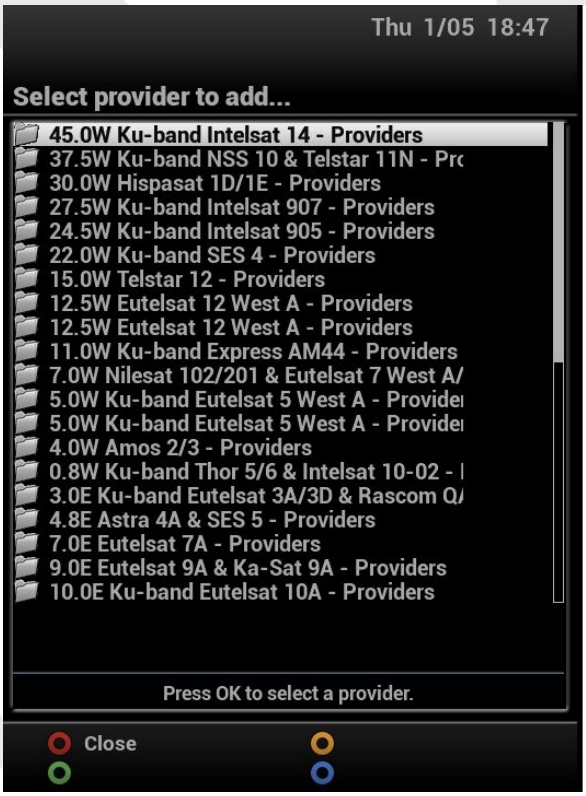
6.3.2 Common Interface Assignment

Menu → Setup → SoftCam /CI → Common Interface Assignment

Here you can assign services to a dedicated CAM.







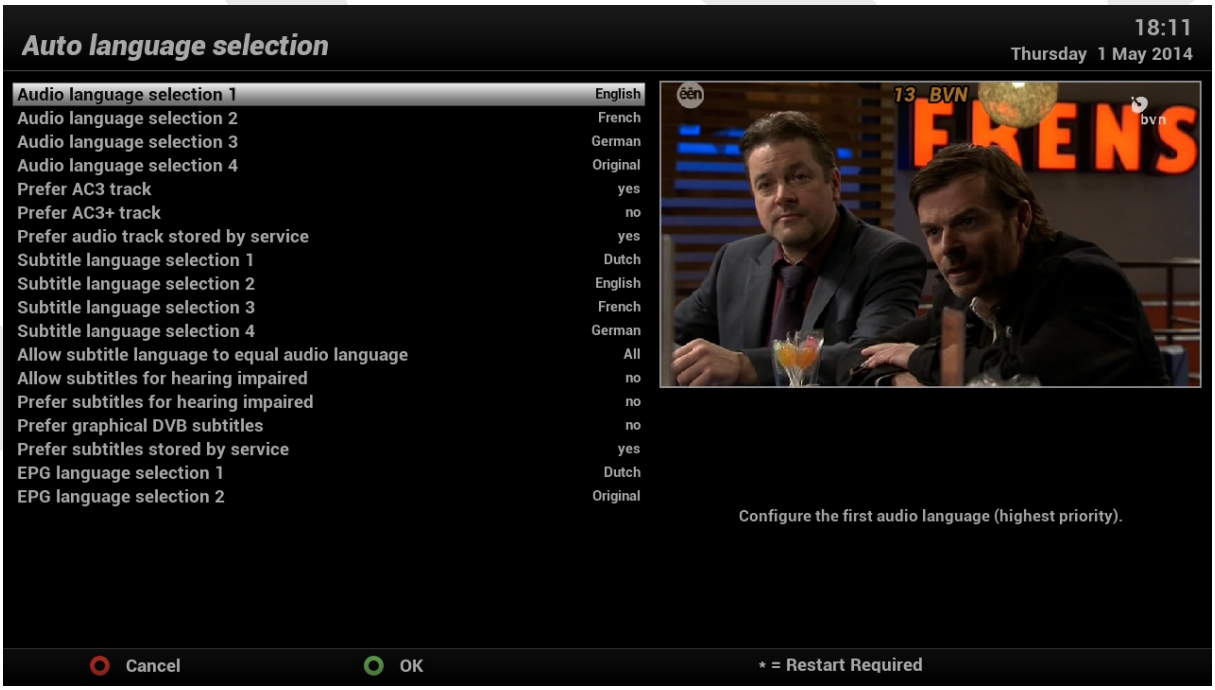
7. System setup

Menu → Setup → System

The contents of this and the following menu's may differ a bit depending on the hardware and setup.

7.1 Auto language selection

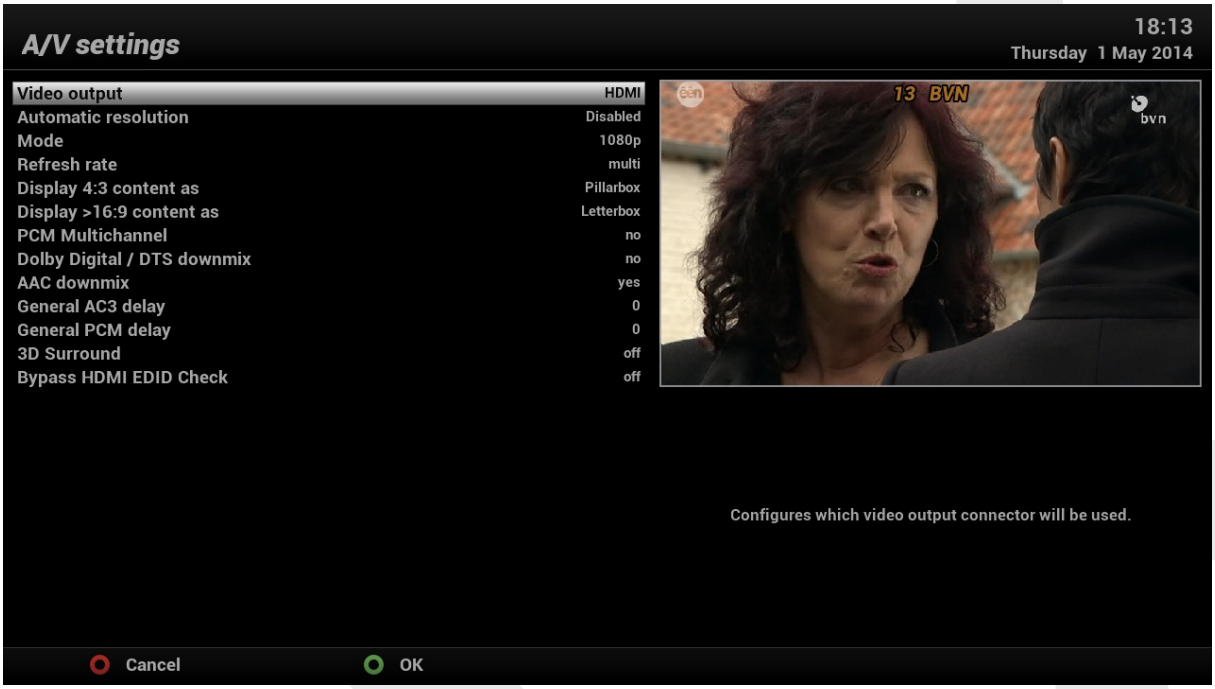
Menu → Setup → System → Auto language selection



Allows you to setup your preferred default language settings for Audio, subtitles and the EPG.

7.2 A/V settings

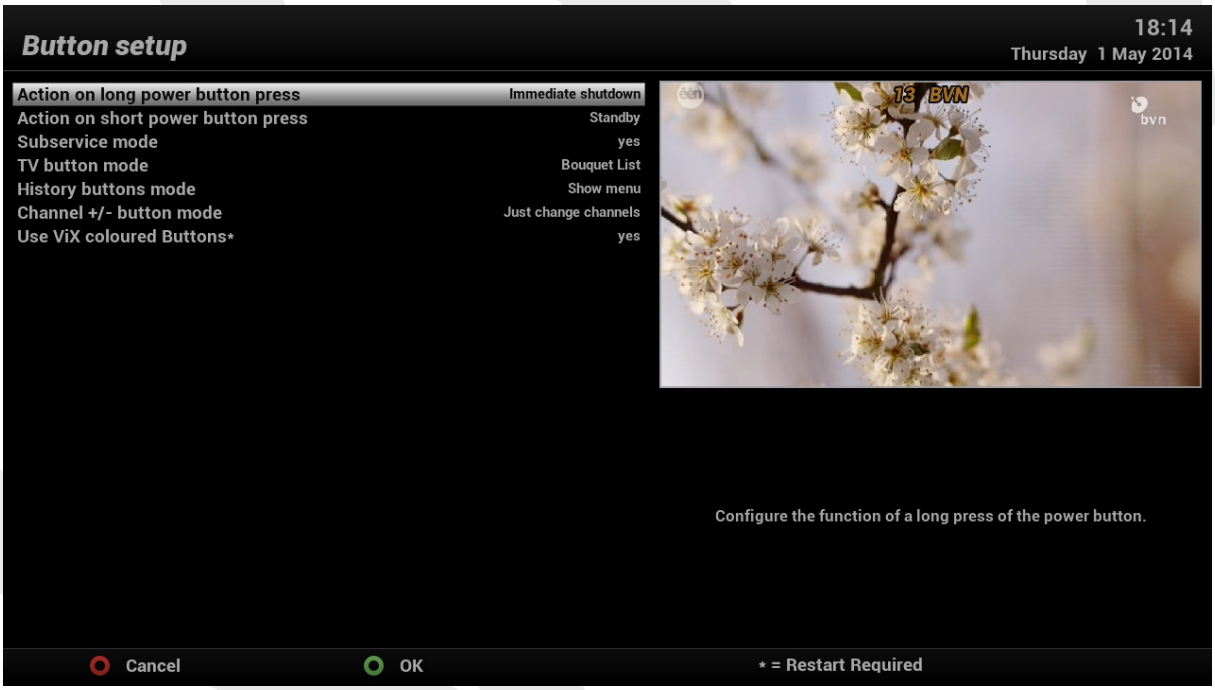
Menu → Setup → System → A/V settings



This section allows you to setup your Audio and Video output settings, to your individual needs.

7.3 Button setup

Menu → Setup → System → Button setup



Allows for some basic user customisation of the primary remote control functions, such as the power and coloured buttons.

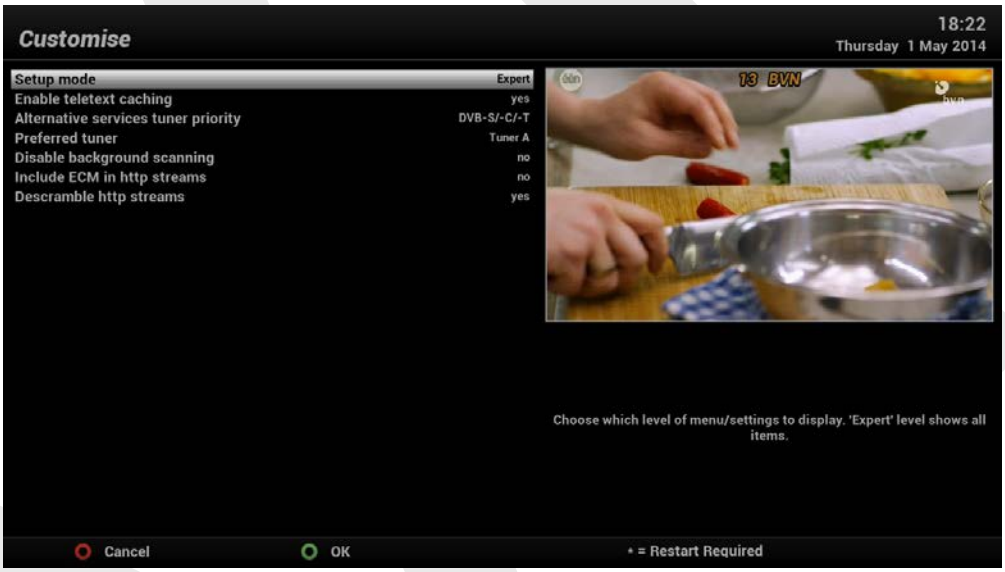
7.4 Channel selection settings

Menu → Setup → System → Channel selection settings (can also be accessed as context menu of the channel list).

Allows for some user customisation of the channel lists / bouquets. Most of the settings are for cosmetic purposes.

7.5 Customise

Menu → Setup → System → Customise

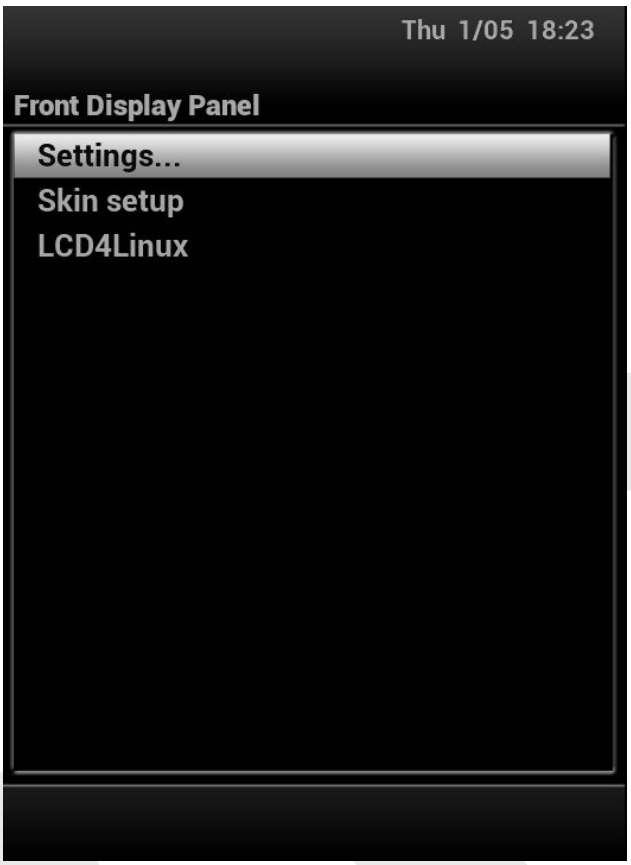


In this menu you will find various customization options.
Amongst the options given in this menu, the following ones are generally what you may need to know.

- **Show animation while busy** : Show 4D spinning logo when system is busy.
- **Enable teletext caching** : If teletext caching is enabled, displaying pages will be much faster.
- **Show positioner movement** : If you own a satellite dish with a positioner you can see a flashing symbol of a satellite dish on your screen if you set this option to “yes”.
- **Enable multiple bouquets** : Services may be grouped in bouquets. If this option enabled, you can use more than one bouquet.
- **Multi-EPG bouquet selection**
- **Change bouquets in quick zap**: If this option is set to “Yes” you will automatically be taken to the next bouquet while changing channels once you have reached the end of one bouquet.
- **Alternative radio mode**

7.6 Front Display Panel

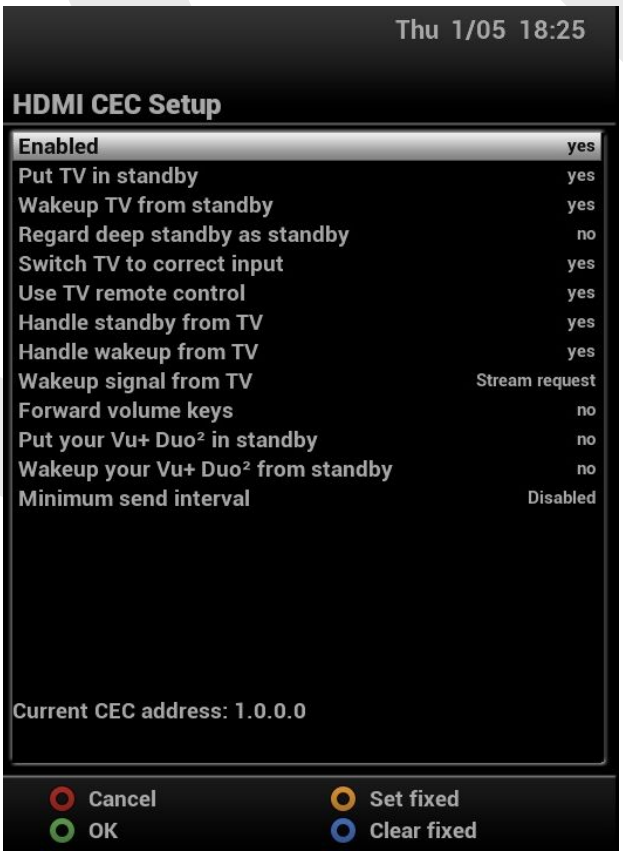
Menu → Setup → System → Front Display Panel



Allows where possible user customisation of the front panel or display of your receiver.

7.7 HDMI CEC

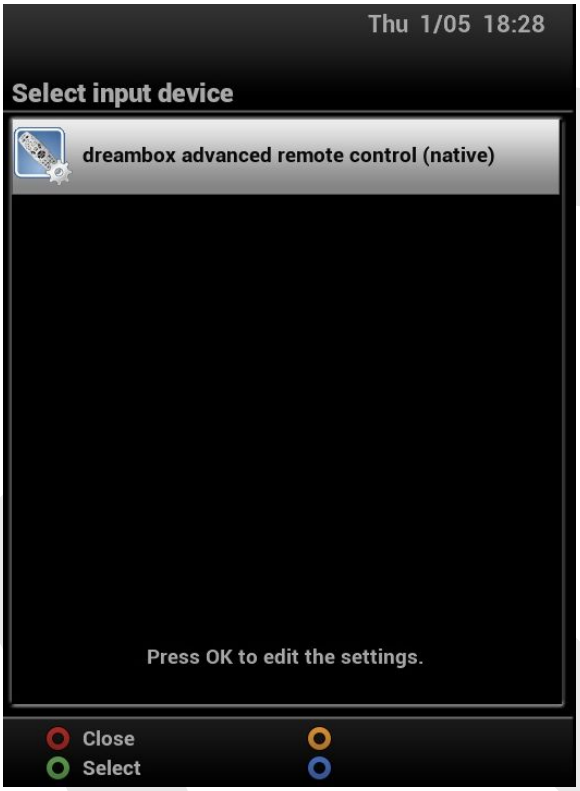
Menu → Setup → System → HDMI CEC



What is HDMI CEC ?
HDMI CEC (HDMI Consumer Electronics Control) A control function that lets one A/V component control another if they are connected via HDMI cables. For example, inserting a disc into the DVD player would turn on the TV automatically or the A/V receiver, if part of the system.
Note: not all HDMI CEC enabled devices are compatible with one another and as such you may have varying results with this function.

7.8 Input devices

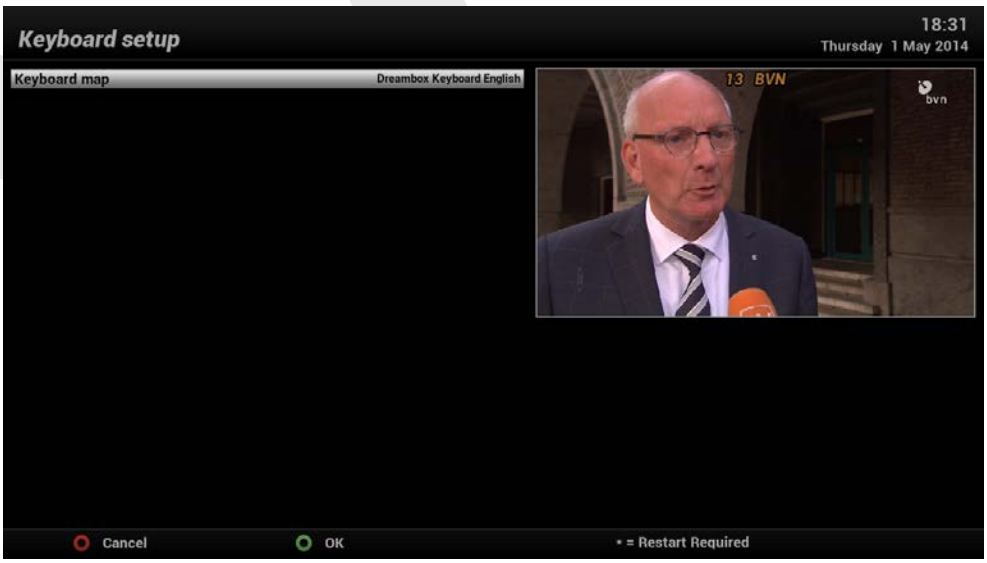
Menu → Setup → System → Input devices



Options here are very much dependant on the STB make and model. Some boxes allow the use of another remote: the selection can be made in this screen.

7.9 Keyboard

Menu → Setup → System → Keyboard



Here you can choose the lay-out of a keyboard, if you have one in use.

7.10 Language

Menu → Setup → System →Language

Here you can select the system language of your STB. Be advised that some translations will only be effective after a system restart.

7.11 Logs

Menu → Setup → System → Logs

What are Logs ?

Don't worry, your receiver is not spying on you, Logs are simply text files which are generated by the receiver under a number of conditions, these are a invaluable faultfinding and diagnostic tool for the Image developers.

Crash Logs.

Crash logs are automatically generated when your receiver has suffered a software crash, more commonly known as a BSoD (Black Screen of Death). upon the receiver rebooting a text file will be generated that tells those who can read them, what caused the crash, these logs can be used by the software developers to fix the error which caused the crash (BSoD).

Debug Logs.

Debug logs like Crash logs are text files, however you must first enable the debugging function in the Logs manager then reboot the receiver to start the logging process. Debug logs are continuous until disabled by the user and will log pretty much every thing down to individual clicks on your remote control. you do not need to have this feature active all the time but it can be used to track down all kinds of pesky hard to fix errors which would otherwise not be shown in a crash log. so if you are asked to provide a debug log by the image team please do, it could mean the difference between fixing a hard to find error or not.

7.11.1 Settings

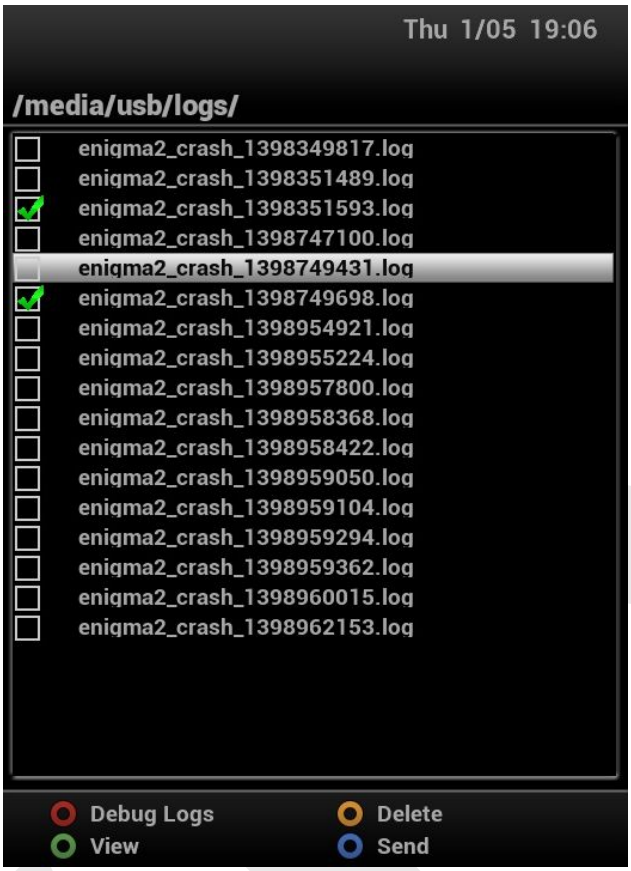
Menu → Setup → System → Logs → Settings

Here you can enable or disable the debug logging feature along with a few other options related to the logs manager such as adding your forum username and email address.

7.11.2 Logs manager

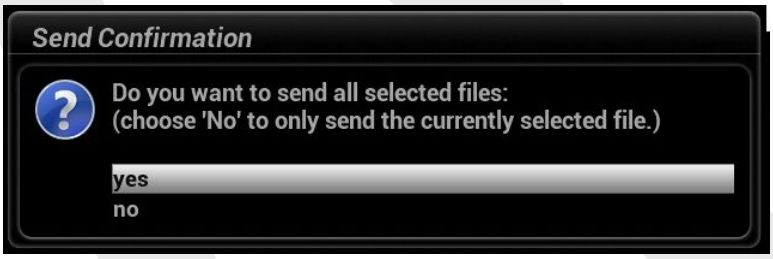
Menu → Setup → System → Logs → Logs manager

Brief description:
The logs manager is a user interface which has a number of functions.
1) catalogues all the generated crash logs and debug logs, allowing you to read the contents of the logs directly on your TV screen.
2) allows you to send the logs directly to the image developers from your receiver itself, but you must first fill in your forum user name and include a email address, this allows the image developers to track submitted logs and where necessary for them to contact the user for further details or testing.

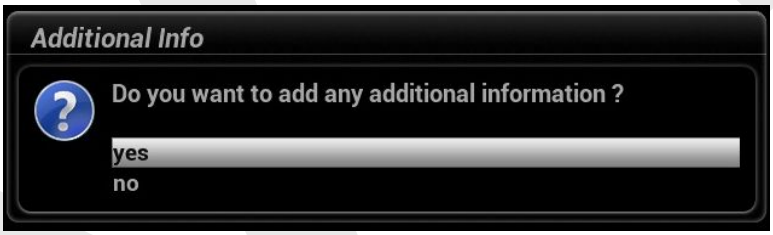


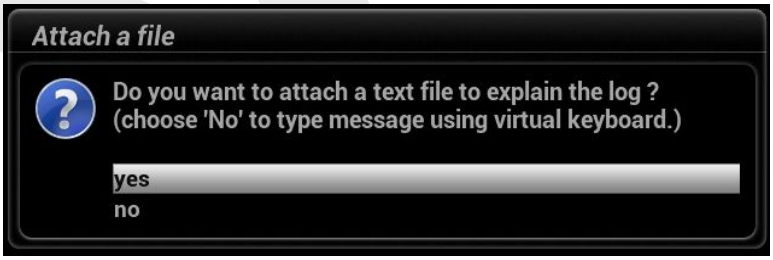
You can check the boxes of the files you want to send, and you can also view and delete them.

Use the blue button to send and you'll see a confirmation window.

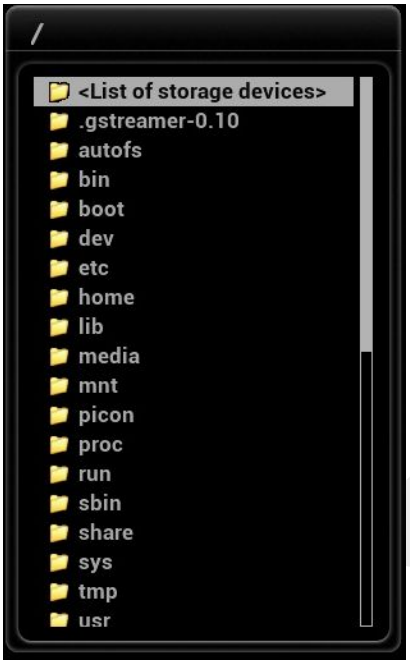


Before the file is actually being sent you get the option to add information (via typing or adding a text file).





On choosing to add a file you get the option to find it on any storage device.



This is all rather self explaining.

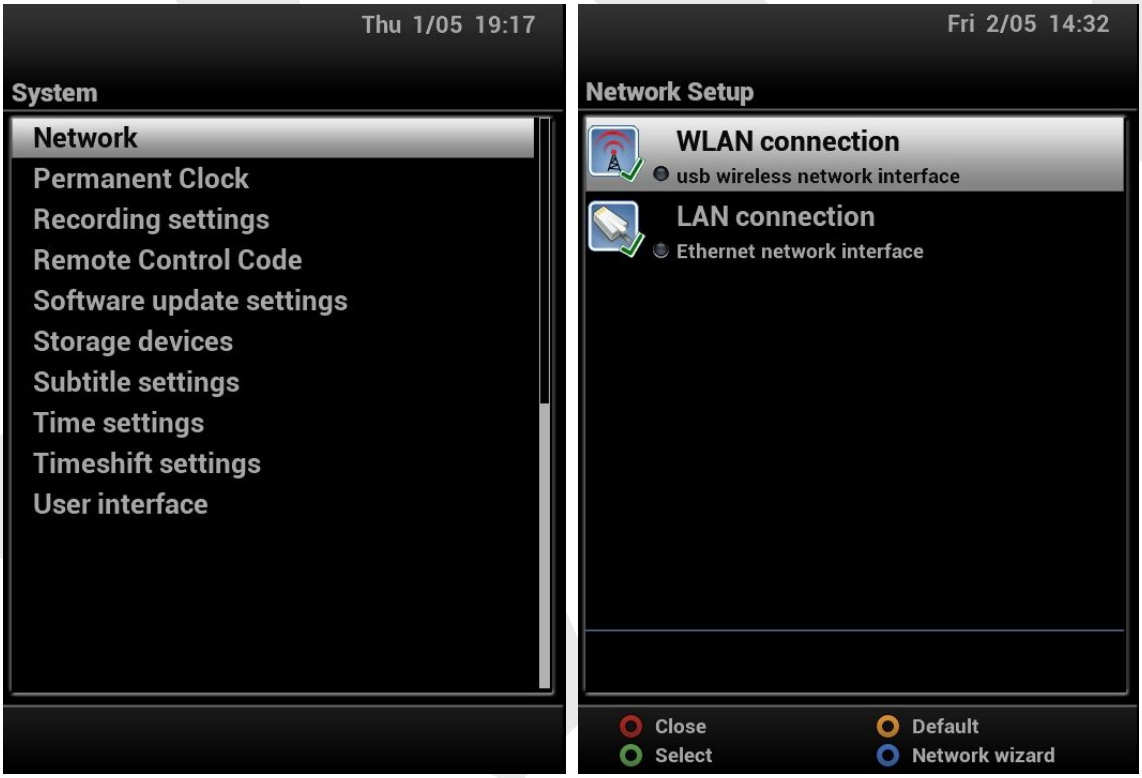
7.12 Network

Menu → Setup → System → Network

Below we go through the most important options.

7.12.1 Device setup

Menu → Setup → System → Network → Device setup

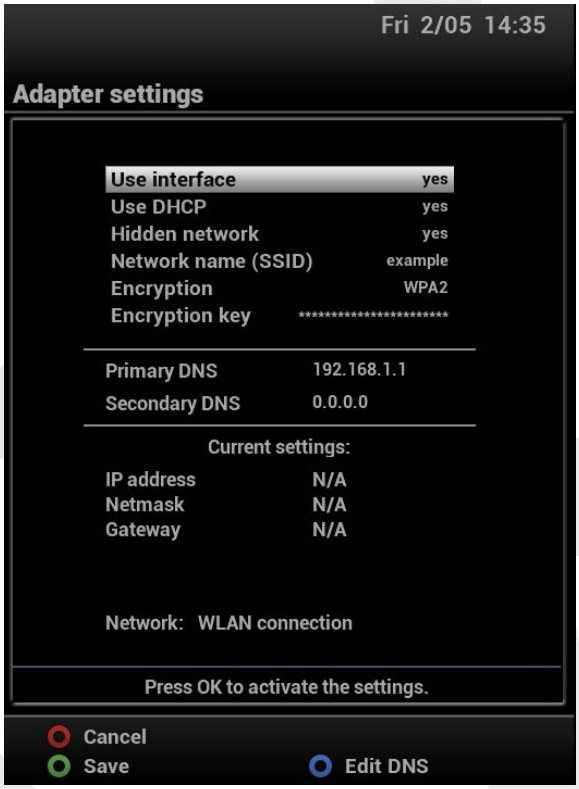


Here you can setup the network adaptor(s) of your STB.

Note: only adapters that are properly installed will show here. This applies especially to WLAN-dongles: you have to install the correct drivers and reboot the box before they will show and can be configured.

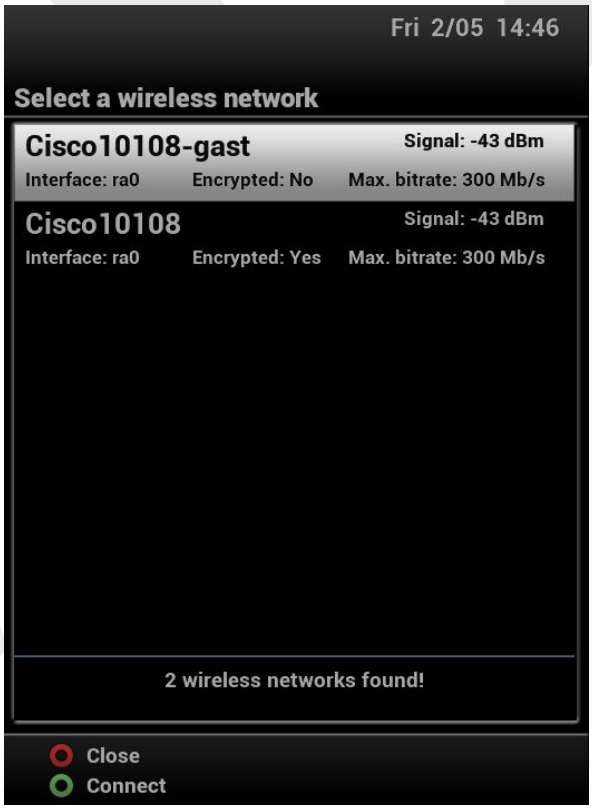
7.12.1.1 WLAN

Menu → Setup → System → Network → Device setup →WLAN → Adapter settings

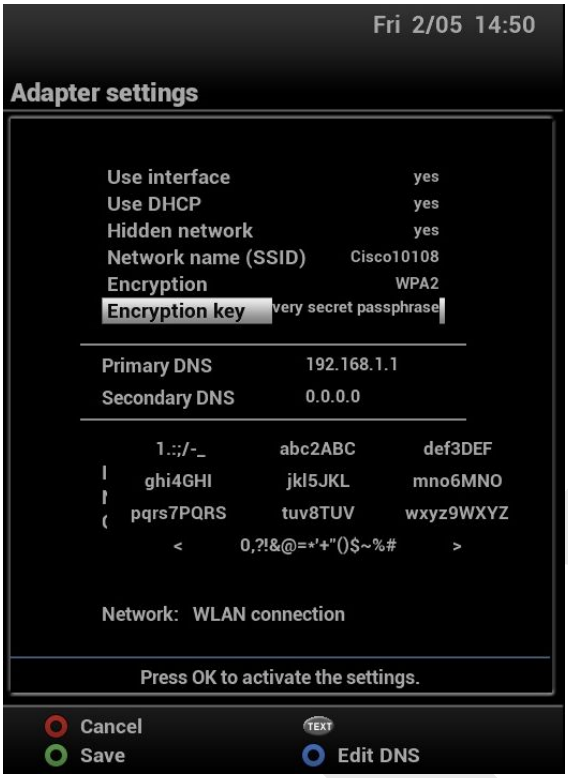


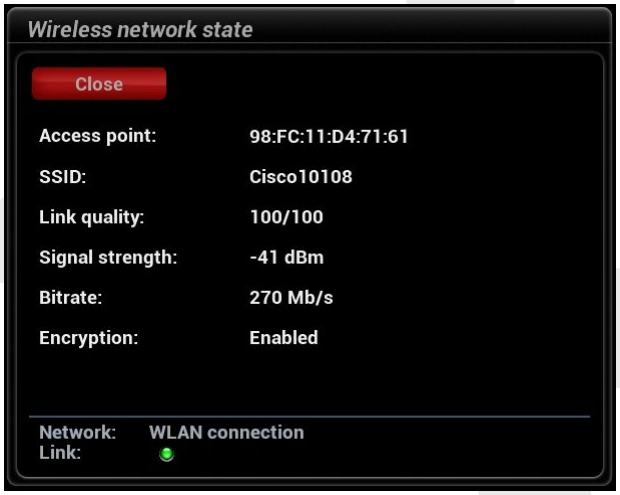
This menu allows you to configure the settings of your WLAN-adapter in accordance with your LAN.

An option to help you, is to use the WLAN-scan:
Menu → Setup → System → Network → Device setup →WLAN → Scan wireless networks



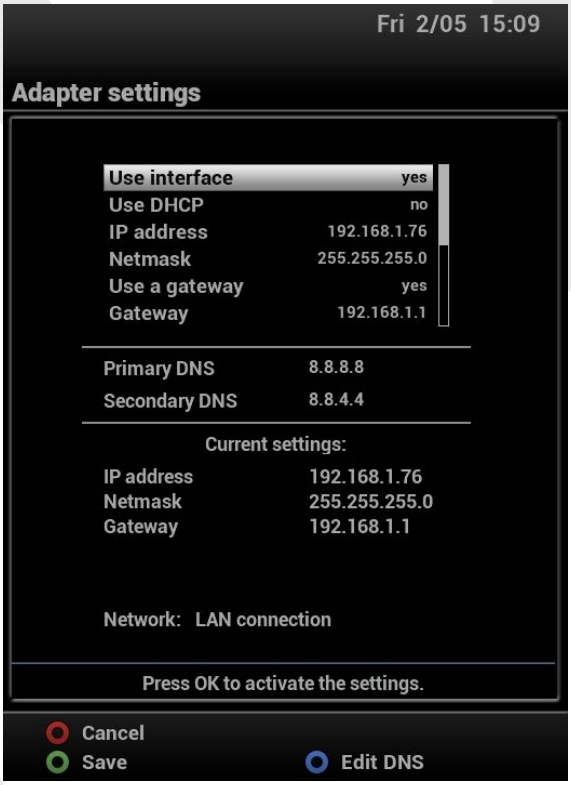
The screen will show you all the networks that have been found; click on the green button to connect the adapter to the correct network.
You can adapt the settings to your requirements and fill in the password. Click on green to save the settings. A status screen will pop up to show you all the details of the actual WLAN connection.





7.12.1.2 LAN

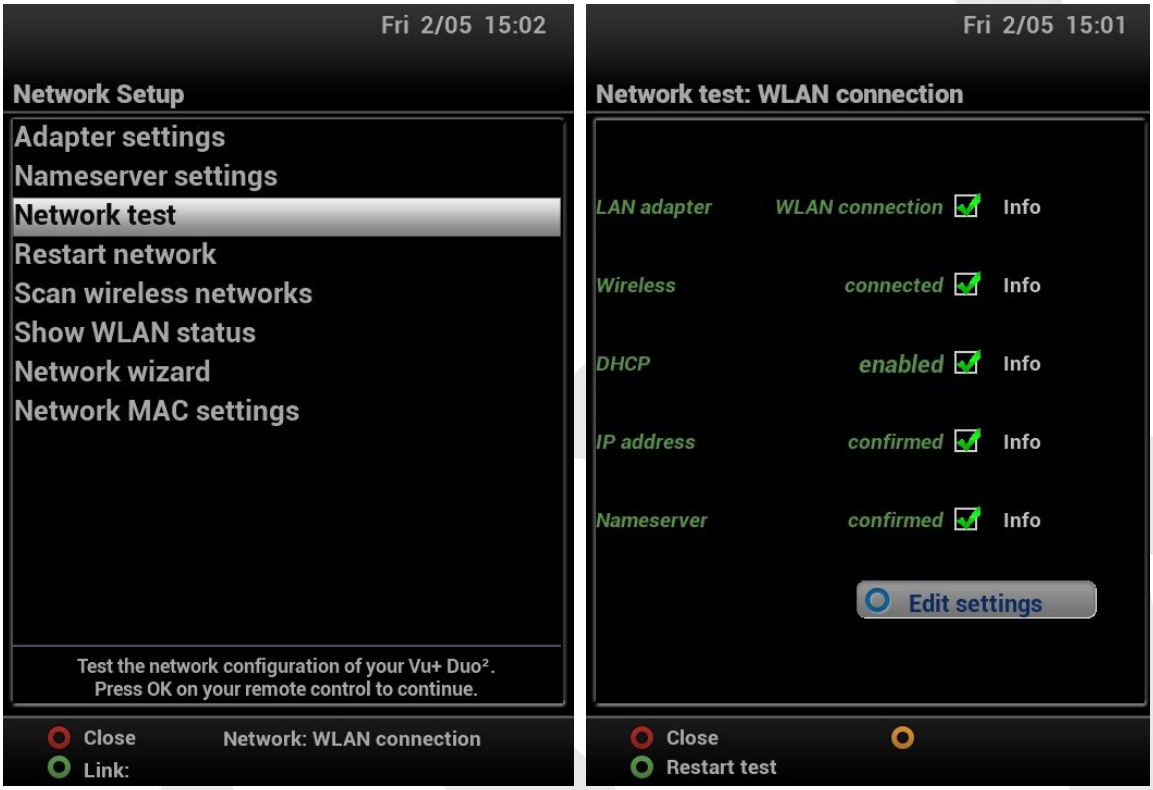
Menu → Setup → System → Network → Device setup →LAN → Adapter settings



This menu allows you to configure the settings of your LAN-adapter in accordance with your LAN and click on the green button to save the settings.

7.12.1.3 Network test

Menu → Setup → System → Network → Device setup →(W)LAN → Network test



In case of (suspected) network issues you can carry out a network test to see where the issue may be.

7.12.2 Mounts setup

Menu → Setup → System → Network → Mounts setup

This sections deals with the setup and management of networked storage devices and allows you to fully utilise any other storage device(s) you may have on your network.

7.12.2.1 Network Browser

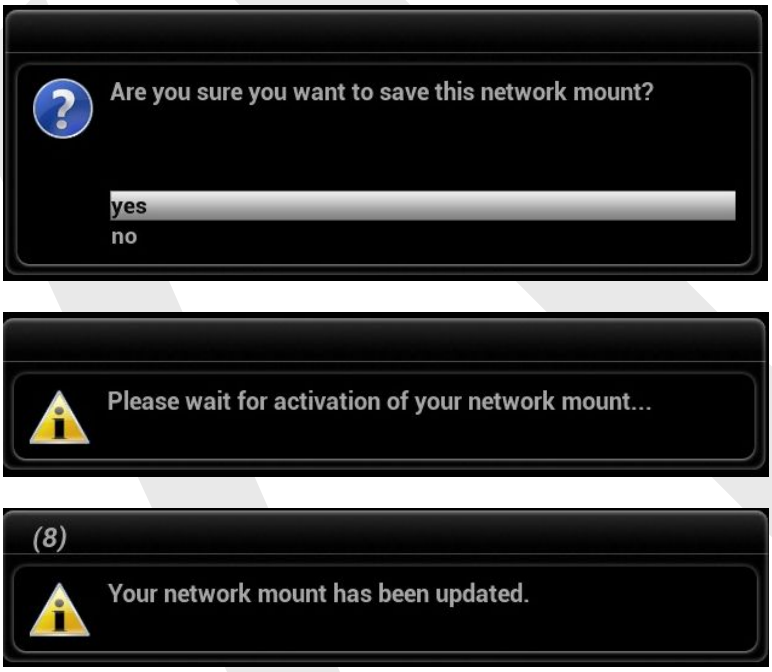
Menu → Setup → System → Network → Mounts setup → Network Browser

If you want to mount a storage device of any of your devices connected to your LAN the Network Browser will help you.

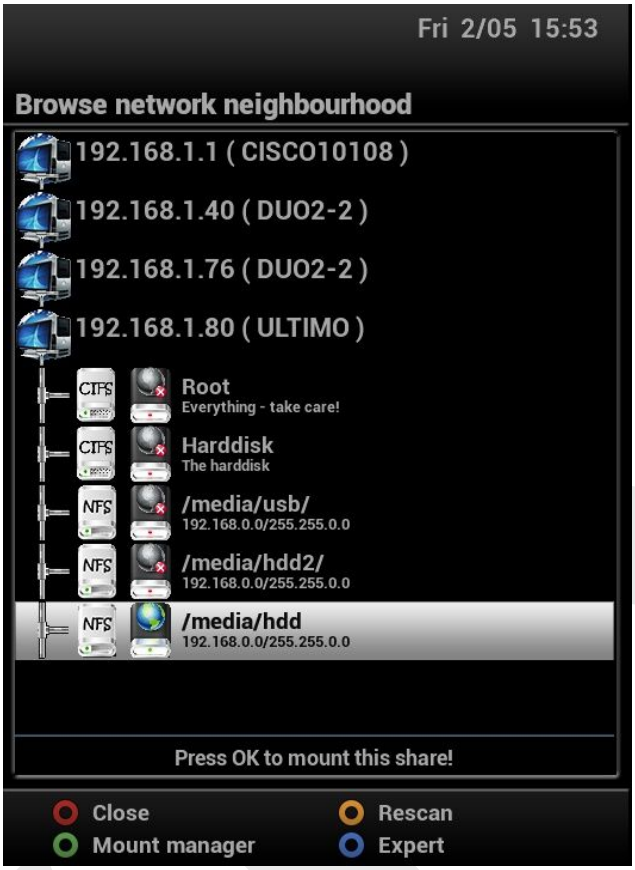
The network will be searched and all devices found will show (scanning may take a while and will cause the 'spinners' to show as this is an intense job; no worries, just be patient)

Click on the device you want to setup as mount and the box will guide you through the process:

Generally ‘AUTOFS’ is the best option, as it allows mount points to be dynamically handled.



The last screen will now show the device in a green colour, to indicate the active status:



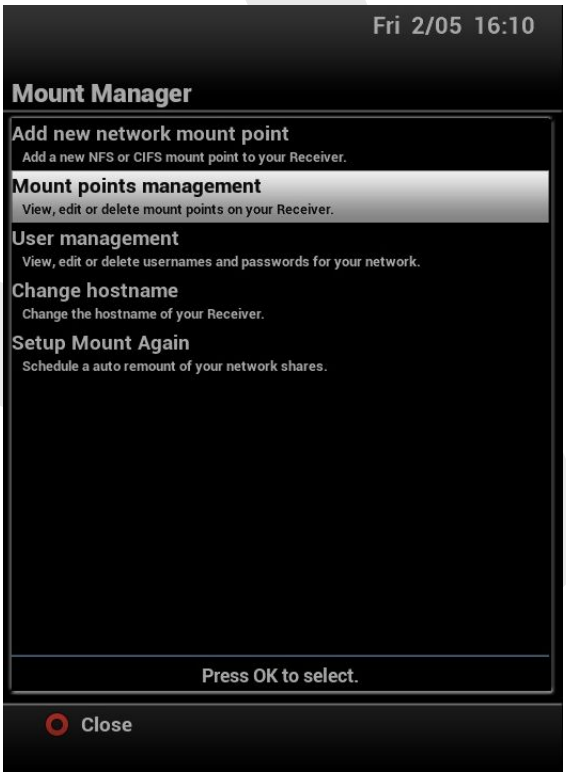
You can now click on the green button to go to the Mountmanager.

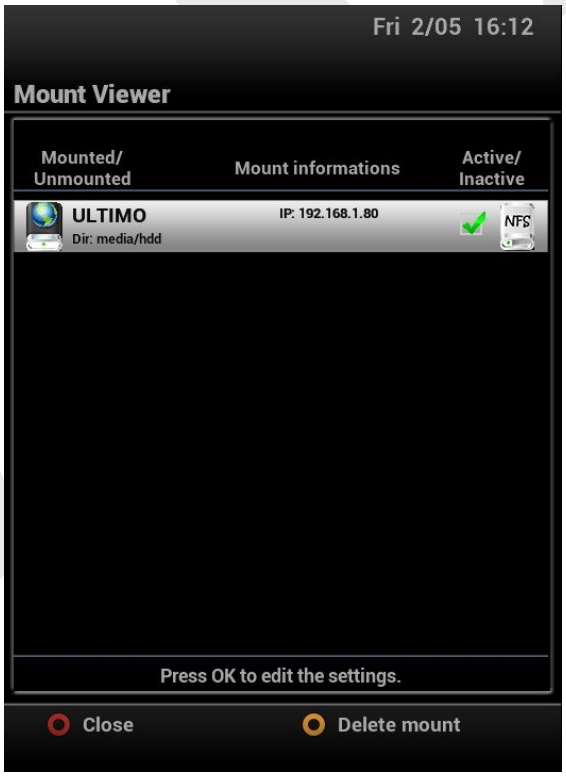
7.12.2.1 Mountmanager

Menu → Setup → System → Network → Mounts Manager

7.12.2.1.1 Mount points management

Menu → Setup → System → Network → Mounts Manager → Mount points management





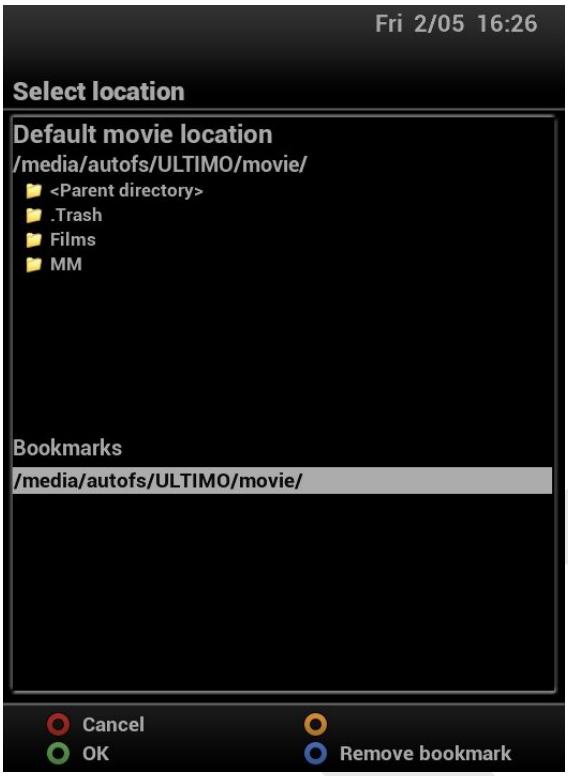
Here you have an overview of all the mounts available to your STB and the status (active when the mount is green). You have the option to delete any (via the yellow button) and do change them (via the OK-button).

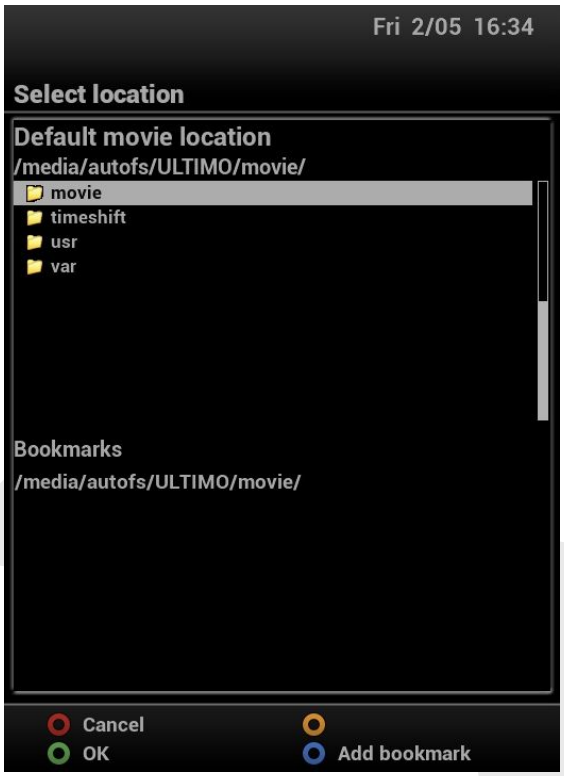
7.13 Recording settings

Menu → Setup → System → Recording settings

This menu has a number of settings allowing you to fine tune many items related to recording and playback. You really should take your time to go through them all, to get used to them, what they do exactly and how you want to set them up.

There is however one very important item, and that is the ‘Default movie location’.





In that screen you see 'Bookmarks'. The active bookmark is the location were recordings are being made to (by default, you can change the location in any timer).
And besides they come in handy, as the bookmarks allow for easy navigation in your movie list (movie list → Location). So if there are several locations you would like to be easy accessible, it is wise to add bookmarks via this menu.
In this menu you use the 'CH+'button to move the cursor to the location selection (upper part of the screen), and the 'CH-'button to move the cursor to the bookmarks again (lower prt of the screen).
In the location section you can navigate to any location and use the blue-button to add the selected location as bookmark. Save by using the green button; this brings you back to the previous screen where you now see the active default recording location you've just set. Save again via the green button.

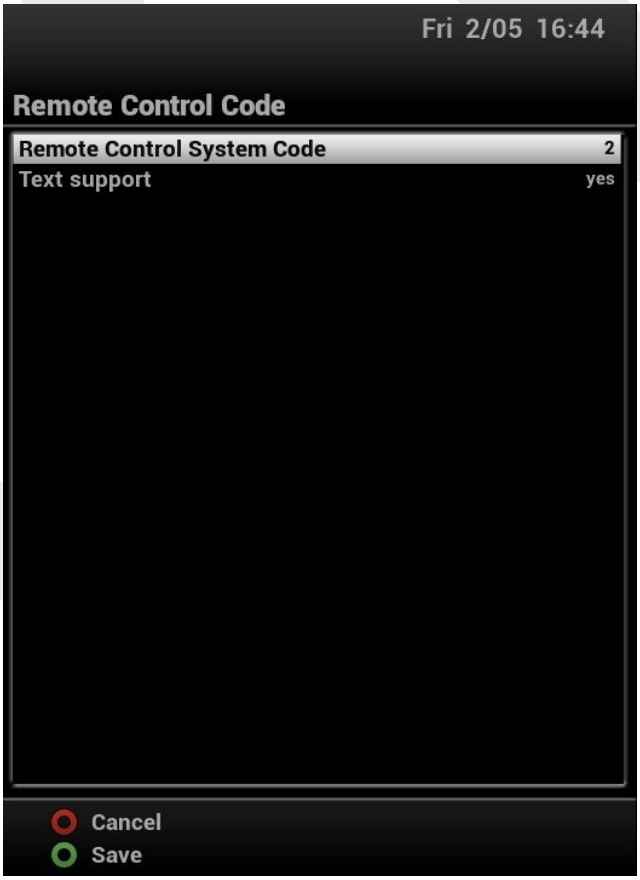
7.14 Remote Control Code

Menu → Setup → System → Remote Control Code

This option is very much dependant on the STB make and model you are using. For example Vu+ hardware allows for up to 4 different remote control code combinations, this is very handy if you have multiple receivers in the same room and don't want the same remote control unit operating them all at the same time.
Please note that both the receiver and remote control unit must be programmed to the same code otherwise they will not be able to communicate with each other.

This is an example of the screen for a VU+ STB: the code number can be set to 1, 2, 3 and 4 to be able to use multiple STB's in the same room (the RC needs then to be set to the same code).

'Text support' allows alpha numerical buttons (text-style) to be used.



7.15 Software update

7.15.1 Software update settings

Menu → Setup → System → Software update settings

In this menu you can determine if and how the box will look for available updates.
Yes/No determines if the box looks for them, the 'check every (hours) tells the box how often to do that.
When issues have been discovered by the ViX team, or if they are likely to happen due to the changes that have been made, the status of the feeds can be set to 'unstable'. You can determine here if you would allow such 'unstable' updates to be accepted during an image update.

Note: If the feeds are set to 'unstable' and you have set this setting not to allow for them, you'll also not be able to install Plugins from the feeds.

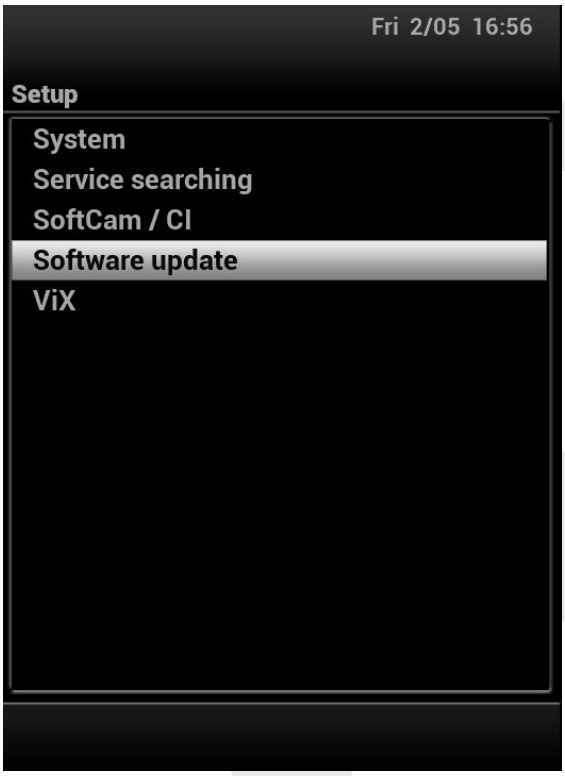
Further more you can decide here that in case of an online image update the box will first make a settings and/or an image update.

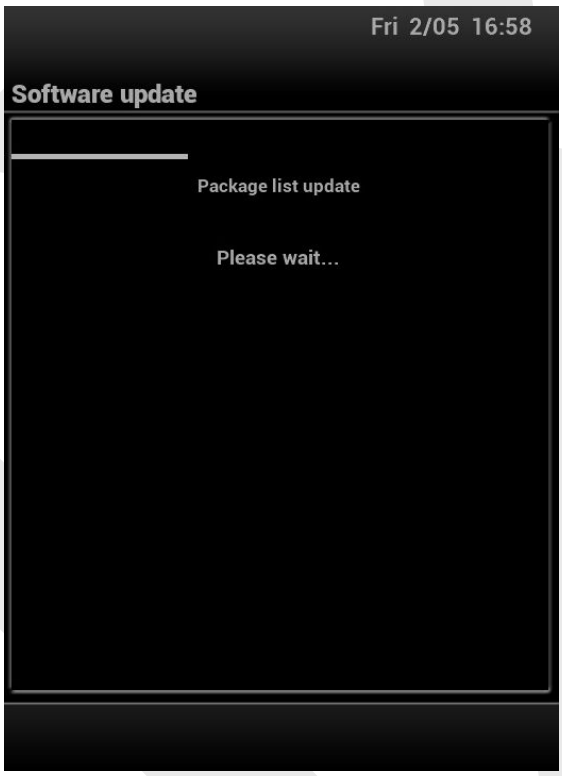
Note: It is strongly advised to make at least a settings backup before doing an online update. This will allow you to revert to the actual state of your box if/when you experience problems with the updated image.

7.15.2 Online Software update

Menu → Setup → Software update

This menu allows you to actually carry out an online image update.





When an update has been found, you are presented several options. You are strongly advised to make a settings backup and/or an image backup before actually updating your box. To make the default settings for you, see chapter 7.15.1 above

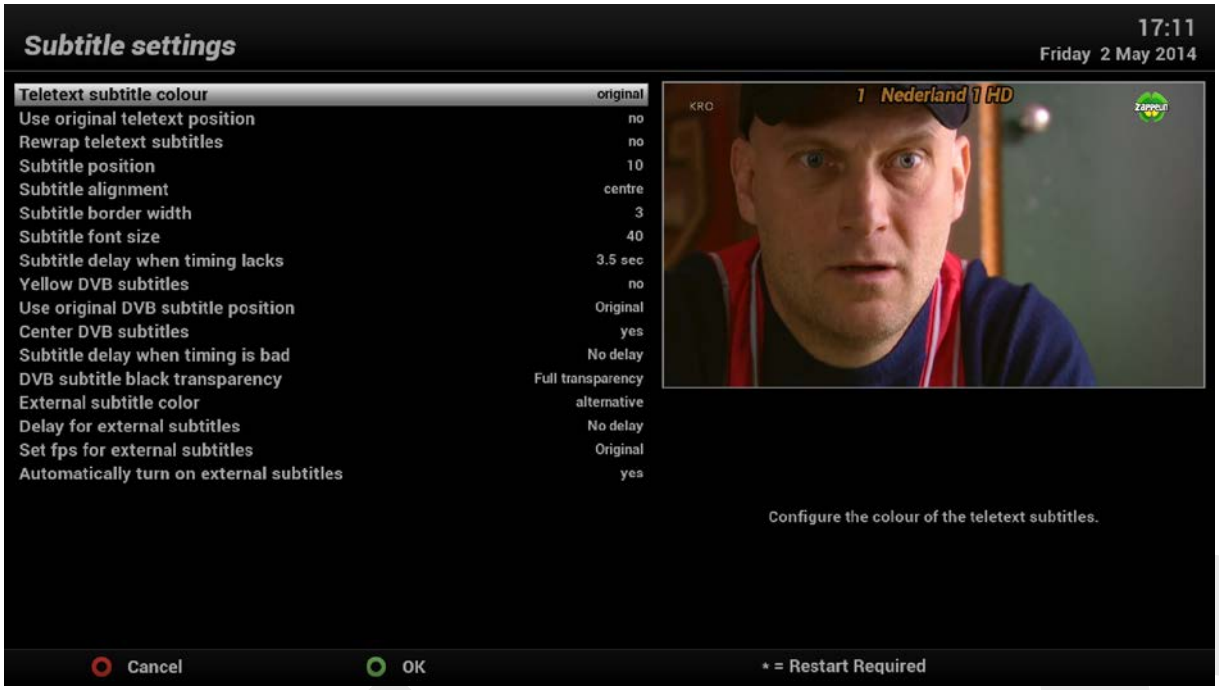
7.16 Storage devices

Menu → Setup → System → Storage devices

Allows you to setup and format (initialize) hard discs and USB storage devices for PVR (personal video recorder) and other media / storage functions.

7.17 Subtitle settings

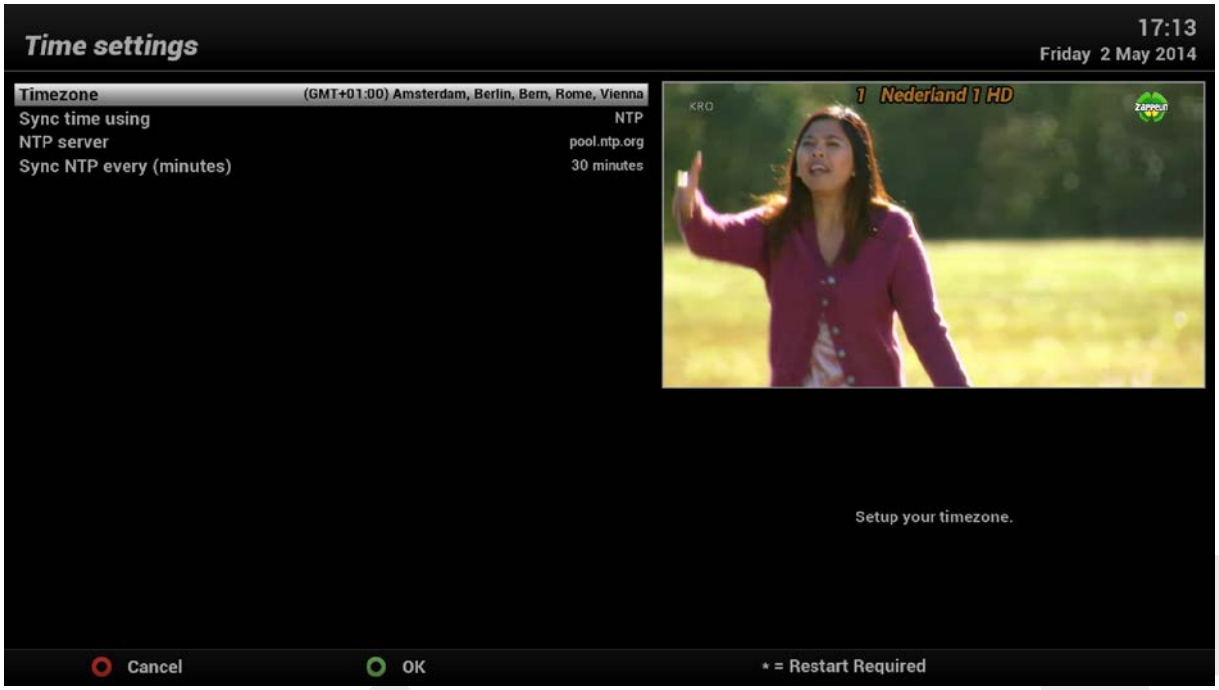
Menu → Setup → System → Subtitle settings



Here you can make the default settings for subtitles. Using the audio-button twice you enter a subtitle quick menu, in which you can temporary adjust the settings for a specific case.

7.18 Time settings

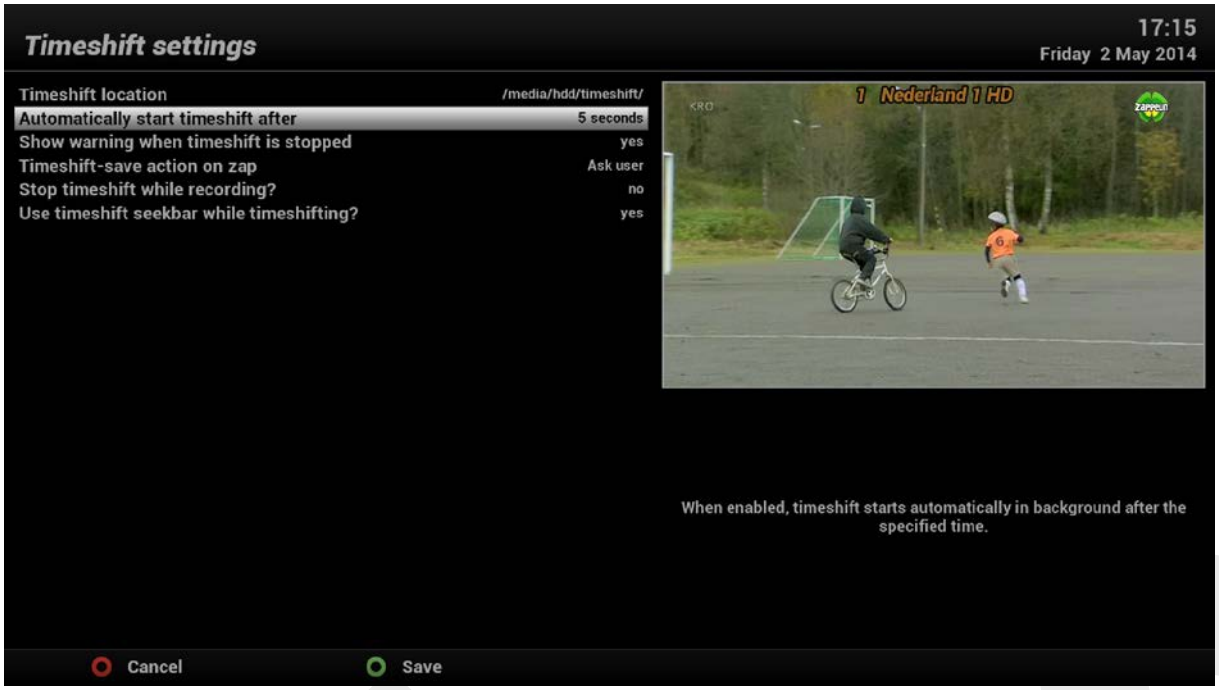
Menu → Setup → System → Time settings



Allows you to set your STB to your local time zone. This is required to maintain a accurate EPG and for recording purposes, your receiver can synchronise itself either via the internet or through the satellite feed.

7.19 Timeshift settings

Menu → Setup → System → Timeshift settings



This section allows you to setup your receiver for "pausing and rewinding" of live TV channels.

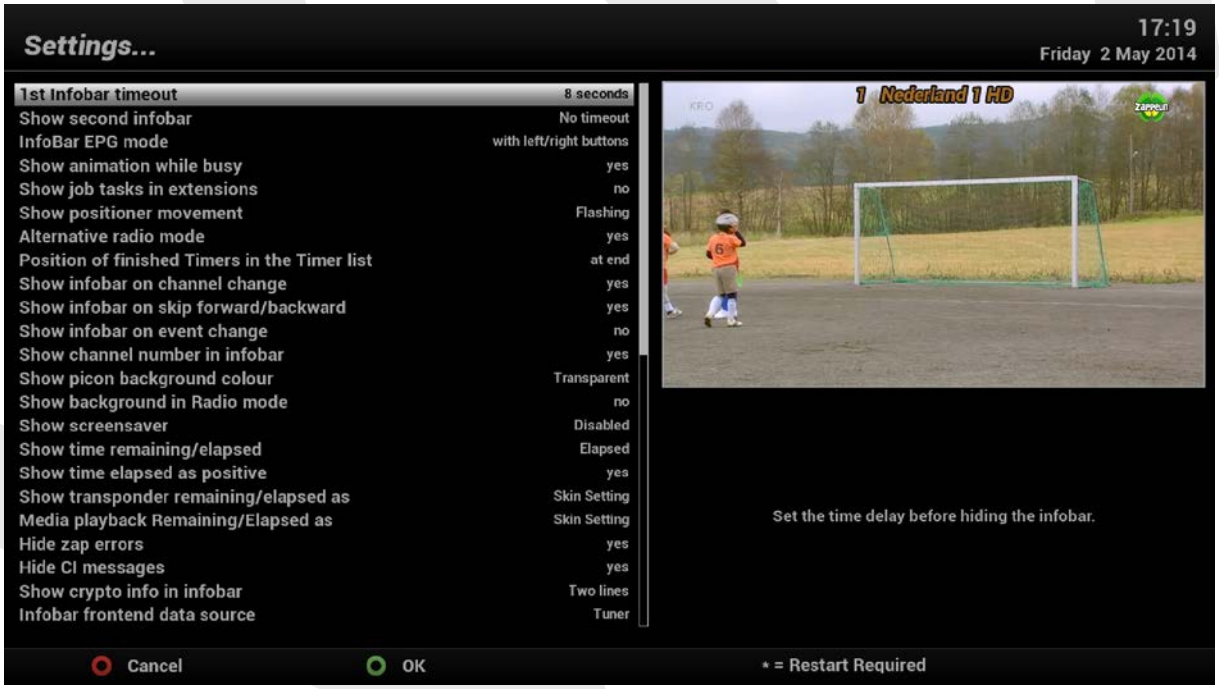
7.20 User interface

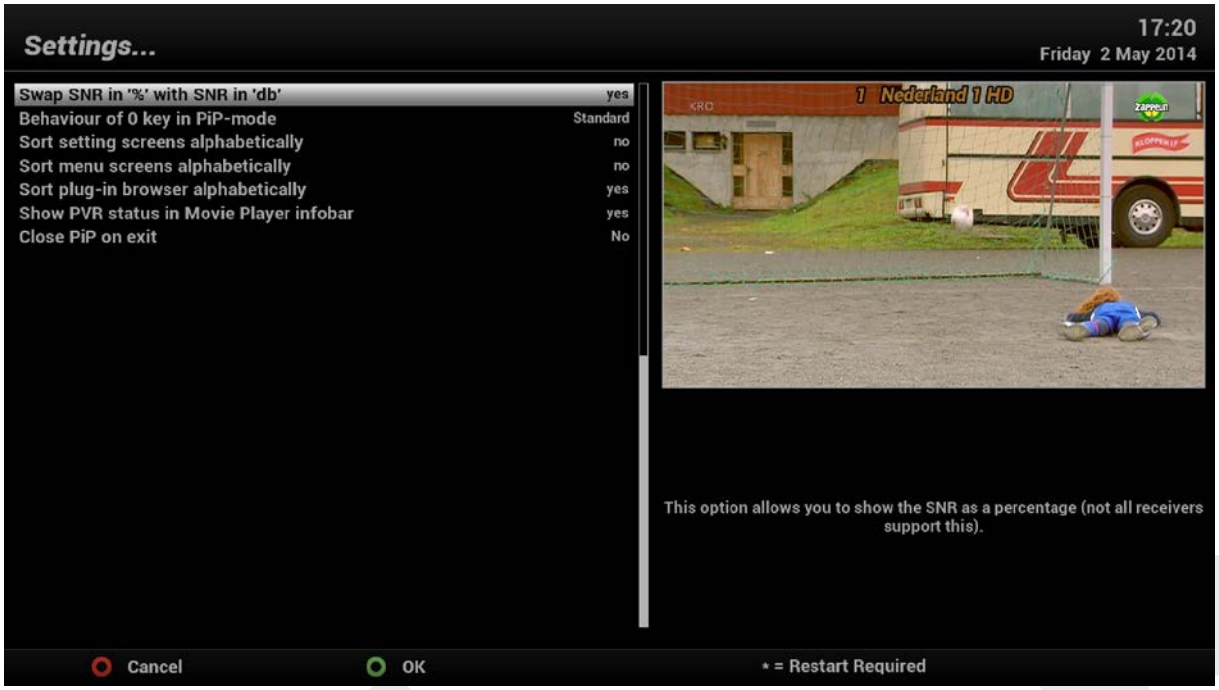
Menu → Setup → System → User interface

7.20.1 User interface settings

Menu → Setup → System → User interface → Settings

This menu has a number of settings allowing you to fine tune many items related to the GUI (Graphical User Interface). You really should take your time to go through them all, to get used to them, what they do exactly and how you want to set them up.

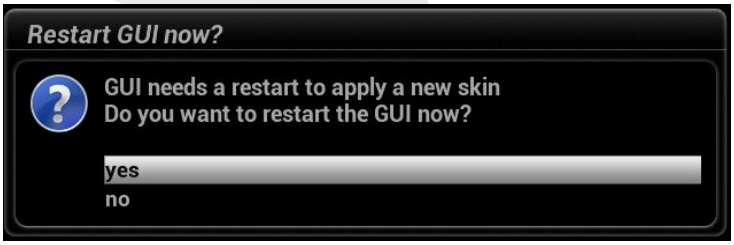




7.20.2 User interface Skin setup

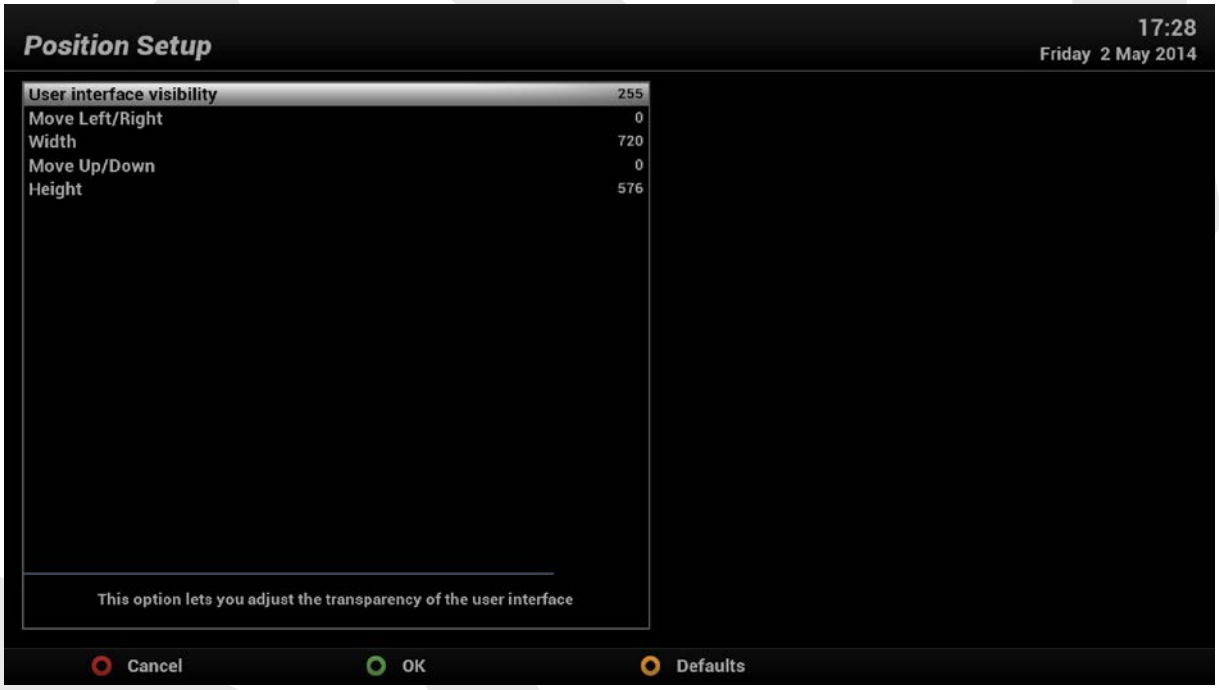
Menu → Setup → System → User interface → Skin setup

Here you can select the skin you wish to use for the GUI (Graphical User Interface) on the receiver. A GUI restart (soft restart) is required to finalize the new skin once selected.



7.20.3 Position setup

Menu → Setup → System → User interface → Position setup



This section shows you how to reposition the OSD (Onscreen Display) to best fit your TV screen, including all Menus, EPG screens and Infobars. This can be useful when 'overscan' on your TV has been activated (which is not advised).

8. Special features

In this chapter we'll go through several special features, that can be helpful for the use of your receiver.

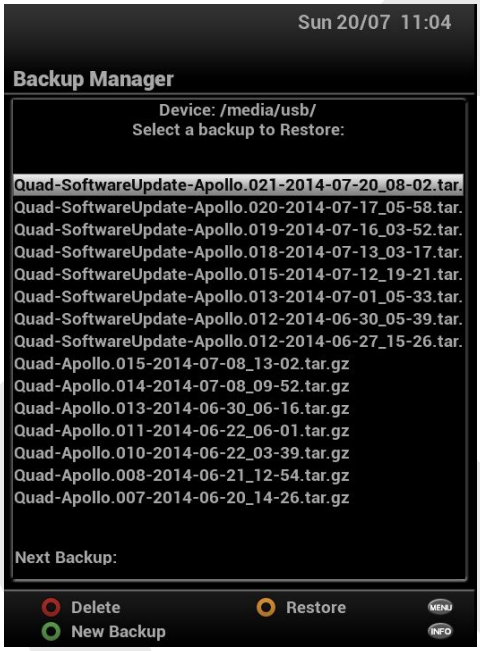
8.1 Backup and restore

8.1.1 Backup

There are two kinds of backup: a settings backup (holding all the specifics of your setup) and an image backup (i.e. a complete backup of the image you're running at the moment).

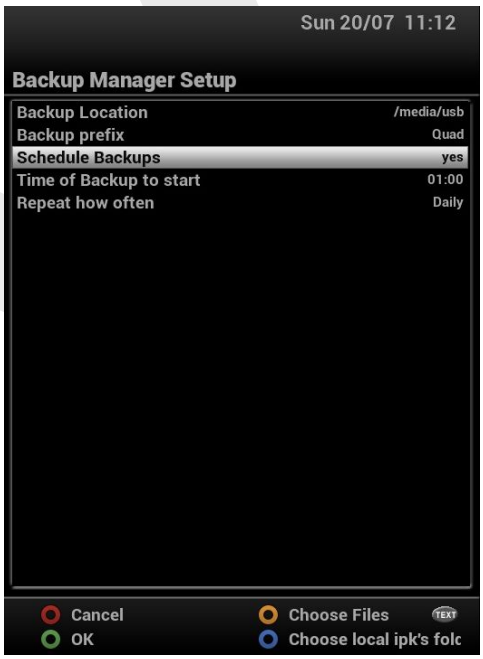
8.1.1.1 Settings backup

Menu → Setup → VIX → Backup manager



A settings backup contains all the items the user has changed in the default image, including the installed plugins.

Via the green button you can make a new backup. Via the yellow button you can restore the selected settings (the box will reboot in the process).
You can change the settings via the context menu (Menu → Setup → System → VIX → Backup manager → Menu)



By default all standard user items are already selected.
By using the yellow button you can add more files you would like to embed in your backup.
The blue button allows you to add plugins that are locally stored (so they can be restored even when not available via the feeds).
You also have the option to make fully automated a daily backup: a highly recommended feature.

Note: The software update manager has the option to create a settings backup before actually updating your box. This is highly recommended, as this can be very helpful to restore your actual image in case something would go wrong during the update.

8.1.1.2 Image backup

Menu → Setup → System → VIX → Image manager →

Via the green button you can make a new backup. Via the yellow button you can restore the selected image (the box will reboot in the process).

The context menu allows you to make some settings, as you can see in the screen shot:

8.1.2 Restore

There are several ways to restore settings and/or image, as we will show you here.

8.1.2.1 Settings restore

The settings made by the backup manager can be used in two ways:

1- After flashing an image the First Install Wizard allows you to restore settings. A list of available settings backups will be shown, from which you can make your choice. In this process you'll also be asked if you want to install the previously installed plugins.
2- In any running image you can restore previous settings by clicking on the yellow button in the backup manager.

8.1.2.2 Image restore (image flashing)

When flashing an image the complete contents of the flash-memory will be erased and overwritten by the new image.

There are two ways to flash: via USB and via the image manager.

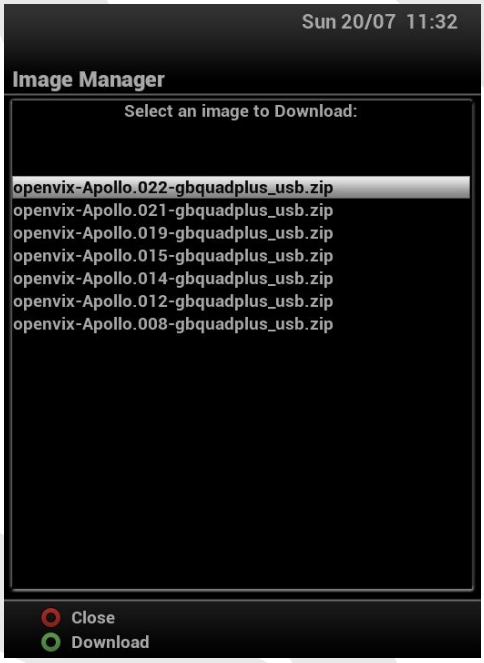
8.2.2.2.1 Flashing via USB

This procedure differs from box to box. In addendum 2 to this manual you can find the specifics for your box.

8.2.2.2.2 Flashing via image manager

Menu → Setup → System → VIX → Image manager →

In the image manager you find all images you have previously backed up. You can also add files manually to the same folder.
The yellow button allows you to download VIX-images directly from the WoS-server:



The downloaded image will appear in the main screen of the image manager.

For the actual flashing of any image: select the desired one and press the blue button and say 'yes' to the question if you actually want to flash that image. This highly convenient way of flashing is also called 'couch flashing'.

Note: once in process, the flashing can't be interrupted. Also make sure not to cut the power to your box; this may cause serious issues.

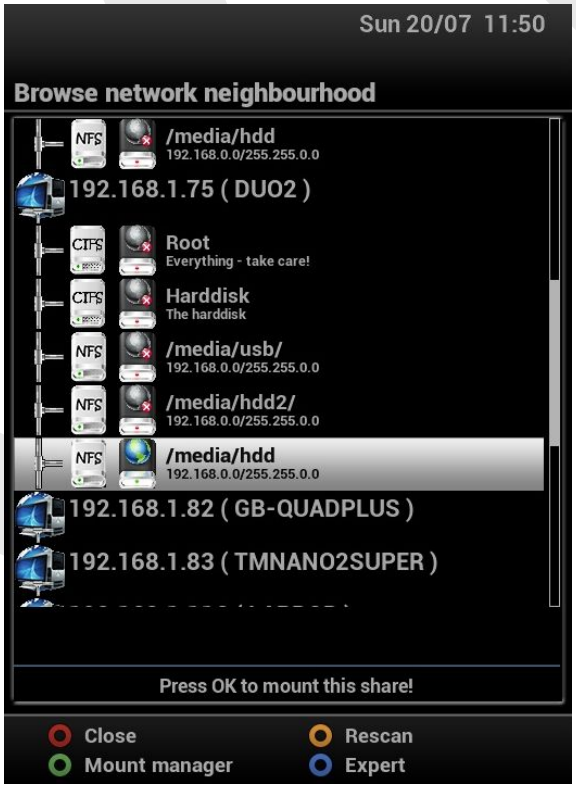
8.2 External mounts

You can mount all kinds of devices (PC, NAS, other STB's) to your box, in order to playback video, photo and music you have stored there.
You can also use a NAS or another STB to record, if your box has no storage device.

Menu → Setup → System → Network → Mounts setup → Network browser

Your network will be searched (this can take some time) and the devices that are found will be shown:

You can click on any device to 'expand' it to show what storage devices it holds:



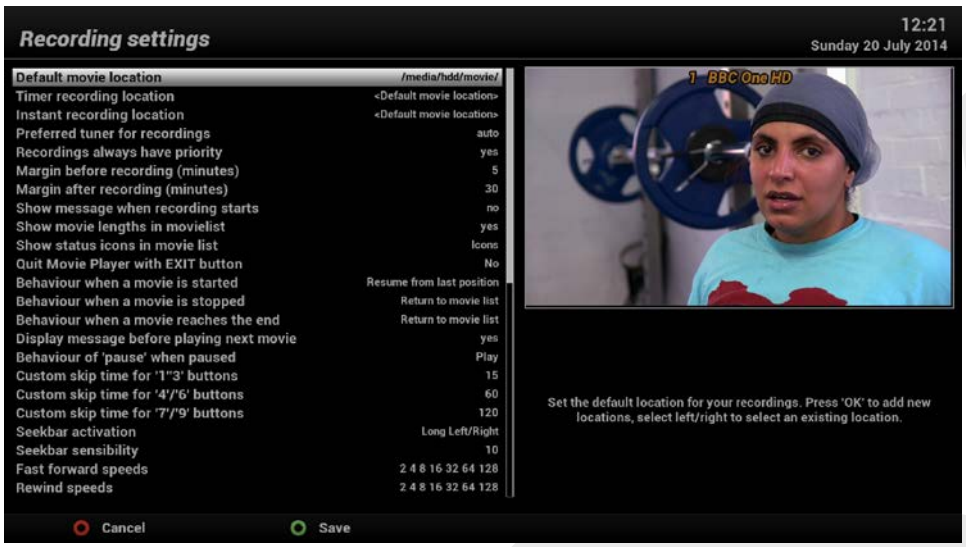
Click on the storage device you want to mount. This brings you to the following screen:

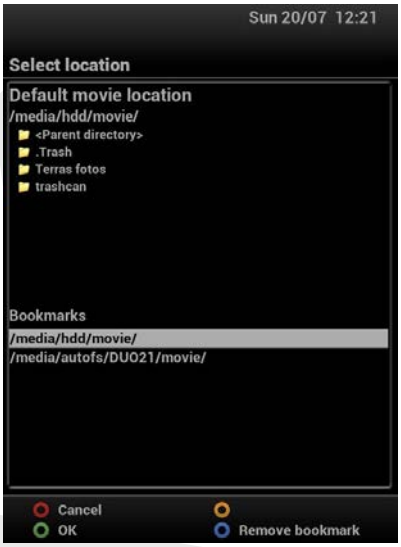
In the first line you have the option to choose the 'AUTOFS' mode. This is the recommended mode, as it allows flexibility for mounts that are temporarily off-line.

The mount manager (Menu → Setup → System → Network → Mounts setup → Mount manager → Mountpoints management) gives you an overview over existing mounts:

The colour of the icon tells you if a mount is active at the moment.

Note: once mounts are made, it is handy to add them as bookmarks in the recording settings (Menu → Setup → System → Recording settings → Default movie location). This allows for easy navigation to the mounted locations from within the movie list.


Recording settings
12:21
Sunday 20 July 2014
Default movie location /media/hdd/movie/
Timer recording location <Default movie location>
Instant recording location <Default movie location>
Preferred tuner for recordings auto
Recordings always have priority yes
Margin before recording (minutes) 5
Margin after recording (minutes) 30
Show message when recording starts no
Show movie lengths in movielist yes
Show status icons in movie list Icons
Quit Movie Player with EXIT button No
Behaviour when a movie is started Resume from last position
Behaviour when a movie is stopped Return to movie list
Behaviour when a movie reaches the end Return to movie list
Display message before playing next movie yes
Behaviour of 'pause' when paused Play
Custom skip time for '1''3' buttons 15
Custom skip time for '4'/'6' buttons 60
Custom skip time for '7'/'9' buttons 120
Seekbar activation Long Left/Right
Seekbar sensibility 10
Fast forward speeds 2 4 8 16 32 64 128
Rewind speeds 2 4 8 16 32 64 128
1 BBC One HD
Set the default location for your recordings. Press 'OK' to add new locations, select left/right to select an existing location.
Cancel
Save


Sun 20/07 12:21
Select location
Default movie location
/media/hdd/movie/
<Parent directory>
.Trash
Terras fotos
trashcan
Bookmarks
/media/hdd/movie/
/media/autofs/DU021/movie/
Cancel
OK
Remove bookmark

WELCOME TO
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HOME OF THE RENOWNED
ViX TEAM

Addendum I

How to flash my STB?

Contents

I-1- General

Please read these general instructions careful before going to the chapter were we go into the details of your STB

Items you need before we start:

1. A suitable USB stick formatted to FAT32.
2. Image of your choice.
3. Compression software such as 7zip.
4.HP Format tool (not essential but highly recommended).
5.Teracopy (again not essential but highly recommended)

Preparation:

1. Format a USB stick to FAT32.
2. Download the image of your choice and extract it to your desktop.
3. Open the folder you extracted to your desktop, you will see another folder named 'brand of your box': this is your image file. Copy the entire folder to the USB stick.

Flashing the Receiver.

The actual flashing of an STB will be (slightly) different for all hardware. For that reason the following chapters will deal with the specifics of all the hardware we support.

IMPORTANT.
DO NOT POWER THE RECEIVER DOWN DURING THE FLASHING PROCESS, AS YOU CAN CAUSE SERIOUS AND PERMANT DAMAGE BY DOING SO.

Links to software mentioned in this tutorial:

7zip: http://www.7-zip.org/

Teracopy: http://codesector.com/teracopy

HP format tool : http://www.pcworld.com/product/946261/hp-usb-disk-storage-format-tool.html

Note:
It is perfectly safe and even advisable to keep a image on your USB stick for backup reasons. The image will only be flashed to the receiver if you press the OK button when instructed to; if you don't press the OK button the receiver will bypass the files on the USB stick boot as normal. The only exception to this is the VU+ DUO: this box will flash all by itself as soon as a valid image folder is present.

I-2- Flashing

I-2.1. Gigablue

I-2.1.1 Gigablue HD800SOLO

Flashing the Receiver.

- Fully power the receiver down and remove the power cord at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on.
- When the receiver powers up you will see USB then CONF on the receivers display.
- As soon as you see CONF press the OK button which is located behind the card flap on the front of the receiver to initiate the flashing process.
- If successful the receiver will reboot itself after the flashing process has completed.

The flashing process should take approximately two to four minutes to complete, while the receiver is being flashed it is vitally important that you DO NOT power the receiver down for any reason as this can cause serious and or permanent damage.

I-2.1.2 Gigablue HD800SE

Flashing the Receiver.

- Fully power the receiver down and remove the power cord at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on.
- When the receiver powers up you will see USB then CONF on the receivers display.
- As soon as you see CONF press the OK button which is located behind the card flap on the front of the receiver to initiate the flashing process.
- If successful the receiver will reboot itself after the flashing process has completed.

The flashing process should take approximately two to four minutes to complete, while the receiver is being flashed it is vitally important that you DO NOT power the receiver down for any reason as this can cause serious and or permanent damage.

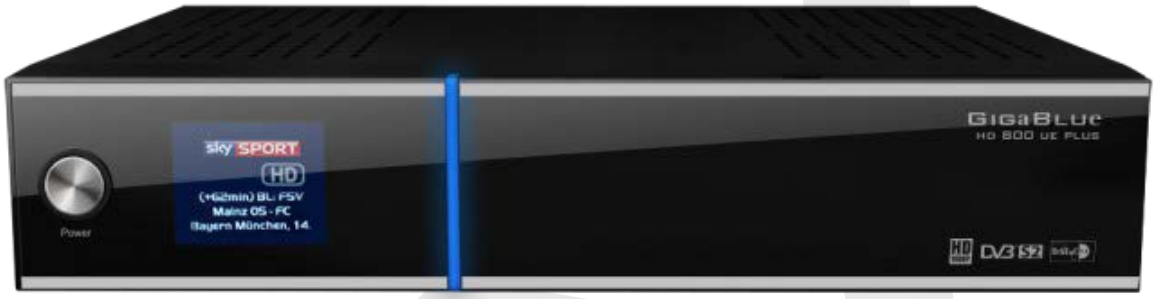
I-2.1.3 Gigablue HD800UE

Flashing the Receiver.

- Fully power the receiver down and remove the power cord at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on.
- When instructed via the receivers display press the OK button located behind the card flap on the front of the receiver to initiate the flashing process.
- If successful the receiver will reboot itself after the flashing process has completed.

The flashing process should take approximately two to four minutes to complete, while the receiver is being flashed it is vitally important that you DO NOT power the receiver down for any reason as this can cause serious and or permanent damage.

I-2.1.4 Gigablue HD800UE-Plus



Flashing the Receiver.

- Fully power the receiver down and remove the power cord at the rear of the receiver. Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on.
- When instructed via the receivers display press the OK button located behind the card flap on the front of the receiver to initiate the flashing process.
- If successful the receiver will reboot itself after the flashing process has completed.

The flashing process should take approximately two to four minutes to complete, while the receiver is being flashed it is vitally important that you DO NOT power the receiver down for any reason as this can cause serious and or permanent damage.

I-2.1.5 Gigablue HD Quad

Flashing the Receiver.

- Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB port's on the receiver.
- Power the receiver on from the rear rocker switch.
- After a few seconds you should see a message on the display of the receiver (not the TV screen) telling you that it has detected a new image / software update.
- Quickly press the ok button (located under the flap on the front of the receiver) to initiate the flashing process, if you're too slow the receiver will bypass the USB stick and boot into the image it already contains, if this happens simply power off and on again.
- While the image is flashing the Blue LED on the front of the receiver will flash blue and purple, DO NOT power the receiver down during this part of the process.
- Once the flashing process has completed the receiver will automatically reboot.

If all goes well the flashing process should take approximately 2 to 4 minutes to complete and the receiver will reboot automatically.

I-2.2.1 Golden Interstar Xpeed Lx3 series

Flashing the Receiver:
– Fully power the receiver down via the rocker switch at the rear of the receiver.
– Make sure no USB devices are plugged into the receiver at this point.
– Insert the USB stick containing the image files into one of the USB ports on the receiver.
– Power the receiver on from the rear rocker switch.
– When prompted via the receivers display press the “Volume up button’ located on the front panel of the receiver to initiate the flashing process.
– If successful the receiver will reboot itself after the flashing process has completed.

The flashing process should take approximately two to four minutes to complete. While the receiver is being flashed, it is vitally important that you DO NOT power the receiver down for any reason as this can cause serious and even or permanent damage.

If the receiver bypasses the flash files on the USB stick and boots into the existing image instead you may need to check that the file structure is correct on the USB stick or try formatting the USB stick (also try a different one).

I-2.3. Maxdigital / Octagon

I-2.3.1 Maxdigital XP1000

Flashing the Receiver. Maxdigital XP1000

- Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into the rear USB port on the receiver.
- Power the receiver on from the rear rocker switch.
- Wait for both the RED Recording LED and the LED on the front standby button to appear RED, once you see this you must press the CH+ located behind the flap on the front of the receiver to initiate the flashing process.
- Wait for the image to flash, during this time the Standby button LED will appear purple to indicate that the image is being flashed.
- When the flashing process has completed the receiver will automatically reboot.

If all goes well the flashing process should take approximately 2 to 4 minutes to complete and the receiver will reboot automatically.

I-2.3.2 Octagon-SF8-HD

Flashing the Receiver. Octagon-SF8-HD

-Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into the rear USB port on the receiver.
- Power the receiver on from the rear rocker switch
- Wait until you see USB appear on the receivers display, once you see this you must press the CH+ located behind the flap on the front of the receiver to initiate the flashing process.
- Wait for the image to flash to the receiver. when the flashing process has completed the receiver will automatically reboot.

If all goes well the flashing process should take approximately 2 to 4 minutes to complete and the receiver will reboot automatically.

I-2.4. Miraclebox

I-2.4.1 Miraclebox Twin HD

Flashing the Receiver.

- Fully power the receiver down via the rear rocker switch.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on.
- When the receiver powers up you will see the message “press ok to upgrade” on the receivers display. Press the OK button now, This is a touch sensitive button.
- During the flashing process you should see the message “upgrading” on the receivers display, DO NOT power the receiver down during this process.
- If successful the receiver will reboot it self after the flashing process has completed.

The flashing process should take approximately two to four minutes to complete, while the receiver is being flashed it is vitally important that you DO NOT power the receiver down for any reason as this can cause serious and or permanent damage.

I-2.4.2 Miraclebox Premium Mini HD

Flashing the Receiver.

- Fully power the receiver down via the rear rocker switch.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on.
- When the receiver powers up you will see the message “press arrow UP to upgrade” on the receivers display. Press the ^ button now.
- During the flashing process you should see the message “upgrading” on the receivers display, DO NOT power the receiver down during this process.
- If successful the receiver will reboot it self after the flashing process has completed.

The flashing process should take approximately two to four minutes to complete, while the receiver is being flashed it is vitally important that you DO NOT power the receiver down for any reason as this can cause serious and or permanent damage.

I-2.5. Octagon

I-2.5.1 Octagon XP1000 PLUS

Flashing the Receiver. Octagon XP1000 PLUS

- Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into the rear USB port on the receiver.
- Power the receiver on from the rear rocker switch.
- Wait for both the RED Recording LED and the LED on the front standby button to appear RED, once you see this you must press the CH+ located behind the flap on the front of the receiver to initiate the flashing process.
- Wait for the image to flash, during this time the Standby button LED will appear purple to indicate that the image is being flashed.
- When the flashing process has completed the receiver will automatically reboot.

If all goes well the flashing process should take approximately 2 to 4 minutes to complete and the receiver will reboot automatically.

I-2.6.1 Odin Mara M9

Flashing the Receiver.

- Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on from the rear rocker switch.
- Press the OK button on top of the front panel, to initiate the flashing process .
- If successful the receiver will reboot it self after the flashing process has completed.

The flashing process should take approximately two to four minutes to complete, while the receiver is being flashed it is vitally important that you DO NOT power the receiver down for any reason as this can cause serious and or permanent damage.

I-2.7. Opticum

I-2.7.1 Opticum AX- OdiN DVBC-1

Flashing the Receiver.

– Ensure the receiver is in "deep standby".
– Fully power the receiver down by pulling the power cord from the rear of the receiver.
– Make sure no USB devices are plugged into the receiver at this point.
– Insert the USB stick containing the image files into one of the USB ports on the receiver. Usually the front port is the most convenient (if one is present).
– Insert the power cable to the rear of the receiver and power it on.
– After a few seconds you should see the message “OSUP” on the display of the receiver.
– Quickly press the up button on the front of the receiver to initiate the flashing process. If you're too slow the receiver will bypass the USB stick and boot into the image it already contains. If this happens simply power off and start again.
– Once the flashing process has completed the receiver will automatically reboot.

The flashing process should take approximately two to four minutes to complete, while the receiver is being flashed it is vitally important that you DO NOT power the receiver down for any reason as this can cause serious and or permanent damage.

I-2.8.1 Technomate TM-2T-OE

Flashing the Receiver.

- Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on from the rear rocker switch and await instructions.

As your TM-2T-OE starts to power up you should see a prompt on the receivers display asking you to press the ok button, at this point you need to press the ok button on the front of the receiver to initiate the flash / update procedure.

If you don't see the prompt to press the ok button but instead see the message "starting" it means that the receiver has not detected the USB stick or image files or both. If this happens start from the beginning or try another USB stick, Image or USB port on the receiver.

If all goes well the flashing process should take approximately 2 to 4 minutes to complete, you should now see a message on the display telling you to remove the USB stick and reboot the receiver. Only at this point should you power the receiver on and off to reboot the box.

When booting the receiver for the first time after flashing a new image Technomate advises that you start **repeatedly pressing the EXIT button on front panel and keep repeatedly pressing EXIT for 10 seconds after power on.**

I-2.8.2 Technomate NANO-2T

Flashing the Receiver.

- Fully power the receiver down via the rear rocker switch.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on.
- When prompted via the receivers display press the CH- button on the front panel to initiate the flashing process.
- If successful you will be instructed to reboot the receiver and remove the USB stick via the receivers display / TV screen, only when you see this message is it safe to power the receiver down.

The flashing process should take approximately two to four minutes to complete, while the receiver is being flashed it is vitally important that you DO NOT power the receiver down for any reason as this can cause serious and or permanent damage.

I-2.8.3 Technomate NANO-OE

Make sure that your receiver is connected to your TV as the TM-Nano-OE does not have a display, and you won't see the prompt to update the software otherwise.

Flashing the Receiver.

- Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into the USB port on the receiver.
- Power the receiver on from the rear rocker switch.

As your TM-NANO-OE starts to power up you should see a prompt on your TV screen asking you to press the ok button to update the software, at this point you need to press the ok button on the front of the receiver to initiate the flash / update procedure..

If you don't see the prompt to press the ok button but instead see the message "starting" it means that the receiver has not detected the USB stick or image files or both. If this happens start from the beginning or try another USB stick, Image or USB port on the receiver.

If all goes well the flashing process should take approximately 2 to 4 minutes to complete, you should now see a message on your TV screen telling you to remove the USB stick and reboot the receiver. Only at this point should you power the receiver off then back on again to reboot the box.

I-2.8.4 Technomate NANO-2 Super

Make sure that your receiver is connected to your TV as the TM-Nano-OE does not have a display, and you won't see the prompt to update the software otherwise.

Flashing the Receiver:
– Fully power the receiver down via the rocker switch at the rear of the receiver.
– Make sure no USB devices are plugged into the receiver at this point.
– Insert the USB stick containing the image files into the USB port on the receiver.
– Power the receiver on from the rear rocker switch.

As your TM-NANO 2 Super starts to power up you should see a prompt on your TV screen asking you to press the OK-button to update the software; at this point you need to press the OK-button on the front of the receiver to initiate the flash / update procedure.

If you don't see the prompt to press the ok button but instead see the message "starting" it means that the receiver has not detected the USB stick or image files or both. If this happens start from the beginning or try another USB stick, Image or USB port on the receiver.

If all goes well the flashing process should take approximately 2 to 4 minutes to complete, you should now see a message on your TV screen telling you to remove the USB stick and reboot the receiver. Only at this point should you power the receiver off then back on again to reboot the box.

I-2.8.4 Technomate TM-Single-OE

Flashing the Receiver.

- Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on from the rear rocker switch and await instructions.

As your TM-Single-OE starts to power up you should see a prompt on the receivers display asking you to press the ok button, at this point you need to press the ok button on the front of the receiver to initiate the flash / update procedure..

If you don't see the prompt to press the ok button but instead see the message "starting" it means that the receiver has not detected the USB stick or image files or both. If this happens start from the beginning or try another USB stick, Image or USB port on the receiver.

If all goes well the flashing process should take approximately 2 to 4 minutes to complete, you should now see a message on the display telling you to remove the USB stick and reboot the receiver. Only at this point should you power the receiver on and off to reboot the box.

When booting the receiver for the first time after flashing a new image Technomate advises that you start **repeatedly pressing the EXIT button on front panel and keep repeatedly pressing EXIT for 10 seconds after power on.**

I-2.8.4 Technomate TM-Twin-OE

Flashing the Receiver.

- Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on from the rear rocker switch and await instructions.

As your TM-TWIN-OE starts to power up you should see a prompt on the receivers display asking you to press the ok button, at this point you need to press the ok button on the front of the receiver to initiate the flash / update procedure.

If you don't see the prompt to press the ok button but instead see the message "starting" it means that the receiver has not detected the USB stick or image files or both. If this happens start from the beginning or try another USB stick, Image or USB port on the receiver.

If all goes well the flashing process should take approximately 2 to 4 minutes to complete, you should now see a message on the display telling you to remove the USB stick and reboot the receiver. Only at this point should you power the receiver on and off to reboot the box.

When booting the receiver for the first time after flashing a new image Techonmate advises that you start **repeatedly pressing the EXIT button on front panel and keep repeatedly pressing EXIT for 10 seconds after power on.**

I-2.9. Venton

I-2.9.1 Venton HD 1 / HD 1 Plus / HD 2 / HD 2 Plus

How to flash a Venton Hdx

The following aims to show you how to flash a Venton Hdx receiver in a simple and easy to follow Tutorial, The information contained within is the same throughout the Venton HDx range and applies to the following receivers:
Venton HD 1
Venton HD 1plus
Venton HD 2
Venton HD 3.

Method 1 For use with the new bootloader dated 04-02-2013 (Flashing **with** confirmation).

Preparation: Open the folder you extracted to your desktop, in this case named 'openvix-xxxxx-ventonhdx_usb' (the 'xxxxx'depends on the image version), you will see another folder named 'venton-hdx', this is your image file. Copy the entire venton-hdxfolder directly to the USB stick

Flashing the Receiver.

- Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the REAR USB ports on the receiver.
- Power the receiver on from the rear rocker switch.
- When you see the prompt on the receivers VFD to press the arrow UP button press it (this button is the one on the receiver it self and not the remote control)
- The receiver will start the flash process and you will see the words "update in progress" on the VFD.
- When the flashing process has completed the receiver will automatically reboot. You can remove the USB stick now if you wish.

Method 2 For use with the new bootloader dated 04-02-2013 (Flashing **without** confirmation).

Preparation:

1. Open the folder you extracted to your desktop, in this case named 'openvix-xxxxx-ventonhdx_usb' (the 'xxxxx'depends on the image version), you will see another folder named venton-hdx, this is your image file.

2. Open the venton-hdx folder and look for a file named "noforce" rename this to"force"

3. Copy the entire venton-hdxfolder directly to the USB stick.

Flashing the Receiver

- Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the REAR USB ports on the receiver.
- Power the receiver on from the rear rocker switch.
- You should see the words "Update in progress" on the receivers VFD to tell you the flash process is under way
- When the flashing process has completed you will see a prompt on the VFD of the receiver telling you to remove the USB stick and reboot the receiver. Only at this point is it safe to power the receiver down and remove the USB stick (in that order)

Note 1: The above method of flashing the receiver requires no user interaction, so after flashing the receiver you must remove the USB stick from the receiver or remove the Image files from the stick (otherwise the box will flash unattended after any reboot).

Note 2: Only one of the REAR USB ports can be used for flashing.

If all goes well the flashing process should take approximately 2 to 4 minutes to complete. Links to software mentioned in this tutorial.

I-2.10.1 VU+ DUO

Flashing the Receiver.

- Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on from the rear rocker switch and await instructions.

As your Duo starts to power up the flash progress should automatically begin with a readout of the progress on the receivers display, just sit tight and wait for the receiver to do its thing.

If for some reason the flash process does not start but instead you see the message “starting” it means that the receiver has not detected the USB stick or image files or both. If this happens start from the beginning or try another USB stick, Image or USB port on the receiver.

If all goes well the flashing process should take approximately 2 to 4 minutes to complete, you should now see a message on the display telling you to remove the USB stick and reboot the receiver. Only at this point should you power the receiver on and off to reboot the box.

Please note. The Vu+Duo unlike newer receivers from Vu+ will always initiate the flash process if a viable image file has been found on the USB media at bootup without the need for user interaction, for this reason it is not advisable to keep a image on your USB stick while inserted in the receiver.

I-2.10.2 VU+ DUO2

Flashing the Receiver.

- Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on from the rear rocker switch and await instructions.
- As your Duo2 starts to power up you should see a prompt on the receivers display asking you to press the power button, at this point you need to press the power button which is located behind the flap on the front of the receiver.

If you don't see the prompt to press the power button but instead see the message "starting" it means that the receiver has not detected the USB stick or image files or both. If this happens start from the beginning or try another USB stick, Image or USB port on the receiver.

If all goes well the flashing process should take approximately 2 minutes to complete, if your chosen image does not contain the "reboot.update" file in the image folder the receiver will sit the with "update complete" message on its display and will require you to manually power the receiver off and on to reboot, if this file is present the receiver will automatically reboot itself once the flashing process is complete.

I-2.10.3 VU+ Solo

Flashing the Receiver.

- Fully power the receiver down by removing the power cord or turning it off at the mains.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into the USB port on the receiver.
- Power the receiver on.
- The orange / red light on the front of the receiver should be solid while the image is being flashed, DO NOT power off or remove the USB stick.
- After a few minutes the orange / red light on the receiver should start to flash green, at this point you can remove the USB stick and press the reset button on the rear of the receiver to reboot.

The flashing process should take approximately two to four minutes to complete, while the receiver is being flashed it is vitally important that you DO NOT power the receiver down for any reason as this can cause serious and or permanent damage.

If the receiver bypasses the flash files on the USB stick and boots into the existing image you may need to check that the file structure is correct on the USB stick or try formatting the USB stick (also try a different one).

I-2.10.4 VU+ Solo2

Flashing the Receiver.

- Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on from the rear rocker switch and await instructions.

As your Solo2 starts to power up you should see a prompt on the receivers display asking you to press the power button, at this point you need to press the power button on the front of the receiver, (the blue circles to the left of the front panel, this is a touch sensitive button).

If you don't see the prompt to press the power button but instead see the message "starting" it means that the receiver has not detected the USB stick or image files or both. If this happens start from the beginning or try another USB stick, Image or USB port on the receiver.

If all goes well the flashing process should take approximately 2 minutes to complete, if your chosen image does not contain the "reboot.update" file in the image folder the receiver will sit the with "update complete" message on it's display and will require you to manually power the receiver on and off to reboot then box, if this file is present the receiver will automatically reboot itself once the flashing process is complete.

I-2.10.5 VU+ Ultimo

Flashing the Receiver.

- Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on from the rear rocker switch and await instructions.

As your Ultimo starts to power up you should see a prompt on the receivers display asking you to press the - button, at this point you need to press the – button on the front of the receiver, this is a blue button to the left of the main display and it touch sensitive.

If you don't see the prompt to press - button but instead see the message "starting" it means that the receiver has not detected the USB stick or image files or both. If this happens start from the beginning or try another USB stick, Image or USB port on the receiver.

If all goes well the flashing process should take approximately 2 to 4 minutes to complete, you should now see a message on the display telling you to remove the USB stick and reboot the receiver. Only at this point should you power the receiver on and off to reboot the box.

I-2.10.6 VU+ UNO

Flashing the Receiver.

- Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on from the rear rocker switch and await instructions.

As your Vu+ Uno starts to power up you should see a prompt on the receivers display asking you to press the CH - button, at this point you need to press the channel – or channel down button on the front of the receiver.

If you don't see the prompt to press CH - button but instead see the message "starting" it means that the receiver has not detected the USB stick or image files or both. If this happens start from the beginning or try another USB stick, Image or USB port on the receiver.

If all goes well the flashing process should take approximately 2 to 4 minutes to complete, you should now see a message on the display telling you to remove the USB stick and reboot the receiver. Only at this point should you power the receiver on and off to reboot the box.

I-2.11. Xtrend

I-2.11.1 ET4x00 series

Flashing the Receiver.

- Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on from the rear rocker switch.
- You should see the orange and yellow LED's light up to signify that the receiver has detected a viable update on the USB stick.
- If you see the above LED's light up, press the Top button located under the card flap on the front of the receiver to initiate the flashing process, at this point the Green LED should also light up to confirm the receiver is being flashed.
- If successful the orange and yellow LED's will go out and the receiver will reboot itself.

The flashing process should take approximately two to four minutes to complete, while the receiver is being flashed it is vitally important that you DO NOT power the receiver down for any reason as this can cause serious and or permanent damage.

If you do not see the orange and yellow LED's light up when you reboot the receiver you may need to check that the file structure is correct on the USB stick or try formatting the USB stick (try a different one).

Note: you will always see the orange and yellow LED's light up if the receiver has detected a viable image to flash on the inserted media at bootup, It is perfectly safe and advisable to keep a image on your USB stick for backup reasons. The image will only be flashed to the receiver if you press the Top button when you see these LED's light up, if you don’t press UP button the receiver will boot as normal.

I-2.11.2 ET5x00

Flashing the Receiver.

- Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on from the rear rocker switch.
- You should see the orange and yellow LED's light up to signify that the receiver has detected a viable update on the USB stick.
- If you see the above LED's light up, press the UP button on the front panel of the receiver to initiate the flashing process, at this point the Green LED should also light up to confirm the receiver is being flashed.
- If successful the orange and yellow LED's will go out and the receiver will reboot itself.

The flashing process should take approximately two to four minutes to complete, while the receiver is being flashed it is vitally important that you DO NOT power the receiver down for any reason as this can cause serious and or permanent damage.

If you do not see the orange and yellow LED's light up when you reboot the receiver you may need to check that the file structure is correct on the USB stick or try formatting the USB stick (try a different one).

Note: you will always see the orange and yellow LED's light up if the receiver has detected a viable image to flash on the inserted media at bootup, It is perfectly safe and advisable to keep a image on your USB stick for backup reasons. The image will only be flashed to the receiver if you press the UP button when you see these LED's light up, if you don’t press UP button the receiver will boot as normal.

I-2.11.3 ET6000

Flashing the Receiver.

- Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on from the rear rocker switch.
- You should see the orange and yellow LED's light up to signify that the receiver has detected a viable update on the USB stick.
- If you see the above LED's light up, press the UP button on the front panel of the receiver to initiate the flashing process, at this point the Green LED should also light up to confirm the receiver is being flashed.
- If successful the orange and yellow LED's will go out and the receiver will reboot it self.

The flashing process should take approximately two to four minutes to complete, while the receiver is being flashed it is vitally important that you DO NOT power the receiver down for any reason as this can cause serious and or permanent damage.

If you do not see the orange and yellow LED's light up when you reboot the receiver you may need to check that the file structure is correct on the USB stick or try formatting the USB stick (try a different one).

Note: you will always see the orange and yellow LED's light up if the receiver has detected a viable image to flash on the inserted media at bootup, It is perfectly safe and advisable to keep a image on your USB stick for backup reasons. The image will only be flashed to the receiver if you press the UP button when you see these LED's light up, if you don’t press UP button the receiver will boot as normal.

I-2.11.3 ET6500

Flashing the Receiver.

- Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on from the rear rocker switch.
- the display shows 'FOUND .....
- Press the up-button (most right button of the four, hard to see which one is the ch up button) to start the flash procedure. During flashing the display shows 'FLASHING'.
- If successful the receiver will reboot itself.

The flashing process should take approximately two to four minutes to complete, while the receiver is being flashed it is vitally important that you DO NOT power the receiver down for any reason as this can cause serious and or permanent damage.

If the receiver bypasses the flash files on the USB stick and boots into the existing image instead (so you do not see 'Found ...' on the display when you boot the receiver), you may need to check that the file structure is correct on the USB stick, or try formatting the USB stick (try a different one).

Note: You will always see the word 'FOUND ...' in the display if the receiver has detected a viable image to flash on the inserted media at bootup. It is perfectly save and advisable to keep a image on your USB stick for backup reasons. The image will only be flashed to the receiver if you press the ch up button when you see 'FOUND ...' in the display. If you don't press the ch up button, the receiver will boot as normal.

I-2.11.4 ET9x00

Flashing the Receiver.

- Fully power the receiver down via the rocker switch at the rear of the receiver.
- Make sure no USB devices are plugged into the receiver at this point.
- Insert the USB stick containing the image files into one of the USB ports on the receiver.
- Power the receiver on from the rear rocker switch.
- Press the OK button on the front panel (behind the card flap), to initiate the flashing process .
- If successful the receiver will reboot it self after the flashing process has completed.

The flashing process should take approximately two to four minutes to complete, while the receiver is being flashed it is vitally important that you DO NOT power the receiver down for any reason as this can cause serious and or permanent damage.

If the receiver bypasses the flash files on the USB stick and boots into the existing image instead you may need to check that the file structure is correct on the USB stick or try formatting the USB stick (also try a different one).