

(Intenso)[®]

Memory 2 Move Pro

Long Manual



V1.0

INHALT

1.	Produktübersicht	4
2.	Produktfunktionen	4
3.	Lieferumfang	6
4.	Technische Daten	6
5.	Mindestanforderungen	6
6.	Produktansicht	7
7.	Vorhandene Anschlüsse	7
7.1	RJ45 WAN Port	7
7.2	Micro USB 3.0 Interface	7
7.3	LED Anzeige	8
8.	SD KArten Sicherung (Backup)	9
9	Nutzung eines PC'S MAC's	11
9.1	Herstellen einer Wireless LAN Verbindung mit einem PC	11
9.2	PC Client Software.....	12
9.2.1	Mein Speicher	13
9.3	Herstellen einer Wireless LAN Verbindung mit einem MAC.....	13
9.3.1	MAC WiFi Finder	14
9.3.2	Mein Speicher	16
9.4	Konfiguration des WiFi Gerätes	17
10.	Nutzung von mobilen Geräten	21
10.1	iOS Memory 2 Move Pro App Installation.....	21
10.2	Kabellose Verbindung mit Ihrem iPhone/iPad	22
10.3	Benutzeranmeldung (iOS)	23
10.4	Android Memory 2 Move Pro App Installation	25
10.5	Kabellose Verbindung mit Ihrem Android Gerät.....	26
10.6	Benutzer Anmeldung (Android)	27

11.	Grundfunktionen.....	29
11.1	Anwendung für iOS Geräte	29
11.2	Anwendung für Android Geräte.....	30
11.3	WI-Fi Einstellungen (iOS und Android).....	31
11.3.1	Wi-Fi Einstellungen Interface	31
11.3.2	Ändern der SSID	31
11.3.3	Sicherheit	32
11.3.4	Internet Zugänge.....	33
11.4	Musik-/Audiowiedergabe (iOS and android)	34
11.5	Video-/Filmwiedergabe.....	36
11.5.1	iOS	36
11.5.2	Android.....	37
11.6	Wiedergabe von Bilddateien.....	38
11.6.1	iOS	38
11.6.2	Android.....	40
11.7	Teilen von Bilddateien.....	42
11.7.1	iOS	42
11.7.2	Android.....	43
11.8	Öffnen/Anzeigen von Dokumenten	44
11.8.1	iOS	44
11.8.2	Android.....	47
11.9	Copy, Delete, Download, Upload functions (iOS and Android).....	48
11.10	Sortierungsmöglichkeiten - Ansichtsformat:	49
11.11	Dateiauswahlmöglichkeiten:	50
12.	WEB Management Funktionen	50
12.1	Explorer Funktion.....	51
12.2	Informationen	51
12.2.1	Geräteinformationen	51

12.2.2	Speicherinformation	52
12.2.3	Netzwerkinformation	52
12.3	Einstellungen	52
12.3.1	Administrator	52
12.4	Netzwerk Einstellungen	52
12.4.1	Host Name	52
12.4.2	Wi-Fi & LAN	53
12.4.3	DHCP Server	54
12.4.4	Internet Einstellungen	54
12.5	Dienste	55
12.5.1	Samba	55
12.5.2	Media Server	55
12.5.3	Zeit Einstellungen	56
12.5.4	Firmware Update	57
12.5.5	Zurücksetzen auf die Werkseinstellungen	58
13.	Lizenzinformation	59

1. PRODUKTÜBERSICHT

Die Memory 2 Move Pro ermöglicht Ihnen einen kabellosen Zugang zu Ihren Videos, Musik, Fotos und Daten, um Sie auf Ihrem iPad®, iPhone®, Tablet PC, Smartphone und Notebook zu streamen – ohne unnötigen Kabelsalat.

Dank der integrierten Festplatte brauchen Sie sich keine Sorgen mehr um limitierten Speicherplatz auf Ihren mobilen Geräten zu machen und der eingebaute USB 3.0 Anschluss erlaubt einen schnellen und einfachen Datentransfer.

Für eine bestmögliche Mobilität verfügt Memory 2 Move Pro über einen wiederaufladbaren Akku. Um den Akku aufzuladen, können Sie das Gerät einfach mit einem freien USB Anschluss Ihres Computers verbinden und gleichzeitig Ihre Dateien auf die Festplatte kopieren. Im Handumdrehen ist das Gerät für Sie einsatzbereit. Während des Ladevorgangs kann auf Memory 2 Move Pro zugegriffen werden.

2. PRODUKTFUNKTIONEN

- Streaming von Mediendateien über eine Wi-Fi Verbindung für bis zu 5 Benutzer gleichzeitig.
- Zugang zu Ihren Musik-, Video-, und Fotodateien über die kostenfreie App für iOS und Android.
- Batterielaufzeit von bis zu 5 Stunden*.
- Internetzugriff über die optionale RJ45 Verbindung (LAN-Anschluss) oder kabellos mit 802.11 b/g/n Standard
- Unterstützt NTFS und FAT32 Formatierung
- Unterstützt plattformübergreifenden Datenaustausch über LAN-Verbindung zwischen Windows, Mac, iOS und Linux.
- Unterstützt Nutzeranwendungen auf den verschiedensten Plattformen, inkl. Windows/Mac/Linux/iPad/iPhone/Android

*Die genaue Batterielaufzeit ist abhängig von den genutzten Anwendungen und Einstellungen.

Nutzung als externe Festplatte: Verbinden Sie hierzu die ausgeschaltete Memory 2 Move Pro ganz einfach per USB Anschluss mit Ihrem Computer. Der Computer erkennt die „Neue Hardware“ und installiert den Treiber automatisch. Warten Sie bis die Treiberinstallation abgeschlossen ist. Im „Arbeitsplatz“ steht nun ein weiteres Laufwerk mit der Bezeichnung „Intenso“ zur Verfügung.

Nutzung per LAN-Verbindung: Verbinden Sie hierzu ein Ende Ihres RJ45 Kabels mit der Memory 2 Move Pro und das andere Ende mit einem freien Port an Ihrem Router. Nun aktivieren Sie die DHCP Funktion an Ihrer Memory 2 Move Pro für eine automatische Vergabe der IP Adresse.



Kabellose Nutzung: Verbinden Sie die Memory 2 Move Pro mit Ihrem kabellosen Router wie in der nachfolgenden Anleitung beschrieben, um per Wi-Fi auf das Internet zugreifen zu können.



3. LIEFERUMFANG

- Memory 2 Move Pro
- USB 3.0 Kabel
- CD
- Bedienungsanleitung
- Netzteil (KTEC – KSAS0060500100VEU – 5V / 1A)

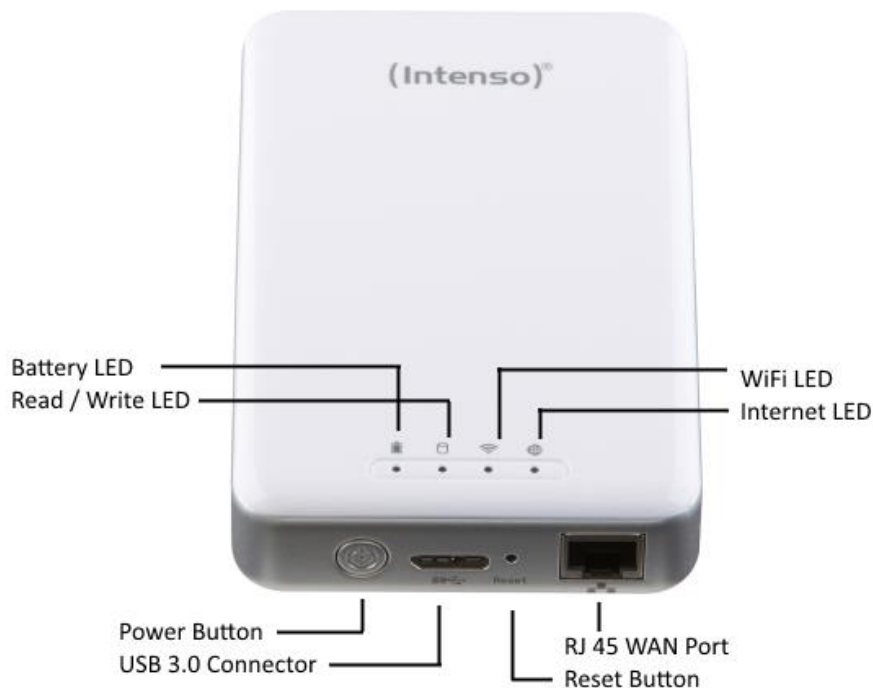
4. TECHNISCHE DATEN

- Abmessungen: 130mm (L) X 83mm (B) X 26mm (H)
- Wi-Fi:
 - Standard: 802.11 b/g/n,
 - Frequenz: 2.4 GHZ
 - Übertragungsraten: 300 Mbps
- Netzwerk Interface: 100 Mbps Ethernet RJ45
- USB Anschluss: Micro USB 3.0, für Datentransfer und Aufladen des Akkus
- Akkukapazität: 3000 mAh
- Betriebstemperatur: Die optimale Betriebstemperatur liegt zwischen 5°C und 35°C

5. MINDESTANFORDERUNGEN

- Internetverbindung
- Systemanforderungen:
 - Windows: XP / Vista / Windows 7 / 8 / 8.1 / 10
 - Mac: OS X 10.7.0 und höher
 - Weitere: Fedora 12 (Linux) und höher
- PC Internet Browser
 - Windows: Unterstützt Internet Explorer 9 und höher
 - Mac: Unterstützt Safari 5.0 und höher
 - Weitere: Firefox 3.5 und höher
- Router oder Switch

6. PRODUKTANSICHT



7. VORHANDENE ANSCHLÜSSE

7.1 RJ45 WAN PORT

- A. Router Modus: Die Memory 2 Move Pro funktioniert wie ein handelsüblicher Router und kann IP Adressen an Rechner vergeben, welche über WLAN verbunden sind.
- B. Bridge Modus: Ermöglicht die Herstellung einer Netzwerkverbindung zu einem bereits bestehenden Netzwerk.

7.2 MICRO USB 3.0 INTERFACE

Der eingebaute USB 3.0 Anschluss ermöglicht einen schnellen Datentransfer und kann die interne Batterie aufladen, sobald die Memory 2 Move Pro mit einem Computer oder Netzteil verbunden ist. Um die Memory 2 Move Pro mit dem PC zu verbinden, schalten Sie das Gerät aus und verbinden es dann mit dem PC.

7.3 LED ANZEIGE

Power LED:

- | | |
|-------------------------------|------------------------------------|
| - Leuchtet nicht: | Das Gerät ist ausgeschaltet. |
| - Leuchtet durchgehend –grün: | Die Batterie ist komplett geladen. |
| - Schnell blinkend - grün: | Das Gerät wird ausgeschaltet. |
| - Langsam blinkend - grün: | Das Gerät wird geladen. |
| - Ständig leuchtend - rot: | Akkuladung unter 30% |
| - Schnell blinkend - rot: | Akkuladung kritisch |

HDD LED:

- | | |
|---------------------------|--------------------------------|
| - Ständig weiß leuchtend: | Bereitschaftsmodus |
| - Weiß blinkend: | Aktive Schreib- / Lesevorgänge |
| - Aus | HDD ist im Energiesparmodus |

Wi-Fi LED - blau:

- | | |
|--|---|
| - Flackernd: | Der Initialisierungsprozess wird gestartet. |
| - LED leuchtet nicht: | Das Gerät ist ausgeschaltet oder bekommt keinen Strom |
| - Ständig leuchtend: | |
| ○ Initialisierungsprozess abgeschlossen | |
| ○ Bereitschaftsmodus - Geräte können verbunden werden. | |

Internet LED:

- | | |
|------------------|-----------------------------------|
| - LED aus: | Keine Internetverbindung |
| - Grün blinkend | Internetverbindung wird aufgebaut |
| - Grün leuchtend | Internetverbindung vorhanden |

8. SD KARTEN SICHERUNG (BACKUP)

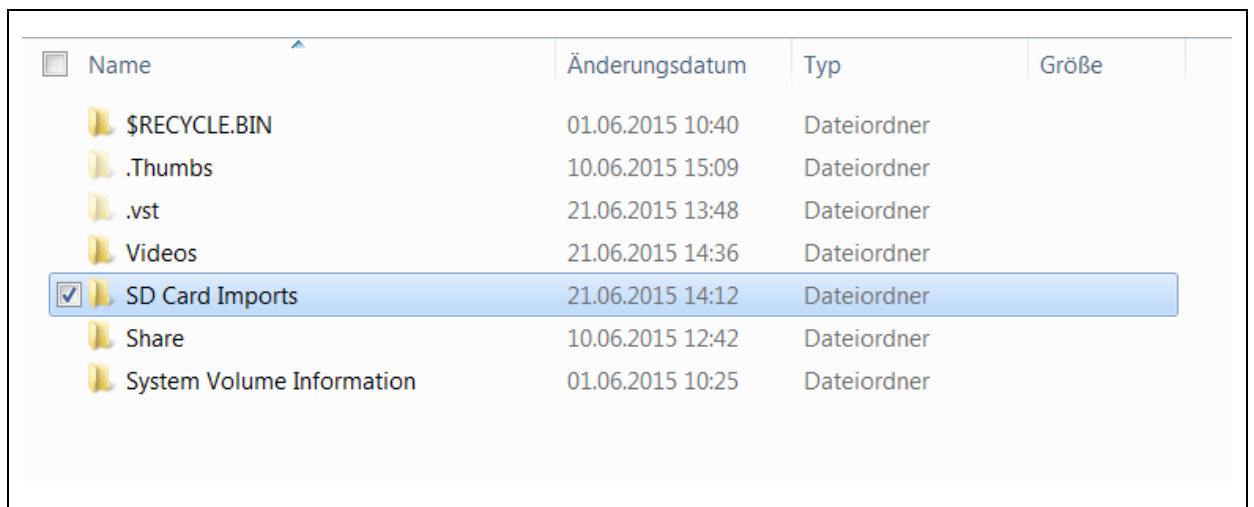
Bitte folgen Sie den nachfolgenden Schritten, um die auf der SD Karte gespeicherten Daten auf der Memory 2 Move Pro zu sichern.

- 1.) Bitte starten Sie die Memory 2 Move Pro und warten Sie, bis das Gerät einsatzbereit ist.
- 2.) Schieben Sie dann die SD Karte in den Karteneinschub der Memory 2 Move Pro.
- 3.) Drücken Sie nun zweimal kurz den Power Knopf, um den Sicherungsvorgang zu starten.

Hinweis: Solange die weiße LED der Memory 2 Move Pro blinkt, werden Ihre Daten von der SD Karte auf den Speicher der Memory 2 Move Pro kopiert. Bitte entfernen Sie niemals die SD Karte während eines aktiven Sicherungsvorganges aus dem Gerät. Dies kann zu Datenverlusten führen und die eingesetzte Karte beschädigen.

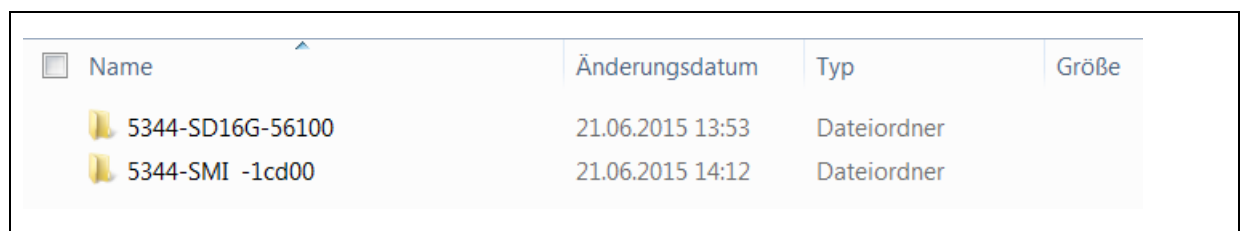
Ordnungsschema der Sicherungen:

- 1.) Sie finden die Sicherungsdateien der SD Karte im Ordner „SD Card Imports“ auf dem Datenträger der Memory 2 Move Pro.



Name	Änderungsdatum	Typ	Größe
\$RECYCLE.BIN	01.06.2015 10:40	Dateiordner	
.Thumbs	10.06.2015 15:09	Dateiordner	
.vst	21.06.2015 13:48	Dateiordner	
Videos	21.06.2015 14:36	Dateiordner	
<input checked="" type="checkbox"/> SD Card Imports	21.06.2015 14:12	Dateiordner	
Share	10.06.2015 12:42	Dateiordner	
System Volume Information	01.06.2015 10:25	Dateiordner	

- 2.) Sichern Sie mehr als nur eine SD Karte auf der Memory 2 Move Pro, wird für jede Karte ein separater Ordner angelegt. Dies ermöglicht Ihnen, die einzelnen Sicherungen getrennt voneinander zu verwalten.



Name	Änderungsdatum	Typ	Größe
5344-SD16G-56100	21.06.2015 13:53	Dateiordner	
5344-SMI -1cd00	21.06.2015 14:12	Dateiordner	

- 3.) Zusätzlich wird innerhalb des SD Karten Ordners für jeden Tag an dem Sie eine Sicherung durchgeführt haben, ein eigener Ordner angelegt. Es werden immer die gesamten auf der SD Karte gespeicherten Daten gesichert. Sichern Sie etwa am 1.Juni und am 8. Juni die Daten Ihrer SD Karte, dann können Sie sowohl die Ursprungsdaten vom 1.Juni als auch die etwaig geänderten Daten vom 8. Juni in den einzelnen Ordnern miteinander vergleichen.

Name	Änderungsdatum	Typ	Größe
2015-06-01	31.12.2011 23:42	Dateiordner	
2015-06-08	21.06.2015 14:05	Dateiordner	

- 4.) Führen Sie an einem Tag mehrfach eine Sicherung aus, dann werden ab dem zweiten Sicherungsvorgang nur noch die neu hinzugekommenen Daten sowie Kopien der zwischenzeitlich geänderten Daten in den Ordner des aktuellen Tages gespeichert.

Name	Änderungsdatum	Typ	Größe
IMG_4861(1).JPG	21.06.2015 14:46	JPEG-Bild	7.619 KB
IMG_4861.CR2	21.06.2015 14:12	CR2-Datei	25.922 KB
IMG_4861.JPG	21.06.2015 14:44	JPEG-Bild	5.199 KB
IMG_4862.CR2	21.06.2015 14:12	CR2-Datei	24.604 KB
IMG_4862.JPG	21.06.2015 14:12	JPEG-Bild	6.823 KB
IMG_4863.CR2	21.06.2015 14:12	CR2-Datei	22.746 KB

9 NUTZUNG EINES PC'S MAC'S

9.1 HERSTELLEN EINER WIRELESS LAN VERBINDUNG MIT EINEM PC

- 1.) Schalten Sie das WiFi Gerät durch Drücken des Power Knopfes auf der Vorderseite des Gerätes an.
- 2.) Aktivieren Sie die WLAN Funktion an Ihrem PC und klicken Sie in der Taskleiste unten rechts auf das WLAN Symbol. Es öffnet sich folgende Anzeige:



- 3.) Wählen Sie das Netzwerk mit dem Namen „Memory2MovePro-XXXX“ aus.

Hinweis: Das voreingestellte Passwort lautet im Auslieferungszustand „**intenso1**“. Bitte geben Sie nach erfolgreich hergestellter Verbindung zu Ihrer eigenen Sicherheit ein neues Passwort ein.

- 4.) Nachdem Sie erfolgreich eine Verbindung zu Ihrem WiFi Gerät hergestellt haben, starten Sie bitte die mitgelieferte Client Software auf Ihrem PC oder MAC.



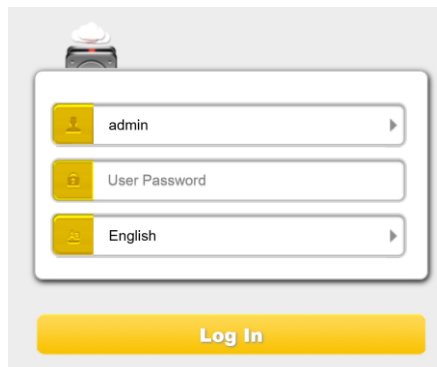
9.2 PC CLIENT SOFTWARE

Bitte starten Sie die Anwendung mit einem Doppelklick auf die Verknüpfung „WiFi Finder“. Die Software sucht automatisch im verbundenen Netzwerk nach Memory 2 Move Pro (siehe Screenshot).



Hinweis: Sollte „M2M“ nicht in der Liste der verbundenen Netzwerk Clients zu finden sein, drücken Sie bitte auf „Refresh“, um erneut nach dem Wi-Fi Gerät zu suchen.

- 1.) Bitte wählen Sie Memory 2 Move Pro im Menü aus und drücken Sie auf „Log In“, um sich mit der Web Administrationsoberfläche zu verbinden (siehe Screenshot).



- 2.) Bitte geben Sie den Benutzernamen und das zugehörige Passwort ein:

Benutzername: **admin**

Passwort: **00000**

Bitte wählen Sie noch die gewünschte Sprache (Standard ist Englisch).

Hinweis: Bitte geben Sie nach erfolgreich hergestellter Verbindung, zu Ihrer eigenen Sicherheit, ein neues Passwort ein.

- 3.) Wenn Sie den Menüpunkt „Mein Speicher“ auswählen, wird Ihnen der aktuelle Speicherinhalt der Memory 2 Move Pro angezeigt. Um sich erfolgreich zu verbinden, müssen Sie sich als Administrator mit zugehörigem Passwort verbinden.

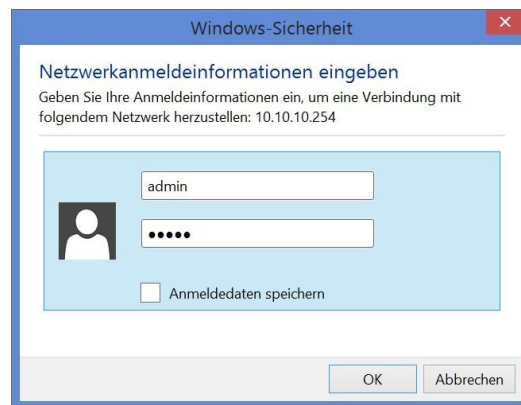
9.2.1 MEIN SPEICHER

Wenn Sie den Menüpunkt „My Storage“ oder „Mein Speicher“ auswählen, wird Ihnen das unten stehende Bild angezeigt. Um sich erfolgreich zu verbinden, nutzen Sie die folgenden Log In Details:

Benutzername: **admin**

Passwort: **00000**

Hinweis: Bitte geben Sie nach erfolgreich hergestellter Verbindung, zu Ihrer eigenen Sicherheit, ein neues Passwort ein.



9.3 HERSTELLEN EINER WIRELESS LAN VERBINDUNG MIT EINEM MAC

Schalten Sie das Wi-Fi Gerät durch Drücken des Power Knopfes auf der Vorderseite des Gerätes an. Warten Sie einige Minuten, bis die LED Leuchte aufhört zu blinken. Aktivieren Sie die WLAN Funktion an Ihrem PC und klicken Sie in der Taskleiste unten rechts auf das WLAN Symbol. Wählen Sie das Netzwerk mit dem Namen „Memory2Move-XXXX“ aus.

Hinweis: Das voreingestellte Passwort lautet im Auslieferungszustand „intenso1“. Bitte geben Sie nach erfolgreich hergestellter Verbindung zu Ihrer eigenen Sicherheit ein neues Passwort ein.

Nachdem Sie erfolgreich eine Verbindung zu Ihrem Wi-Fi Gerät hergestellt haben, installieren Sie bitte die mitgelieferte Client Software wie folgt:

Als Voraussetzung, um das verbundene Wi-Fi Gerät mit Ihrem Computer zu verbinden, nutzen Sie bitte das inkludierte Software Tool „WiFi Finder“ von der beigelegten Treiber CD. Die Software sucht für Sie automatisch das verbundene Wi-Fi Gerät in Ihrem Netzwerk.

Klicken Sie einfach per Doppelklick auf das Icon und folgen Sie den Anweisungen auf dem Bildschirm.



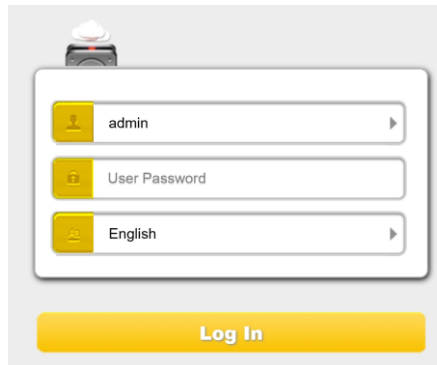
9.3.1 MAC WIFI FINDER

Bitte starten Sie mit einem Doppelklick auf die Verknüpfung „WiFi Finder“. Die Software sucht automatisch im verbundenen Netzwerk nach Memory 2 Move Pro (siehe Screenshot).



Hinweis: Sollte „M2M“ nicht in der Liste der verbundenen Netzwerk Clients zu finden sein, drücken Sie bitte auf „Refresh“, um erneut nach dem Wi-Fi Gerät zu suchen.

- 1.) Bitte wählen Sie Memory 2 Move Pro im Menü aus und drücken Sie auf „Log In“, um sich mit der Web Administrationsoberfläche zu verbinden (siehe Screenshot).



The screenshot shows a login interface with three input fields and a 'Log In' button. The first field contains 'admin', the second 'User Password', and the third 'English'. The 'Log In' button is yellow and located at the bottom of the form.

- 2.) Bitte geben Sie den Benutzernamen und das zugehörige Passwort ein:

Benutzername: **admin**

Passwort: **00000**

Bitte wählen Sie noch die gewünschte Sprache (Standard ist Englisch).

Hinweis: Bitte geben Sie nach erfolgreich hergestellter Verbindung, zu Ihrer eigenen Sicherheit, ein neues Passwort ein.

- 3.) Wenn Sie den Menüpunkt „Explorer“ auswählen, wird Ihnen der aktuelle Speicherinhalt der Memory 2 Move Pro angezeigt. Um sich erfolgreich zu verbinden, müssen Sie sich als Administrator mit zugehörigem Passwort verbinden.

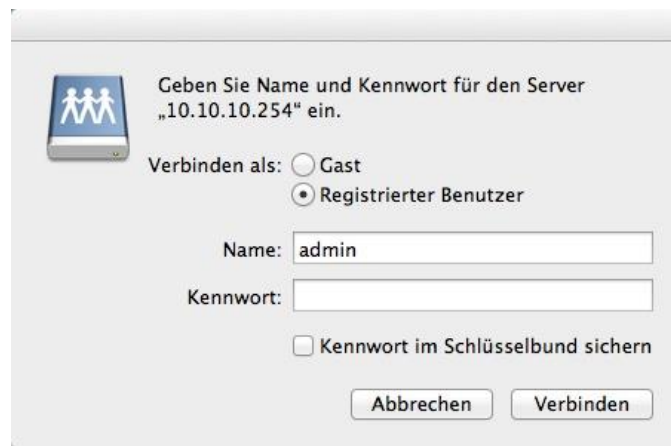
9.3.2 MEIN SPEICHER

Wenn Sie den Menüpunkt „My Storage“ oder „Explorer“ auswählen, wird Ihnen das unten stehende Bild angezeigt. Um sich erfolgreich zu verbinden, nutzen Sie die folgenden Log In Details:

Benutzername: **admin**

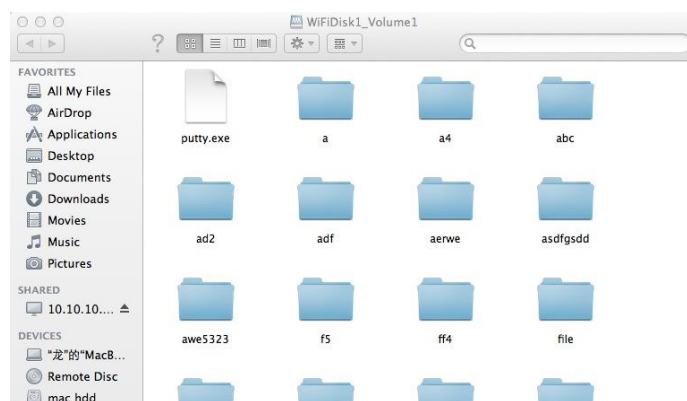
Passwort: **00000**

Hinweis: Bitte geben Sie nach erfolgreich hergestellter Verbindung, zu Ihrer eigenen Sicherheit, ein neues Passwort ein.



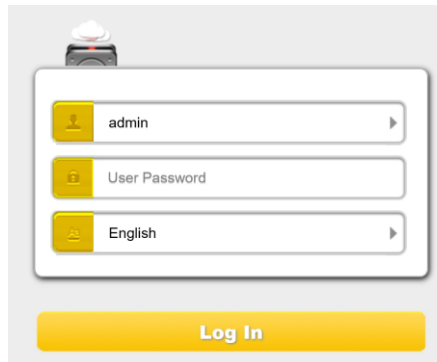
Sie können die Verzeichnisse und Ordner auf der Memory 2 Move Pro erstellen, löschen, kopieren, editieren, umbenennen oder hin-und herschieben.

Des Weiteren können Daten zwischen Ihrem MAC und der Memory 2 Move Pro beidseitig ausgetauscht werden (upload/download).



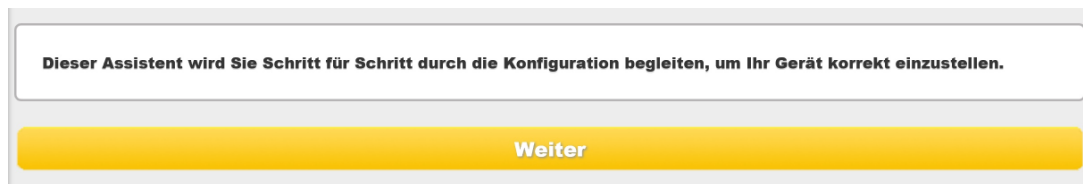
9.4 KONFIGURATION DES WIFI GERÄTES

Bitte nutzen Sie die PC Client Software wie oben beschrieben, um eine Verbindung zum WiFi Gerät herzustellen und loggen Sie sich als Administrator auf der Web-Administrationsoberfläche ein. Sie können nun Ihr Gerät konfigurieren.



The image shows a login form for the WiFi device administration interface. It features three input fields: a username field with 'admin' entered, a password field labeled 'User Password', and a language selection dropdown menu with 'English' selected. Below the fields is a prominent yellow 'Log In' button.

- 1.) Während der ersten Nutzung des Gerätes startet nach erfolgter Anmeldung ein sogenannter „Start-Assistent“, der es Ihnen ermöglicht, alle wichtigen Einstellungen einfach vorzunehmen.



The image shows a message box from the Start Assistant. The text inside reads: "Dieser Assistent wird Sie Schritt für Schritt durch die Konfiguration begleiten, um Ihr Gerät korrekt einzustellen." Below the message is a large yellow button labeled "Weiter".

Hinweis: Wenn Sie auf das X (oben rechts im Assistenten) drücken, verlassen Sie den Start-Assistenten und alle Werkseinstellungen werden als Standard Einstellungen übernommen.

- 2.) Bitte drücken Sie auf den „Weiter“ Button, um Ihr Gerät zu konfigurieren.
- 3.) Einrichten des Internetzugriffs durch Herstellung einer Verbindung zu einem verfügbaren Netzwerk

The screenshot shows a configuration window for Wi-Fi settings. At the top, there are two radio buttons: 'Wi-Fi-Modus' (selected) and 'LAN'. Below that, there are two radio buttons for IP configuration: 'Automatisch' (selected) and 'Statische IP'. A section titled 'SSID' contains a list of available networks: 'Intenso-WLAN', 'Intenso-Guest', and 'StoMa15-WiFi'. A 'Neuer Scan' button is located to the right of this list. Below the SSID list is a field for 'Anderes Netzwerk...'. At the bottom, there is a 'Passwort' field with masked characters. Two large yellow buttons, 'Weiter' and 'Überspringen', are at the very bottom.

Sie haben folgende Optionen:

A) **Wi-Fi-Modus:** Die Memory 2 Move Pro stellt bei dieser Einstellung einen Zugangspunkt für andere drahtlose Geräte dar, damit diese über eine weitere verfügbare drahtlose Verbindung in das Internet gelangen können. Dieses ist die Standardeinstellung. Hierzu müssen Sie folgende Einstellungen vornehmen:

SSID: Geben Sie den SSID Namen ihres Netzwerkes ein oder klicken Sie auf „Neuer Scan“, um automatisch nach allen verfügbaren Netzwerken zu suchen.

Passwort: Bitte geben Sie das Passwort für das gewählte lokale drahtlose Netzwerk ein.

IP Adresse:

1. Bei Auswahl von „Automatisch“ stellt das Netzwerk Ihnen automatisch eine IP Adresse zur Verfügung.
2. Bei Auswahl von „Statische IP“ müssen Sie selber Ihre IP Adresse für das Netzwerk, mit dem Sie sich verbinden wollen, eingeben.

B) **LAN-Modus:** Direkter Anschluss des Gerätes mit einem LAN Kabel an einen vorhandenen Router. Bitte nutzen Sie hierzu einen freien Steckplatz für ein LAN Kabel an Ihrem Router. Bei dieser Konfiguration schließen Sie das WiFi Gerät per Netzwerkkabel an ein weiteres verfügbares Netzwerk an.

Auswahl der LAN Optionen

The screenshot shows a web interface for configuring network settings. At the top, there is a yellow header with 'Zurück' on the left and 'Internetzugriff' in the center, with a home icon on the right. Below the header, there are two radio buttons: 'Wi-Fi-Modus' (disabled) and 'LAN' (selected). Under the 'LAN' section, there is a sub-section 'LAN Modus' with three radio buttons: 'PPPoE', 'Statische IP', and 'Dynamische IP' (selected with a yellow checkmark). Below this, there are several input fields for network parameters: 'IP-Adresse' (172.16.20.68), 'Subnetzmaske' (255.255.0.0), 'Gateway' (172.16.0.1), 'Pri DNS Server' (172.16.0.14), and 'Sek DNS Server' (172.16.0.43). At the bottom, there are two yellow buttons: 'Weiter' and 'Überspringen'.

In der Grundeinstellung ist „Dynamische IP“ ausgewählt. Sie können manuell eine IP Adresse vergeben, indem Sie auf den gelben Pfeil klicken und die Option „Statische IP“ auswählen.

Hinweis: Durch Klicken auf das X (links oben) können Sie das WAN Optionsmenü verlassen.

Hinweis: Sollten Sie keine Verbindung mit einem weiteren Netzwerk herstellen können, fragen Sie bitte Ihren Netzwerk Administrator nach den für Sie gültigen Richtlinien!

- 4.) Klicken Sie auf „Weiter“, um mit der Konfiguration des Gerätes fortzufahren. Sie nehmen nun die WiFi Einstellungen vor.

- **SSID:** Bitte tragen Sie hier den Namen Ihres Netzwerkes ein. In der Grundeinstellung steht hier „Memory2MovePro-XXXX“. 32 Zeichen sind maximal für den SSID Namen möglich.
- **Kanal:** Bitte tragen Sie hier den Kanal ein, auf dem das WiFi Gerät senden und empfangen soll. Die Grundeinstellung ist „Auto“. Der Kanal wird in diesem Fall automatisch vom Gerät festgelegt. Sie können aber auch manuell festlegen, auf welchem Kanal empfangen und gesendet werden soll. Es stehen die Kanäle 1 bis 14 zur Verfügung.
- **Wi-Fi-Modus:** Der voreingestellte drahtlose Netzwerkstandard lautet: 802.11/b/g/n. Sie können ebenfalls manuell die Modi 11Mbps (802.11b), 54 Mbps (802.11g) oder 150Mbps (802.11n) einstellen.
- **Sicherheit:** Im Auslieferungszustand ist Mixed WPA/WPA2-PSK ausgewählt. Sie haben die Wahl zwischen folgenden Verschlüsselungstypen:
WPA-PSK,WPA2-PSK, Mixed WPA/WPA2-PSK.
- **Passwort:** Es muss, je nach ausgewähltem Verschlüsselungstyp, ein Passwort mit mindestens 8 und höchstens 63 Zeichen eingegeben werden.
- **IP Adresse:** Die voreingestellte IP Adresse lautet: 10.10.10.254 mit der Subnetmaske 255.255.255.0 Diese IP Adresse können Sie manuell verändern.

5.) Klicken sie auf „Weiter“, um das Administrator Passwort festzulegen. Sollten Sie auf „Überspringen“ drücken, verzichten Sie auf die Festlegung eines neuen Passwortes und übernehmen das Voreingestellte.

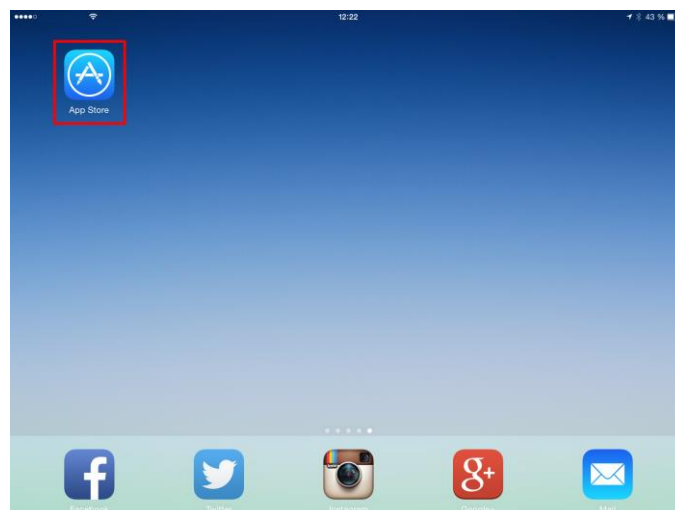
Nach Beendigung des Start-Assistenten startet das System neu. Dieser Vorgang dauert ca. 2 Minuten. Den aktuellen Status können Sie den Benachrichtigung entnehmen.

Sie haben Ihr Gerät erfolgreich konfiguriert. Bitte warten Sie 2 Minuten. Die verbleibende Zeit beträgt 121 Sekunden.
Wenn sich das Gerät nicht automatisch verbindet, nutzen Sie bitte das WiFi Finder- Tool, um sich mit dem Gerät erneut zu verbinden.

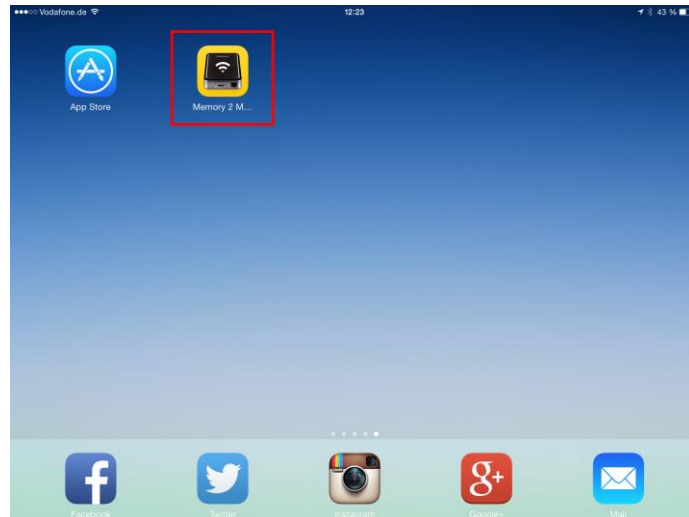
10. NUTZUNG VON MOBILEN GERÄTEN

10.1 IOS MEMORY 2 MOVE PRO APP INSTALLATION

1. Klicken Sie auf das App Store Icon auf Ihrem Homescreen, wie auf folgendem Bild zu sehen. Suchen Sie nach der kostenfreien „Memory 2 Move Pro“ App und folgen Sie den Anweisungen zur Installation auf dem Bildschirm.

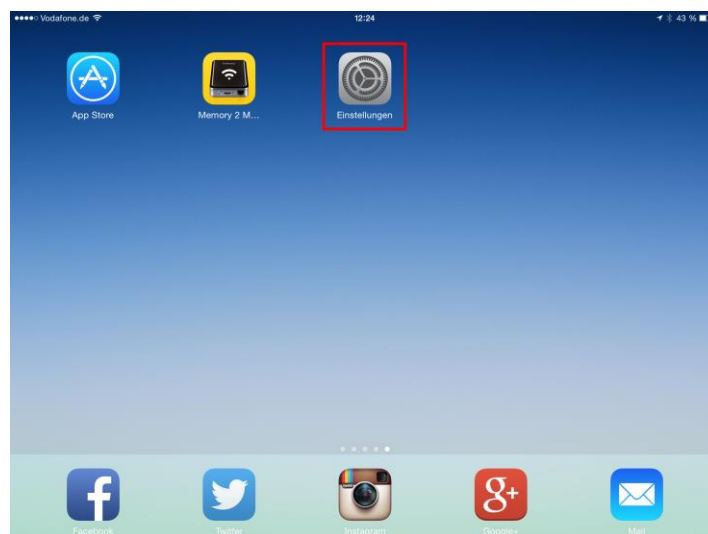


Sobald die Installation erfolgreich beendet wurde, ist die „Memory 2 Move Pro“ App auf dem Homescreen Ihres Gerätes zu finden (siehe folgendes Bild).

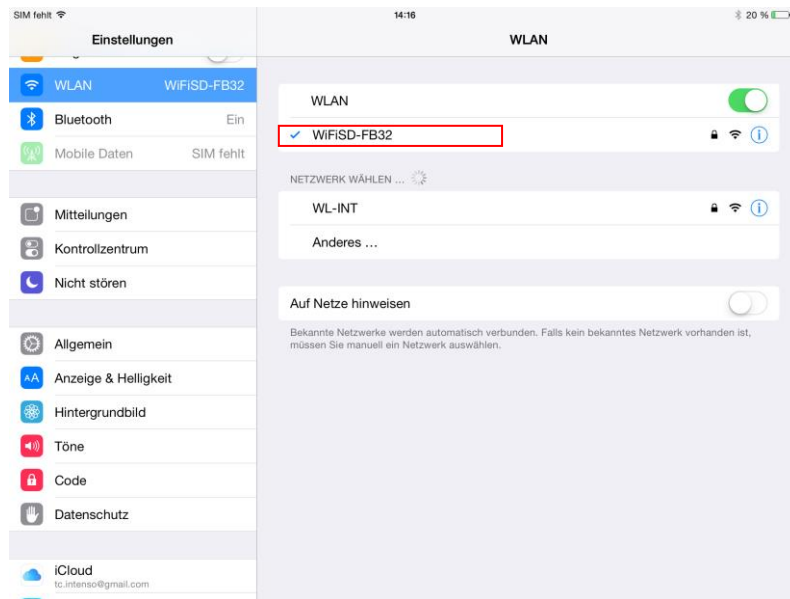


10.2 KABELLOSE VERBINDUNG MIT IHREM IPHONE/IPAD

1. Schalten Sie die Memory 2 Move Pro an. Warten Sie ein paar Minuten, bis die Initialisierung des Geräts abgeschlossen ist. Dies ist erkennbar an der blauen Wi-Fi LED, die nach Abschluss der Initialisierung aufhört zu blinken.
2. Klicken Sie auf das Icon für „Einstellungen“, wie in folgendem Bild zu sehen.



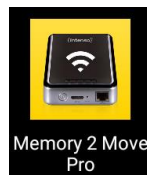
3. Klicken Sie auf den Menüpunkt „WLAN“. In der Liste der vorhandenen Wi-Fi Netzwerke sollte das Netzwerk „Memory2MovePro-XXXX“ angezeigt werden. Klicken Sie auf dieses Netzwerk, wie in folgendem Bild zu sehen. Falls Sie in Schritt 9 (Schritt.5) unter „Benutzereinstellungen“ ein Passwort festgelegt haben, geben Sie dies nun an.



Sobald „Memory2MovePro-XXXX“ ausgewählt wurde, erscheint ein Haken vor der SSID und das Wi-Fi Logo in der linken oberen Ecke des Geräts wird angezeigt.

10.3 BENUTZERANMELDUNG (IOS)

Klicken Sie auf das „Memory 2 Move Pro“ Logo um die Anwendung zu starten, wie in folgendem Bild zu sehen.



Geben Sie das Administrator Passwort ein, welches Sie während der Konfiguration vergeben haben (**Werkseinstellung: 00000**). Das Passwort ist nur für die erste Anmeldung erforderlich. Das Gerät speichert Ihre Eingabe, sodass bei der 2. Anmeldung keine Eingabe mehr erforderlich ist.

MEMORY 2 MOVE PRO

User Name

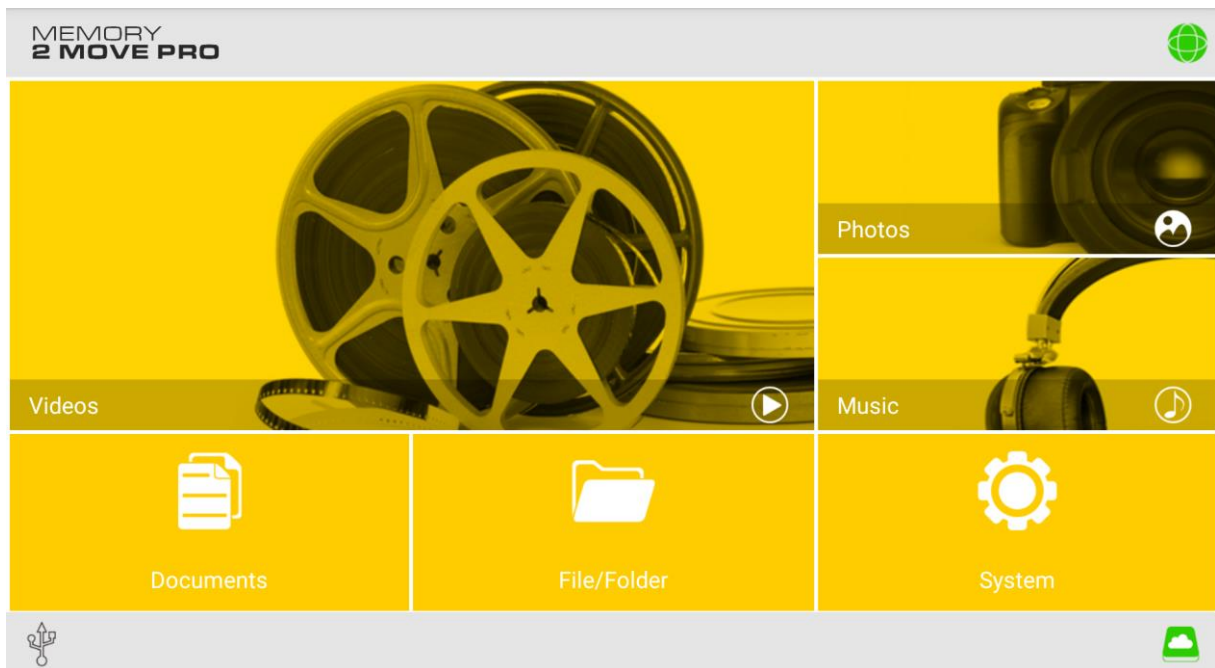
Password

Remember password

Cancel

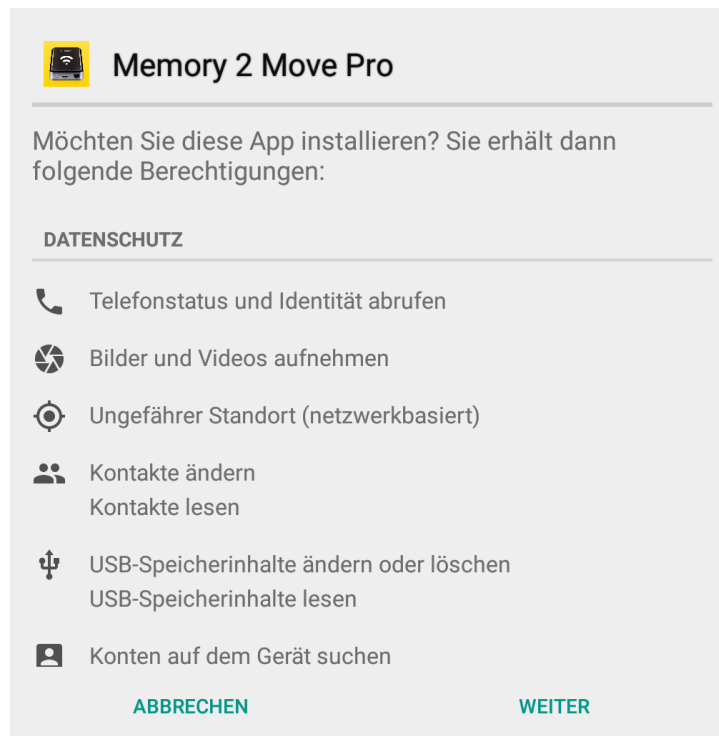
OK

Sobald Sie das Passwort korrekt eingegeben haben, werden Sie automatisch in das Menü „Memory 2 Move Pro“ geführt. Dies ist Ihr direkter Zugriff auf die Wi-Fi Festplatte.



10.4 ANDROID MEMORY 2 MOVE PRO APP INSTALLATION

1. Öffnen Sie den „Google Playstore“ und suchen Sie nach der kostenfreien „Memory 2 Move Pro“ App.
2. Folgen Sie den Installationsanweisungen auf dem Bildschirm, wie auf dem nachfolgenden Bild zu sehen.



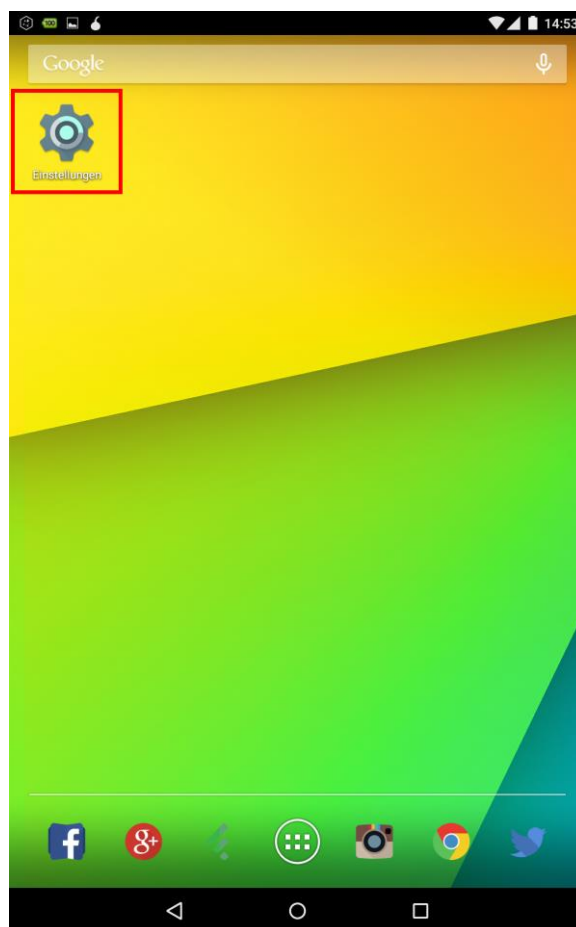
3. Sobald die Installation erfolgreich beendet wurde, ist die „Memory 2 Move Pro“ App auf dem Homescreen Ihres Gerätes zu finden (siehe folgendes Bild).



10.5 KABELLOSE VERBINDUNG MIT IHREM ANDROID GERÄT

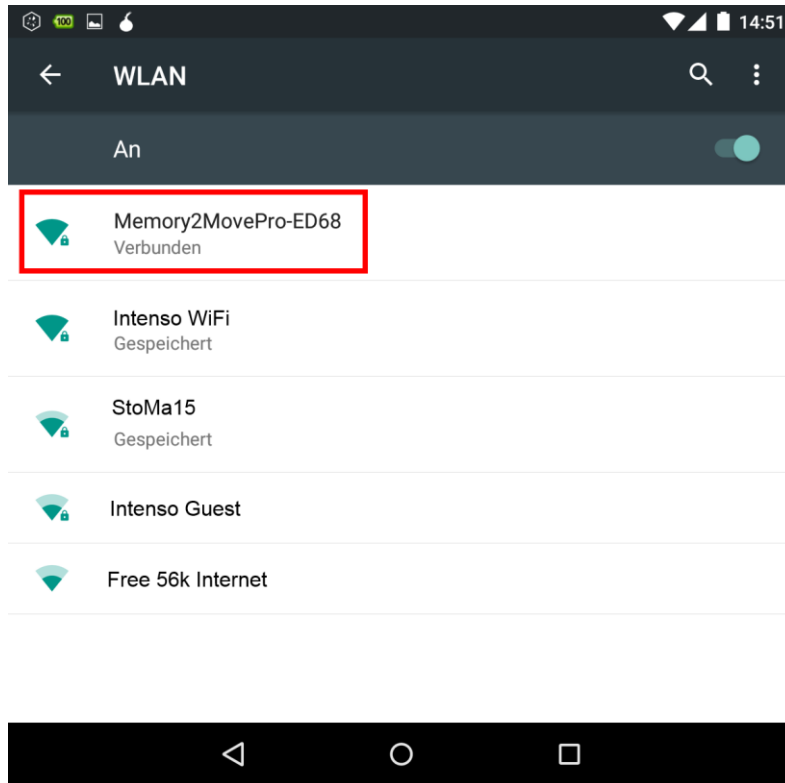
1. Schalten Sie Memory 2 Move Pro an. Warten Sie ein paar Minuten, bis die Initialisierung des Geräts abgeschlossen ist. Dies ist erkennbar an der blauen Wi-Fi LED, die nach Abschluss der Initialisierung aufhört zu blinken.

2. Klicken Sie auf das Icon für „Einstellungen“ wie in folgendem Bild zu sehen.



3. Schalten Sie die Wi-Fi Funktion ein, indem Sie den "virtuellen Schalter" beim Menüpunkt WLAN nach rechts schieben.

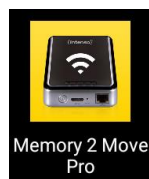
In der Liste der vorhandenen Wi-Fi Netzwerke sollte das Netzwerk „Memory2MovePro-XXXX“ angezeigt werden. Klicken Sie auf dieses Netzwerk, wie in folgendem Bild zu sehen. Falls Sie in Schritt 9 (Schritt 5) unter „Benutzereinstellungen“ ein Passwort festgelegt haben, geben Sie dieses nun an.



4. Wenn das Gerät erfolgreich mit der Wi-Fi Festplatte verbunden wurde, erscheint das Wort "Verbunden" unter der SSID.

10.6 BENUTZER ANMELDUNG (ANDROID)

1. Klicken Sie auf das "Memory 2 Move Pro" App Logo, um die App zu starten (siehe nachfolgendes Bild).



2. Geben Sie das Administrator Passwort ein, welches Sie während der Konfiguration vergeben haben (**Werkseinstellung: 00000**). Das Passwort ist nur für die erste Anmeldung erforderlich. Das Gerät speichert Ihre Eingabe, sodass bei der 2. Anmeldung keine Eingabe mehr erforderlich ist.

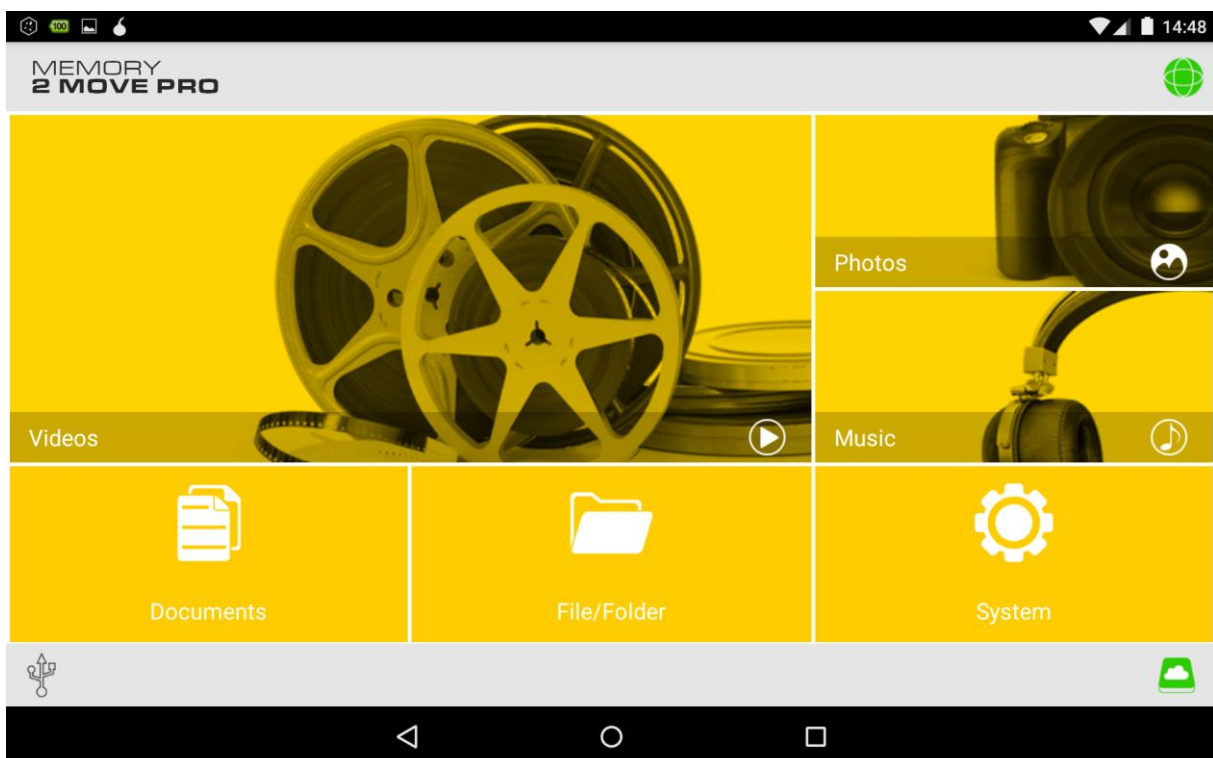
**MEMORY
2 MOVE PRO**

User Name

Password

Remember password

3. Sobald Sie das Passwort korrekt eingegeben haben, werden Sie automatisch in das Menü „Memory 2 Move Pro“ geführt. Dies ist Ihr direkter Zugriff auf die Wi-Fi Festplatte.



11. GRUNDFUNKTIONEN

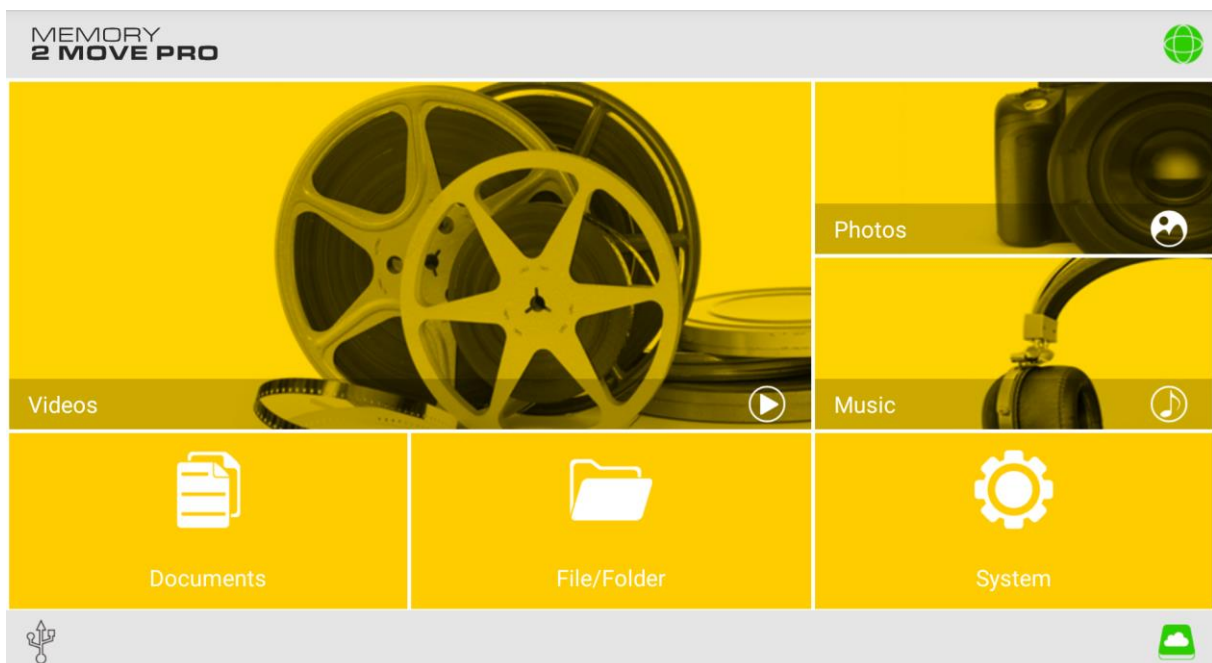
11.1 ANWENDUNG FÜR IOS GERÄTE

Sobald Sie sich erfolgreich mit der Memory 2 Move Pro verbunden haben, werden Sie automatisch in das Menü „Memory 2 Move Pro“ geführt. Dies ist Ihr direkter Zugriff auf die Wi-Fi Festplatte. Das „Mein Gerät“ Menü ist für Ihren Zugriff auf das Gerät, welches Sie aktuell für die Verbindung mit der Memory 2 Move Pro nutzen.

Folgende Unterpunkte sind in den Menüs auswählbar:

„Mein Gerät“ Hauptmenü – Für die Organisation Ihrer Dateien stehen Ihnen hier standardmäßig die Ordner „Dokumente“, „Musik“, „Fotos“, „Videos“ und „iPad“/ „iPhone“ zur Verfügung.

„Memory 2 Move Pro“ Hauptmenü – Zugriff auf die Dateien auf Memory 2 Move Pro.

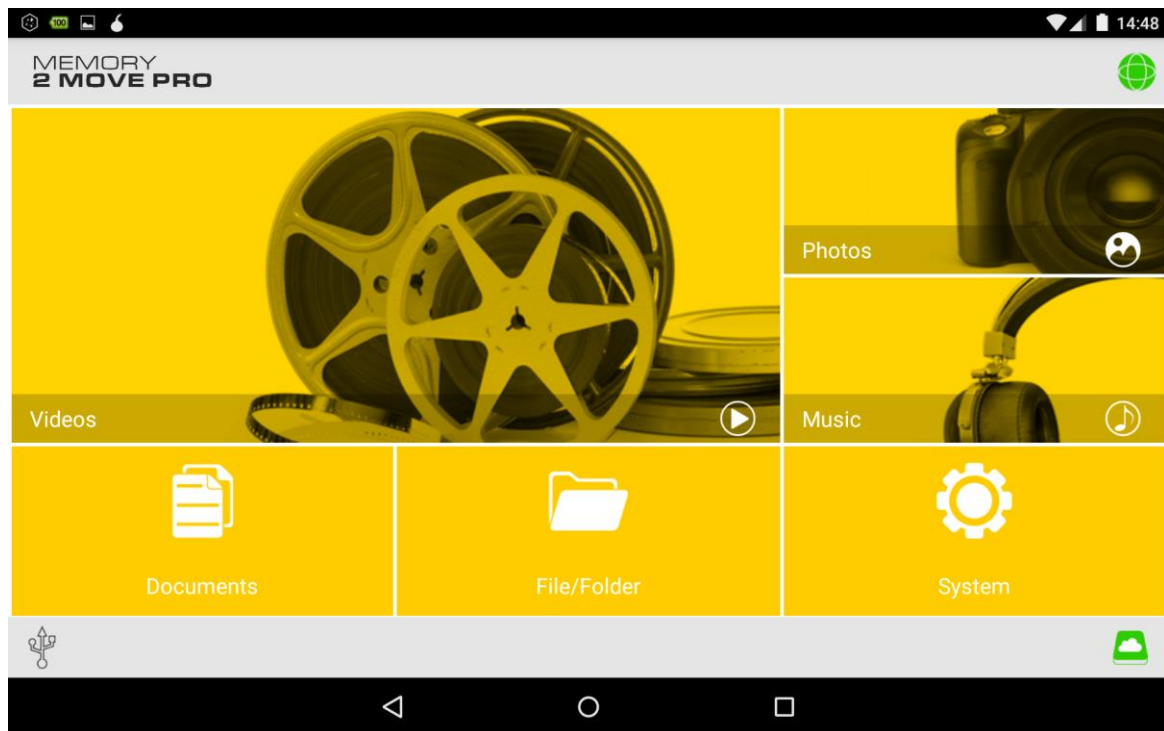




11.2 ANWENDUNG FÜR ANDROID GERÄTE

Sobald Sie sich erfolgreich mit der Memory 2 Move Pro verbunden haben, werden Sie automatisch in das Menü „Memory 2 Move Pro“ geführt, dies ist Ihr direkter Zugriff auf die Wi-Fi Festplatte. Das „Mein Gerät“ Menü ist für Ihren Zugriff auf das Gerät, welches Sie aktuell für die Verbindung mit der Memory 2 Move Pro nutzen.

Folgende Unterpunkte sind in den Menüs anwählbar:

„Memory 2 Move Pro“ Hauptmenü – Für die Organisation Ihrer Dateien stehen Ihnen hier standardmäßig die Ordner „Dokumente“, „Musik“, „Fotos“, „Videos“ und „SDCard“ zur Verfügung.

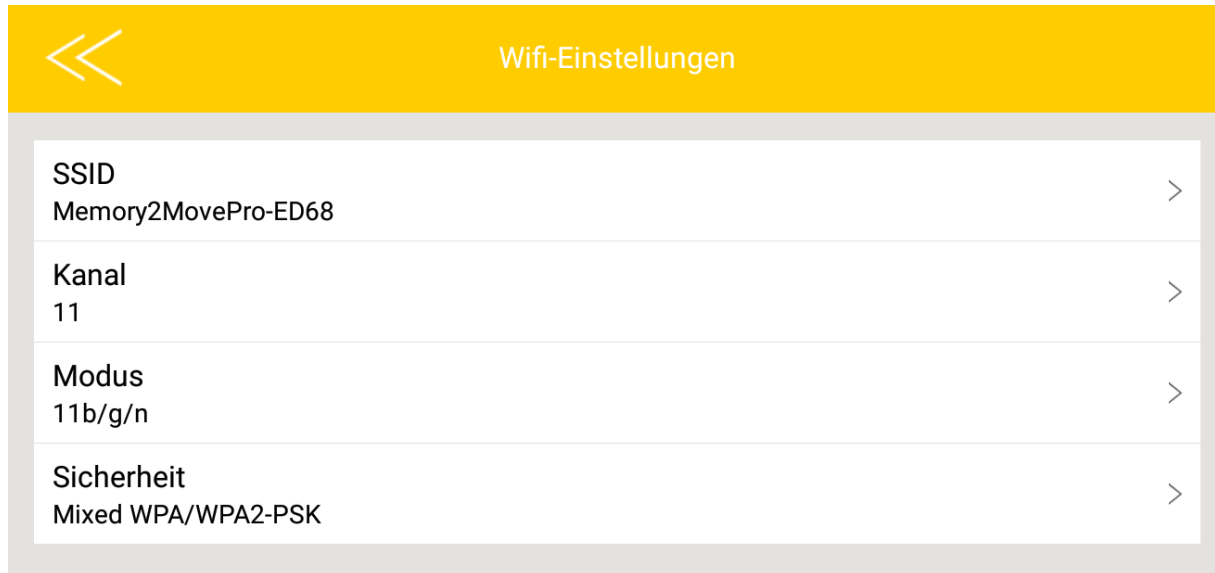


	Internet Symbol wird in grün angezeigt, wenn eine Internetverbindung aufgebaut ist.
	WiFi HDD Symbol wird in grün angezeigt, wenn eine aktuelle Verbindung zum Gerät besteht.

11.3 WI-FI EINSTELLUNGEN (IOS UND ANDROID)

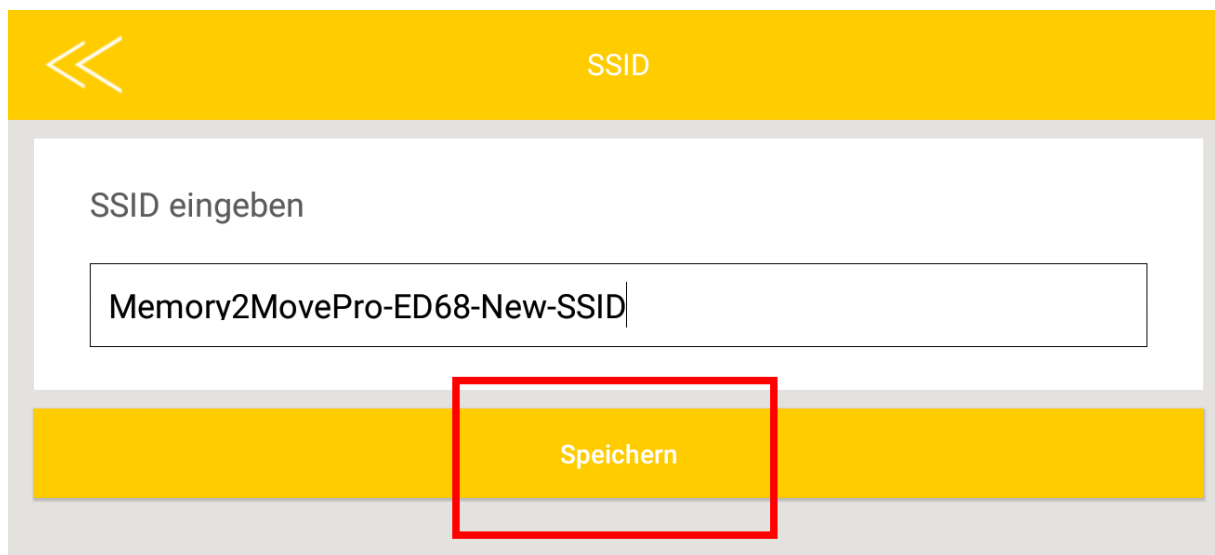
11.3.1 WI-FI EINSTELLUNGEN INTERFACE

Klicken Sie auf System, um die Wi-Fi Einstellungen zu ändern.



11.3.2 ÄNDERN DER SSID

Klicken Sie auf den > Button, um den Namen zu ändern.



11.3.3 SICHERHEIT

Unter dem Menüpunkt Sicherheit erscheinen die Sicherheitsoptionen: Die Wi-Fi Festplatte unterstützt folgende Sicherheitsformate: WPA-PSK, WPA2-PSK, gemischt WPA/WPA2-PSK. Wenn Sie einen neuen Sicherheitscode hinzufügen möchten, werden Sie nach einem kabellosen Passwort gefragt.

← Sicherheit

Keine

WPA-PSK

WPA2-PSK

Mixed WPA/WPA2-PSK ✓

Kennwort eingeben

.....

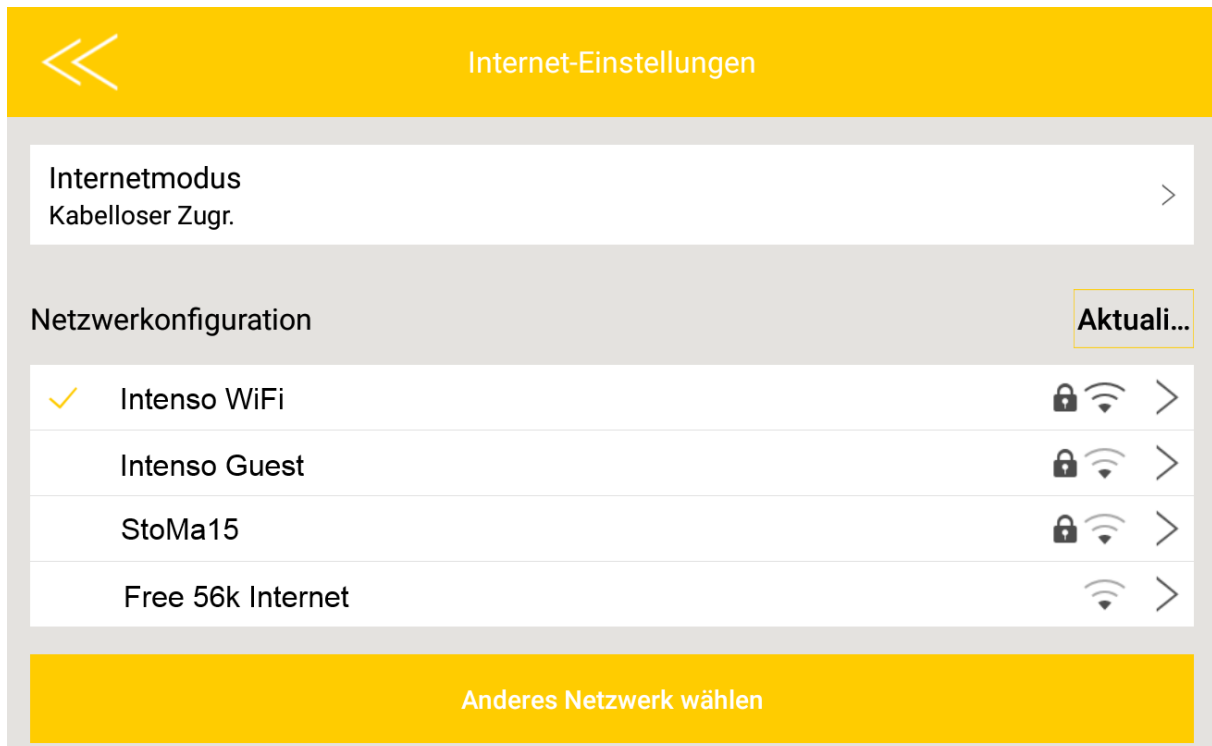
Passwort anzeigen

Das Passwort muss aus 8 bis 63 beliebigen Buchstaben und Zahlen bestehen.

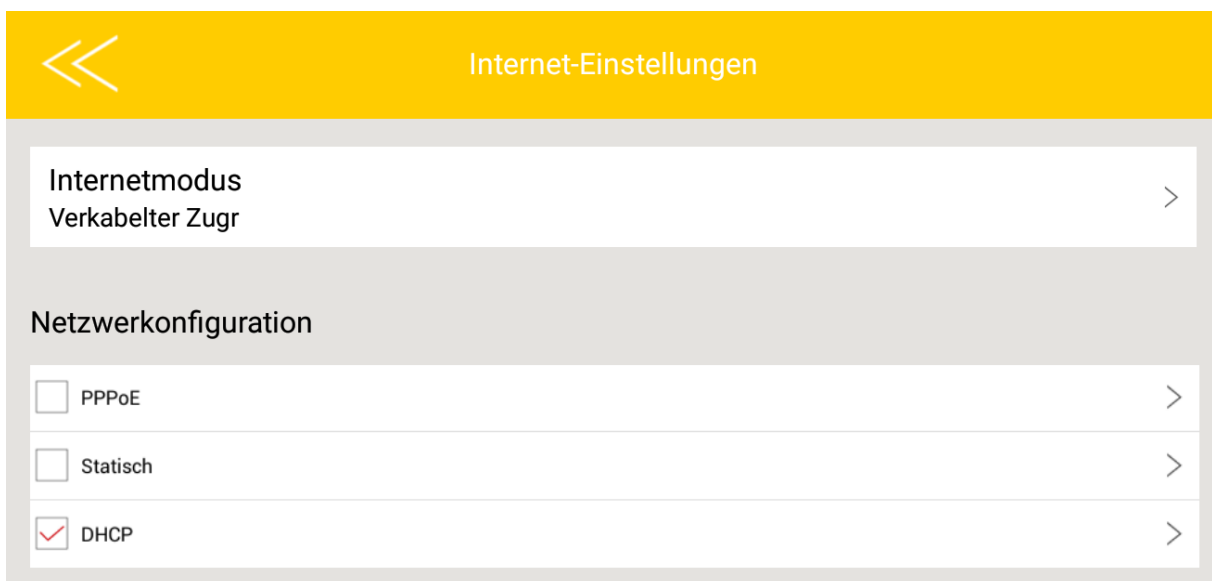
Speichern

11.3.4 INTERNET ZUGÄNGE

Unter Interneteinstellungen werden Ihnen die Internetzugänge aufgezeigt. Sie können zwischen kabelgebundenem (wired) und kabellosem (W-LAN) Zugang wählen. Die kabellose Verbindung finden Sie unter Interneteinstellungen in der Mitte des folgenden Bildes:



Wählen Sie die kabelgebundene Variante, so muss erst das Netzwerk, auf dem Sie sich eingewählt haben, konfiguriert werden.

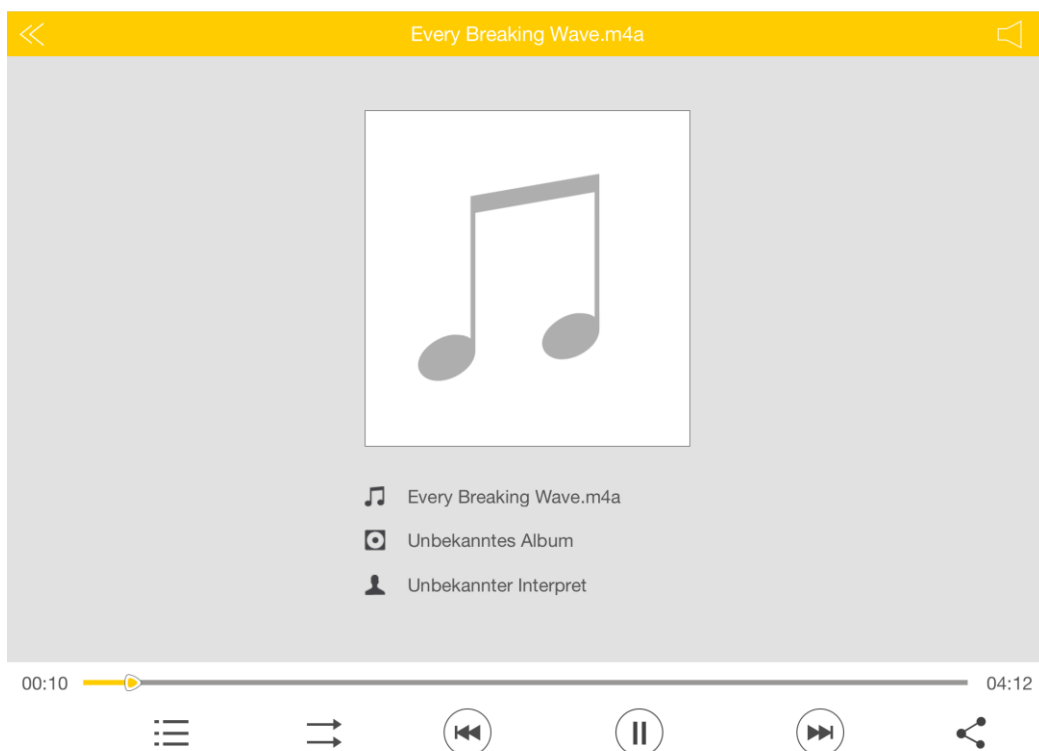


11.4 MUSIK-/AUDIOWIEDERGABE (IOS AND ANDROID)

Tipp: Es ist empfehlenswert, einen oder mehrere Ordner für Ihre gesamten Musik-/Audiodateien zu erstellen. Dies erleichtert die Nutzung und Organisation im Menü.

Die Musik- oder Audiodateien können unabhängig vom aktuellen Menü und Speicherort („über Memory 2 Move Pro“ oder „Mein Gerät“) wiedergegeben werden.

Hierzu müssen Sie lediglich nach der Datei suchen. Durch einen Klick auf die gewünschte Datei wird diese automatisch wiedergegeben.







⏮ - Klicken Sie auf diese Taste, um die aktuell wiedergegebene Audiodatei von vorn zu beginnen. Bei zweimaligem Klicken wird die vorherige Audiodatei wiedergegeben.

⏭ - Klicken Sie auf diese Taste, um zur nächsten Audiodatei zu gelangen.

▶ - Klicken Sie auf diese Taste, um die Wiedergabe der Audiodatei zu starten. Klicken Sie auf die Pause Taste ⏸, um die Wiedergabe zu pausieren / stoppen.

Es gibt 4 Wiedergabemodi:

- a.  - Wiederholung der aktuellen Datei: Die aktuell wiedergegebene Datei wird wiederholt
- b.  - Zufallswiedergabe aller Audiodateien, die sich im aktuellen Ordner befinden.
- c.  - Wiedergabe des aktuellen Ordners: Die Audiodateien werden der Reihe nach abgespielt und nicht wiederholt.
- d.  - Wiederholung des Ordners: Alle Audiodateien im Ordner werden der Reihe nach abgespielt und dann wiederholt.

Hinweis: Halten Sie den Knopf der Fortschrittsanzeige gedrückt und schieben Sie diesen nach rechts oder links, um innerhalb einer Audiodatei vor- oder zurückzuspulen.

Tipp: Sie können die Oberfläche des Music Players jederzeit über die „Zurück Taste“ verlassen. Die Wiedergabe Ihrer Audiodateien wird im Hintergrund fortgesetzt.

11.5 VIDEO-/FILMWIEDERGABE

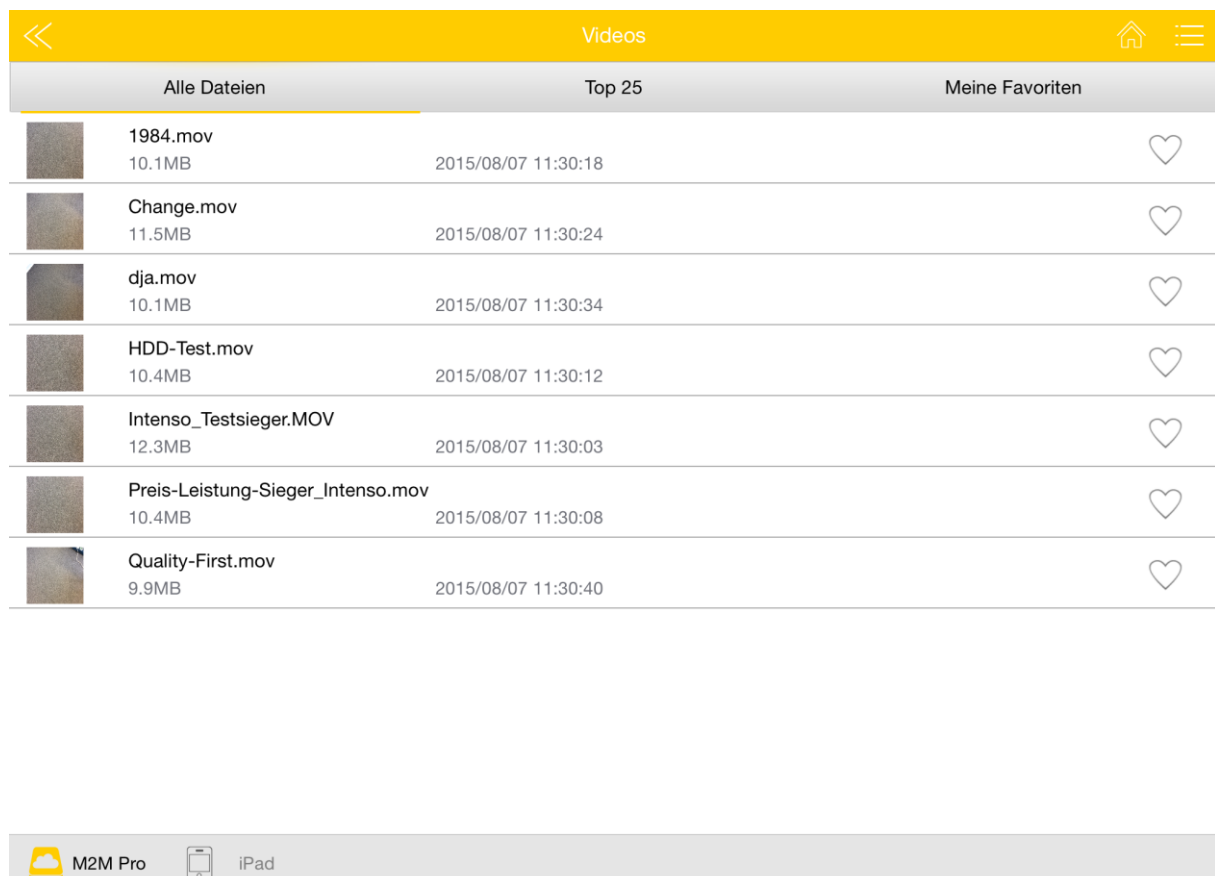
11.5.1 IOS

Tipp: Es ist empfehlenswert, einen oder mehrere Ordner für Ihre gesamten Video-/Filmdateien zu erstellen. Dies erleichtert die Nutzung und Organisation im Menü.





Die Video- oder Filmdateien können unabhängig vom aktuellen Menü und Speicherort („über Memory 2 Move Pro“ oder „Mein Gerät“) wiedergegeben werden.

Hierzu müssen Sie lediglich nach der Datei suchen. Durch einen Klick auf die gewünschte Datei wird diese automatisch wiedergegeben.

Hinweis: Für weitere Informationen zu den unterstützten Dateiformaten, konsultieren Sie bitte die Bedienungsanleitung Ihres iOS Gerätes.



Standardmäßig ist die Videowiedergabe im Querformat. Folgende Auswahlmöglichkeiten haben Sie:

1.  - Halten Sie diese Taste gedrückt, um die Videodatei während der Wiedergabe zurück zu spulen.
2.  - Halten Sie diese Taste gedrückt, um die Videodatei während der Wiedergabe vor zu spulen.
3.  - Klicken Sie diese Taste, um die Wiedergabe der Videodatei zu starten/fortzusetzen.
4.  - Klicken Sie diese Taste, um die Wiedergabe der Videodatei zu pausieren.

11.5.2 ANDROID

Tipp: Es ist empfehlenswert, einen oder mehrere Ordner für Ihre gesamten Video-/Filmdateien zu erstellen. Dies erleichtert die Nutzung und Organisation im Menü.

Die Video- oder Filmdateien können unabhängig vom aktuellen Menü und Speicherort („über Memory 2 Move Pro“ oder „Mein Gerät“) wiedergegeben werden.

Hierzu müssen Sie lediglich nach der Datei suchen. Durch einen Klick auf die gewünschte Datei wird diese automatisch wiedergegeben.

Hinweis: Die Bedienung und Einstellungsmöglichkeiten der Videowiedergabe variieren je nachdem welcher Movie Player auf Ihrem Android-Gerät installiert ist.

Bitte konsultieren Sie die Bedienungsanleitung Ihres jeweiligen Movie Players für Informationen zur Bedienung.



11.6 WIEDERGABE VON BILDDATEIEN

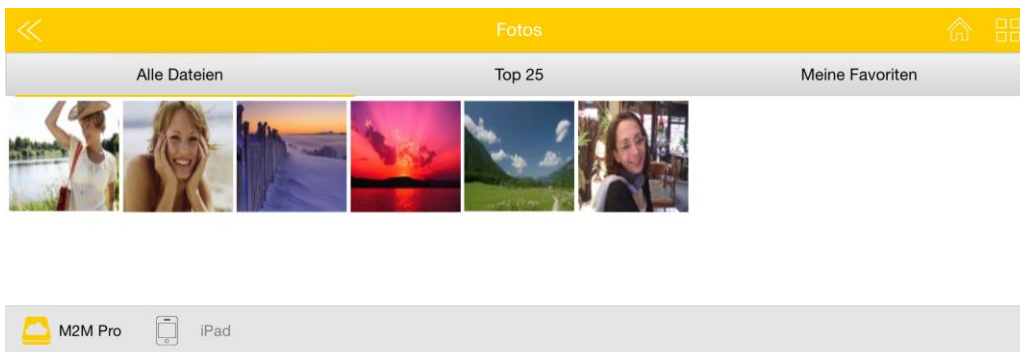
11.6.1 IOS

Tipp: Es ist empfehlenswert, einen oder mehrere Ordner für Ihre gesamten Bilddateien auf den Datenträgern anzulegen. Dies erleichtert die Nutzung und Organisation im Menü.

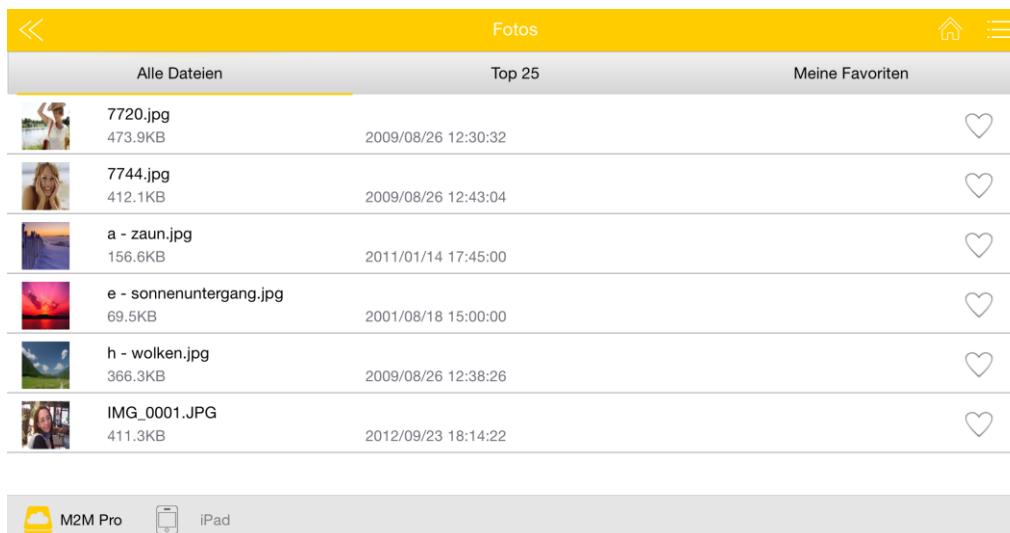
Hinweis Memory 2 Move Pro unterstützt die Wiedergabe der folgenden Bildformate: .jpg, .tiff, .gif und .bmp

Die unterstützten Bilddateien können entweder in einer Miniaturübersicht oder als Liste angezeigt werden, wie in folgenden Bildern zu sehen.

Alle Bilder in „nicht“ unterstützten Formaten werden als exemplarische Miniaturansicht oder als Icon angezeigt.

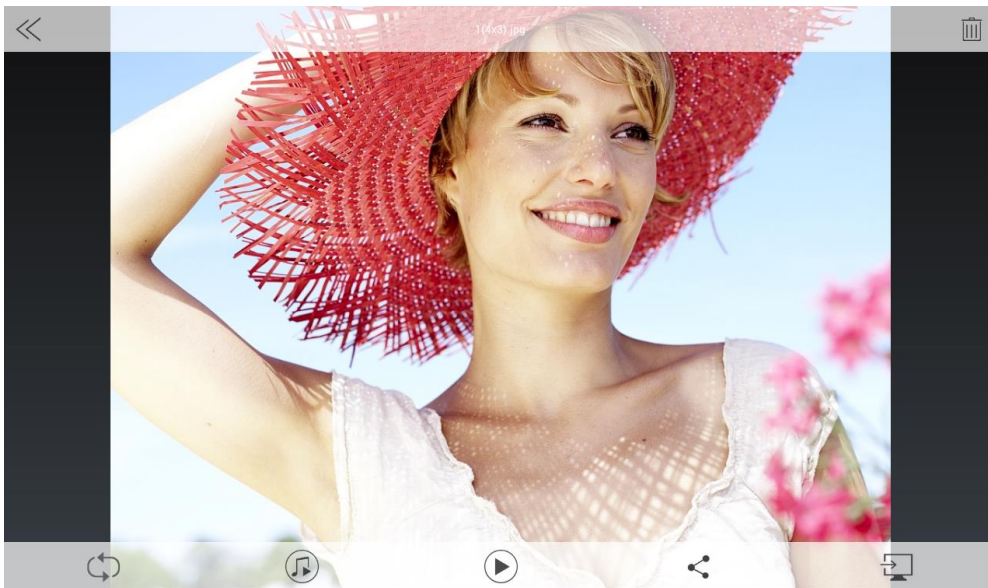


Miniaturansicht





Listenansicht


Klicken Sie auf eine beliebige Bilddatei, um die automatische Diashow zu öffnen. Sollte die Menüleiste sich nicht direkt öffnen, klicken Sie ein 2. Mal auf das Bild, damit diese erscheint (siehe oben im nachfolgenden Bild).





Folgende Funktionen stehen Ihnen in der Diashow zur Auswahl:

Wischen Sie mit dem Finger über den Bildschirm von rechts nach links oder von links nach rechts, um die Anzeige der Diashow manuell zu steuern oder klicken Sie auf die Play Taste , um die Diashow automatisch ablaufen zu lassen.



Klicken Sie auf die Pause Taste , um die Diashow zu pausieren. Durch erneutes Drücken der Pause Taste setzen Sie die Diashow fort.

Klicken Sie auf , um die Diashow fortzusetzen und nach dem letzten Bild von vorn zu beginnen.

Klicken Sie auf , um die Diashow einmalig durchlaufen zu lassen. Die Wiedergabe stoppt nach der letzten Bilddatei.

Klicken Sie auf die Zurück Taste , um zum vorherigen Menüpunkt zurückzukehren.

Eine Hintergrundmusik kann während des Abspielens einer Diashow hinzugefügt werden.

Drücken Sie dazu den  Button, um die Hintergrundmusik zu starten. Um die Hintergrundmusik zu stoppen, drücken Sie bitte auf den  Button.

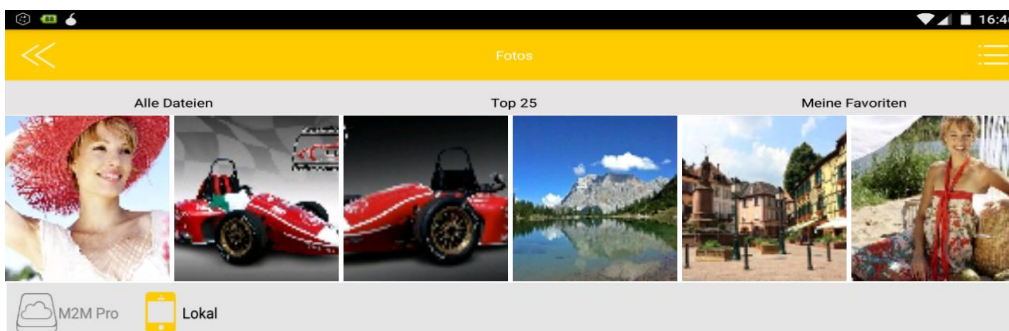
11.6.2 ANDROID

Tip: Es ist empfehlenswert, einen oder mehrere Ordner für Ihre gesamten Bilddateien auf den Datenträgern anzulegen. Dies erleichtert die Nutzung und Organisation im Menü.

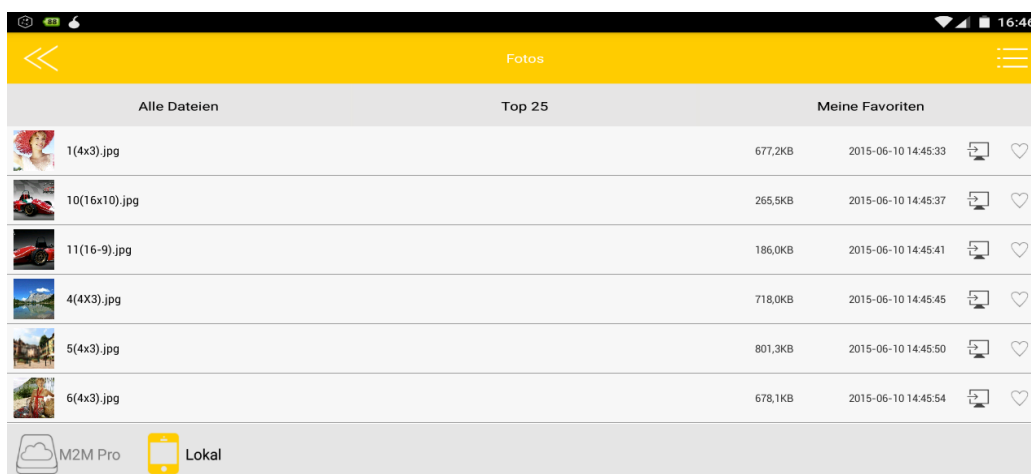
Hinweis Memory 2 Move Pro unterstützt die Wiedergabe der folgenden Bildformate: .jpg, .tiff, .gif und .bmp

Die unterstützten Bilddateien können entweder in einer Miniaturübersicht oder als Liste angezeigt werden, wie in folgenden Bildern zu sehen.

Alle Bilder in nicht-unterstützten Formaten werden als exemplarische Miniaturansicht oder als Icon angezeigt.

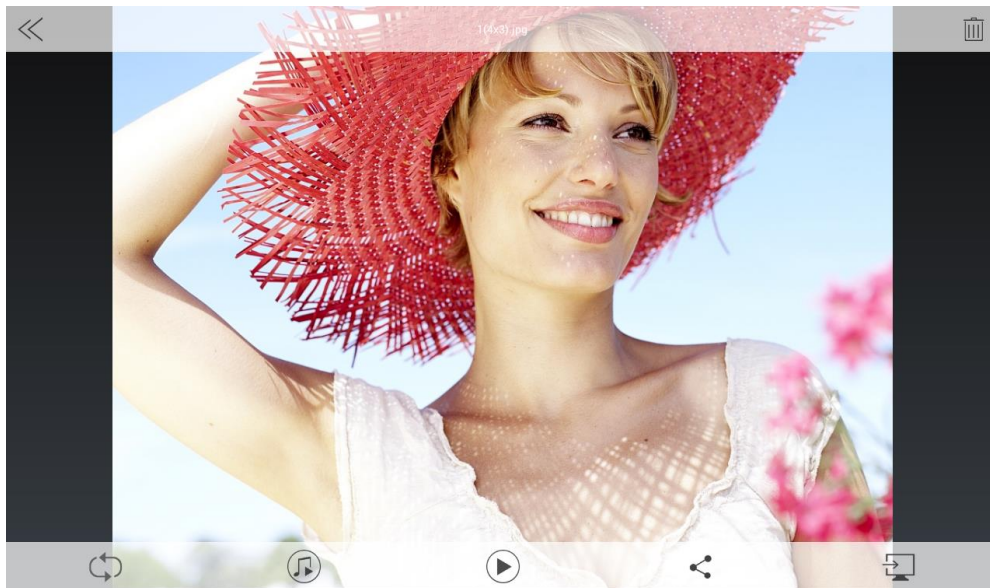


Miniaturansicht



Listenansicht

Klicken Sie auf eine beliebige Bilddatei, um die automatische Diashow zu öffnen. Sollte die Menüleiste sich nicht direkt öffnen, klicken Sie ein 2. Mal auf das Bild damit diese erscheint (siehe oben rechts im nachfolgenden Bild).



Folgende Funktionen stehen Ihnen in der Diashow zur Auswahl:

Wischen Sie mit dem Finger über den Bildschirm von rechts nach links oder von links nach rechts, um die Anzeige der Diashow manuell zu steuern oder klicken Sie auf die Play Taste ► um die Diashow automatisch ablaufen zu lassen.

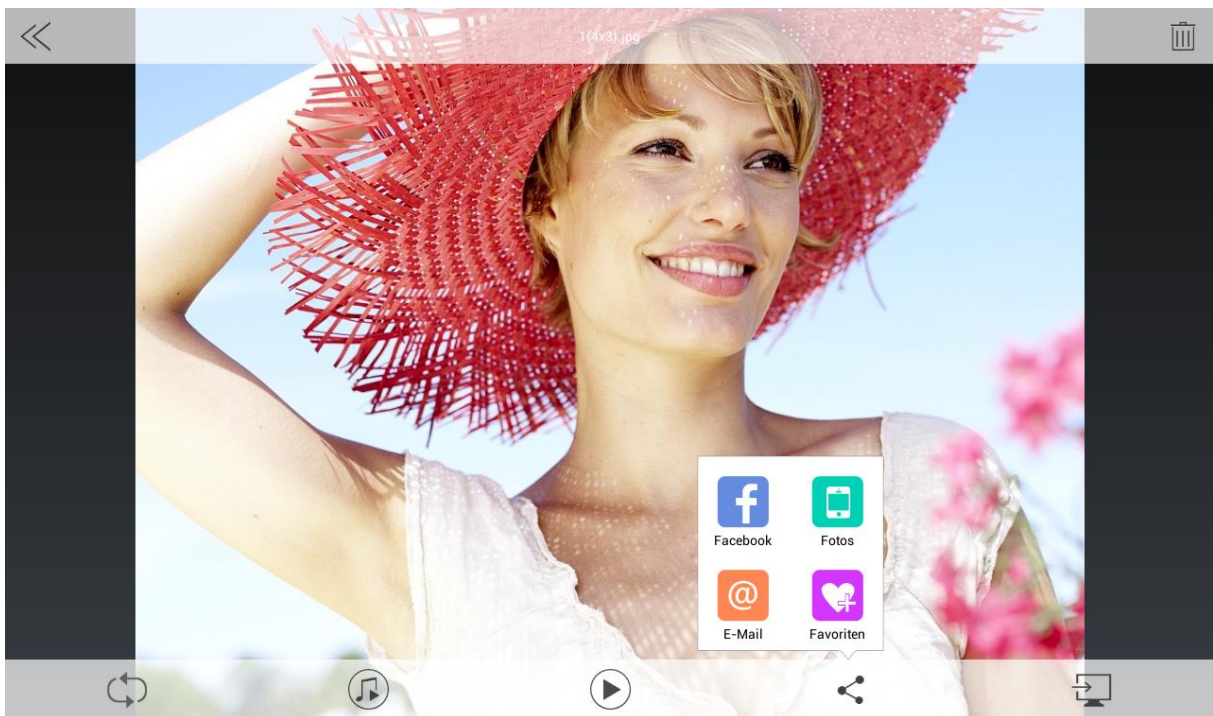
1. Klicken Sie auf die Pause Taste ■■ ,um die Diashow zu pausieren. Durch erneutes Drücken der Pause Taste setzen Sie die Diashow fort.
2. Klicken Sie auf ⇄ , um die Diashow einmalig durchlaufen zu lassen. Die Wiedergabe stoppt nach der letzten Bilddatei.
3. Klicken Sie auf die Zurück Taste ‹‹ , um zum vorherigen Menüpunkt zurückzukehren.
4. Eine Hintergrundmusik kann während des Abspielens einer Diashow hinzugefügt werden. Drücken Sie dazu den 🎵 Button, um die Hintergrundmusik zu starten. Um die Hintergrundmusik zu stoppen, drücken Sie bitte auf den 🎵 Button.



11.7 TEILEN VON BILDDATEIEN

11.7.1 IOS

Sie haben verschiedene Möglichkeiten, Ihre Bilddateien mit Ihrer Familie und Ihren Freunde zu teilen, z.B. per E-Mail, durch Speichern im Fotoalbum des verwendeten Geräts oder durch ein Upload auf Facebook.

Hinweis: Für das Teilen von Bilddateien per E-Mail oder Social Media Networks benötigen Sie eine Internetverbindung.



Klicken Sie auf  im unteren Teil des Bildschirms, um die vier Möglichkeiten zum Teilen von Bilddateien anzuzeigen. Klicken Sie auf „Zurück“ , um zum vorherigen Menü zurückzukehren.

- 1) E-Mail - Klicken Sie hier, um die Standard E-Mail App zu starten und wählen Sie die gewünschte Bilddatei als Anhang aus.

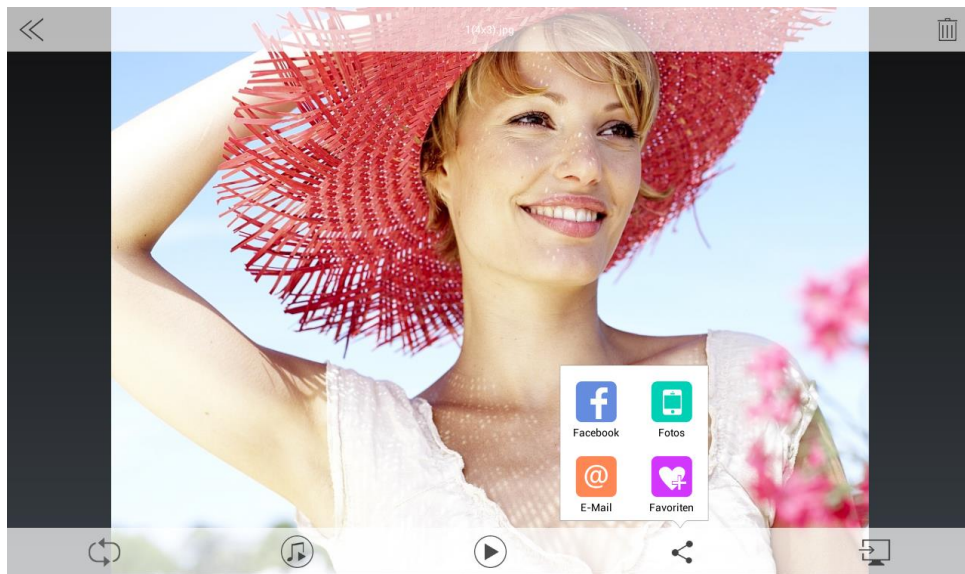




- 2) Zum Album hinzufügen: Klicken Sie auf diese Option um die ausgewählte Bilddatei zum Fotoalbum des verwendeten Geräts hinzuzufügen.
- 3) Facebook Upload: Klicken Sie auf diese Option und Sie werden automatisch zum Facebook Login geführt. Hierfür muss die Facebook App auf Ihrem Gerät installiert sein. Ein Facebook Konto ist ebenfalls erforderlich.

11.7.2 ANDROID

Die verschiedenen Möglichkeiten zum Teilen Ihrer Bilddateien hängen von den verschiedenen Apps ab, die auf Ihrem Gerät installiert sind.

Hinweis: Für das Teilen von Bilddateien per E-Mail oder Social Media Networks benötigen Sie eine Internetverbindung.

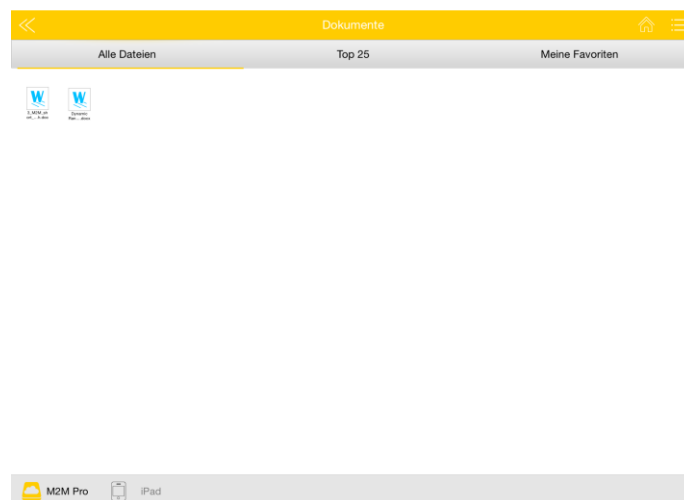




Das Symbol  wählen, um die verschiedenen Möglichkeiten zum Teilen der Bilddateien anzuzeigen. Klicken Sie auf die „Zurück“  Taste, um zum vorherigen Menü zurückzukehren.

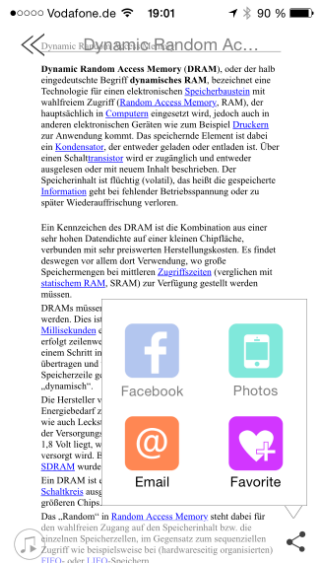
11.8 ÖFFNEN/ANZEIGEN VON DOKUMENTEN

11.8.1 IOS

Die „Memory 2 Move Pro“ App unterstützt Keynote-, Numbers-, Page-, Excel-, PowerPoint und Word-Dateien, sowie .pdf und .txt Dateien.

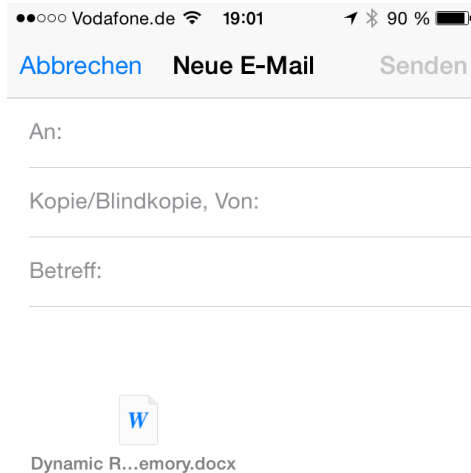


Um diese Dateien zu öffnen und anzuschauen, klicken Sie ganz einfach auf die gewünschte Datei. Unterstützte Formate werden automatisch geöffnet. Klicken Sie auf die „Zurück“ Taste  ,um zum vorherigen Menü zurückzukehren oder klicken Sie auf die Taste  ,um die Bilddatei per E-Mail zu verschicken, wie in folgendem Bild zu sehen.

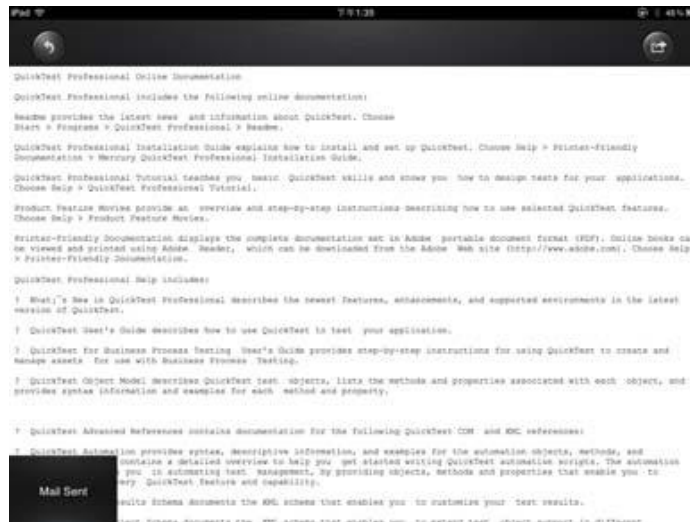


Hinweis: Für das Senden von E-Mails wird eine Internetverbindung benötigt.

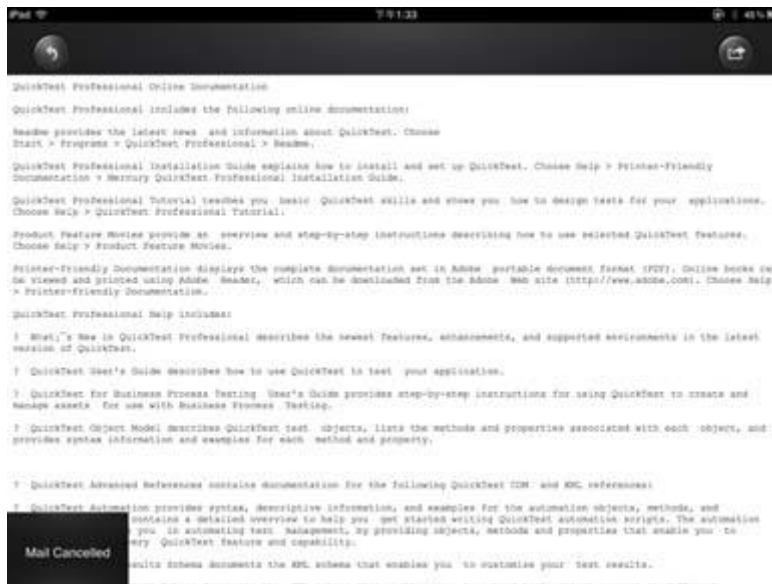
Klicken Sie auf die “E-Mail” Taste. Die Standard E-Mail App wird automatisch gestartet und das ausgewählte Dokument kann als Anhang versendet werden.



Sobald die E-Mail verschickt wurde, erscheint in der linken unteren Ecke des Bildschirms die Nachricht „E-Mail versendet“. Dies ist die Bestätigung, dass Ihre E-Mail erfolgreich versandt wurde.



Wenn die Nachricht "E-Mail Versand abgebrochen" in der linken unteren Ecke des Bildschirms erscheint, konnte die E-Mail nicht erfolgreich versandt werden (vgl. nachfolgendes Bild).



11.8.2 ANDROID


Um Dokumente auf Ihrem Android Gerät zu öffnen, berühren Sie ganz einfach die gewünschte Datei. Diese wird automatisch mit einem Standardprogramm oder einer von Ihnen installierten App geöffnet (vgl. nachfolgendes Bild).

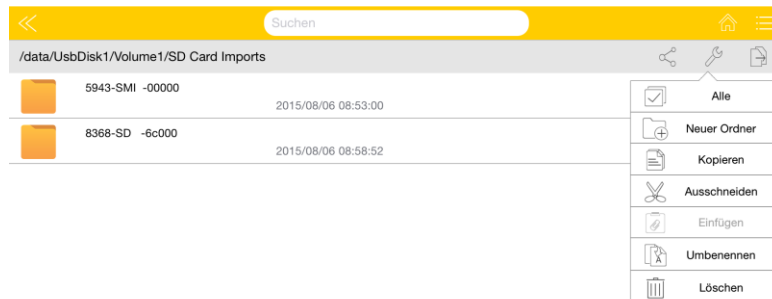


Um das Dokument als Anhang zu versenden, konsultieren Sie bitte die Anleitung des Programmes, mit dem Sie die Datei öffnen.

Hinweis: Für das Senden von E-Mails wird eine Internetverbindung benötigt.


11.9 COPY, DELETE, DOWNLOAD, UPLOAD FUNCTIONS (IOS AND ANDROID)

Drücken Sie einfach auf das Symbol der Datei, so dass der Bestätigungshaken angezeigt wird und öffnen Sie das Dateimanager Menü, indem auf das  Symbol klicken.

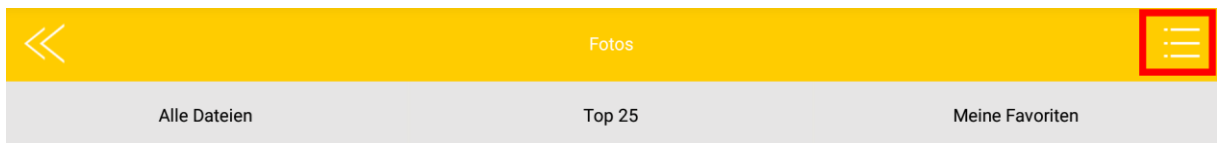


Folgenden Optionen stehen Ihnen zur Verfügung: Markierung aufheben, Verzeichnis erstellen, Kopieren, Ausschneiden, Einfügen, Umbenennen und Löschen

Sie können ausgewählte Dateien ebenso verteilen, indem Sie auf den  Button klicken.

Klicken Sie auf das  Symbol, wird Ihnen der aktuelle Status des Dateitransfers angezeigt.

11.10 SORTIERUNGSMÖGLICHKEITEN - ANSICHTSFORMAT:



1) sortiert nach Zeit:

a) beginnend mit dem jüngstem Element

b) beginnend mit dem ältesten Element

2) sortiert nach Name:

a) beginnend mit Buchstabe A

b) beginnend mit Buchstabe Z

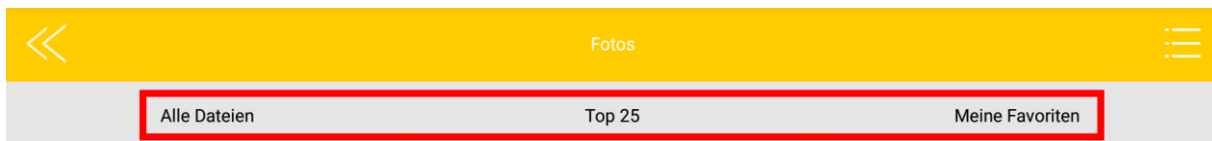
3) sortiert nach Dateiformat:

a) beginnend mit Buchstabe A

b) beginnend mit Buchstabe Z

Die vorhandenen Dateien können als Liste oder mit Miniaturbildern angezeigt werden.

11.11 DATEIAUSWAHLMÖGLICHKEITEN:

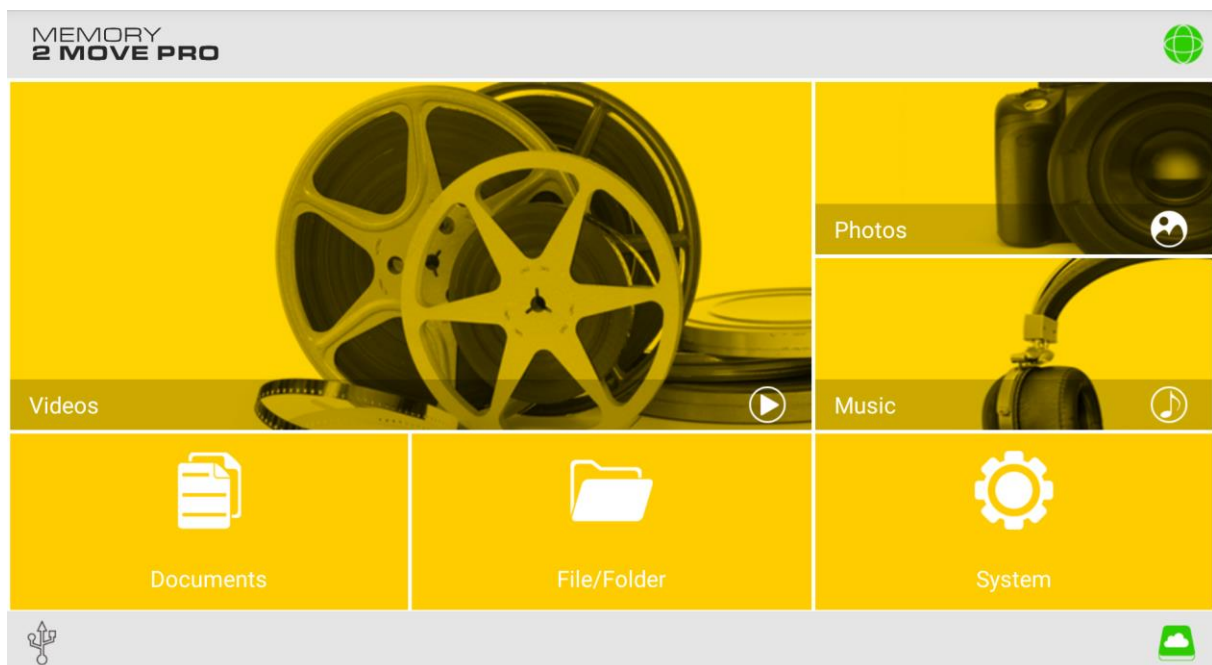


- 1.) Alle Dateien: Anzeige aller vorhandenen Dateien
- 2.) Top 25: Anzeige der 25 am häufigsten ausgewählten Dateien.
- 3.) Favoriten: durch Auswahl des roten Herzens neben dem Dateinamen können einzelne Dateien zu ihren Favoriten hinzugefügt werden.

12. WEB MANAGEMENT FUNKTIONEN

Um das WiFi-Gerät zu konfigurieren, nutzen Sie bitte die Software „WiFi Finder“, um sich mit der Memory 2 Move Pro zu verbinden. Sie können alternativ Ihren Web Browser öffnen und in die Adresszeile die IP Adresse 10.10.10.254 eingeben, sofern die werksseitig voreingestellte Adresse nicht geändert wurde.







Ansicht des Hauptmenüs:



12.1 EXPLORER FUNKTION

Sie können über diese Administrationsoberfläche Daten auf die Memory 2 Move Pro kopieren sowie auch von der Memory 2 Move Pro Dateien auf den von Ihnen genutzten PC kopieren. Des Weiteren können Sie Verzeichnisse anlegen, kopieren, umbenennen oder löschen, ganz wie Sie es von Ihrem Computer gewohnt sind.



 Aktualisieren	Aktualisieren – klicken Sie auf diesen Button, um die Bildschirmansicht zu aktualisieren.
 Verzeichnis anlegen.	Erstellen – um ein Verzeichnis auf der Memory 2 Move Pro zu erstellen. Der Verzeichnisname darf maximal 26 Zeichen enthalten.
 Kopieren	Kopieren – um Dateien in einen anderen Ordner zu kopieren.
 Ausschneiden	Verschieben- um eine Datei an einen anderen Speicherort zu verschieben.
 Löschen	Löschen – um Dateien vom Gerät zu entfernen.
 Umbenennen	Umbenennen – um Veränderungen am Dateinamen vorzunehmen.

12.2 INFORMATIONEN

Hier werden Detailinformationen über die Hardware, den Netzwerkstatus und den Speicherplatz angezeigt.

12.2.1 GERÄTEINFORMATIONEN

Hier werden Informationen wie Geräteiname, Seriennummer, Hersteller, Modellnummer und CPU Auslastung angezeigt.

12.2.2 SPEICHERINFORMATION

Hier erhalten Sie Informationen über das eingebaute Laufwerk, wie etwa die Gesamtkapazität, den Festplattenhersteller und den verfügbaren Speicherplatz.

12.2.3 NETZWERKINFORMATION

Es werden detaillierte Informationen über den aktuellen Netzwerkstatus angezeigt, wie etwa die Netzwerkadresse, der Internetstatus oder der aktuelle Wi-Fi Netzwerkname (SSID).

12.3 EINSTELLUNGEN

12.3.1 ADMINISTRATOR

Klicken Sie im Einstellungsmenü auf die „Benutzer“ Verknüpfung, um die Administrator Einstellungen zu ändern. Das Passwort muss aus mind. 5 und höchsten 32 Zeichen bestehen. Mit Klick auf den „Sichern“ Button werden die Änderungen übernommen.

Im Auslieferungszustand lautet das Administrator **Passwort: 00000**

Sie können ebenfalls einen Gäste Account anlagen: Sie haben die Möglichkeit das Konto zu aktivieren oder zu deaktivieren.

12.4 NETZWERK EINSTELLUNGEN

Klicken Sie im Einstellungsmenü auf die Verknüpfung Netzwerk, um die Netzwerkinformationen aufzurufen.

12.4.1 HOST NAME

Der Host Name gehört zu einem Gerät, welches in ein Netzwerk eingebunden ist. Dieser Name kann frei gewählt werden. Einzige Voraussetzung ist, dass der Name mit einem Buchstaben beginnt, gefolgt von einer Kombination von Buchstaben und Zahlen. Es werden mind. 2 Zeichen benötigt und es sind maximal 8 Zeichen erlaubt.

12.4.2 WI-FI & LAN

Alle Netzwerkeinstellungen können nach Ihren Bedürfnissen gestaltet werden. Folgende Optionen stehen zur Auswahl:

The screenshot shows the 'Wi-Fi & LAN' configuration interface. It includes a 'Zurück' button, a title 'Wi-Fi & LAN', and a home icon. The settings are as follows:

- SSID verstecken: off
- SSID: Memory2MovePro-ED68
- Wi-Fi-Modus: 11b/g/n
- Passwort: intenso1
- MAC-Adresse: 00:1C:C2:1D:ED:68
- IP-Adresse: 10.10.10.254
- Subnetmaske: 255.255.255.0
- Region: Germany
- Kanal: auto
- Sicherheit: Mixed WPA/WPA2-PSK

Buttons at the bottom: Weiter, Überspringen

- **SSID:** Bitte tragen Sie hier den Namen Ihres Netzwerkes ein. In der Grundeinstellung steht hier „Memory2Move-XXXX“. 32 Zeichen sind maximal für den SSID Namen möglich.
- **Wi-Fi Kanal:** Bitte tragen Sie hier den Kanal ein, auf dem das Wi-Fi Gerät senden und empfangen soll. Die Grundeinstellung ist „Auto“. Der Kanal wird in diesem Fall automatisch vom Gerät festgelegt. Sie können aber auch manuell festlegen, auf welchem Kanal empfangen und gesendet werden soll. Es stehen die Kanäle 1 bis 13 zur Verfügung.
- **Wi-Fi Modus:** Der voreingestellte drahtlose Netzwerkstandard lautet: 802.11/b/g/n. Sie können ebenfalls manuell die Modi 11Mbps (802.11b), 54 Mbps (802.11g) oder 150Mbps (802.11n) einstellen.
- **Sicherheit:** Im Auslieferungszustand ist kein Sicherheitstyp ausgewählt. Sie haben die Wahl zwischen folgenden Verschlüsselungstypen: keine Verschlüsselung, WPA-PSK, WPA2-PSK, Mixed WPA/WPA2-PSK.
- **Passwort:** Es muss, je nach ausgewähltem Verschlüsselungstyp, ein Passwort mit mindestens 8 und höchstens 63 Zeichen eingegeben werden.
- **IP Adresse:** Die voreingestellte IP Adresse lautet: 10.10.10.254 mit der Subnetmaske 255.255.255.0 Diese IP Adresse können Sie manuell abändern.

12.4.3 DHCP SERVER

Das Dynamic Host Configuration Protocol (DHCP) ist ein Netzwerk Protokoll, welches einem Server erlaubt, dynamisch IP Adressen an verbundene Rechner zu vergeben. In der Grundeinstellung ist das DHCP Protokoll aktiviert. Diese Option kann bei Bedarf deaktiviert werden und IP Adressen können manuell vergeben werden.

Klicken Sie auf Button „DHCP-Liste“ und es wird eine Liste mit allen aktuell verbundenen Geräten angezeigt.

12.4.4 INTERNET EINSTELLUNGEN

Sie können zwischen zwei Optionen wählen.

- A. Kabelloser Zugriff (WLAN): Verbinden Sie die „M2M Pro“ mit einem anderen kabellosen Netzwerk, um eine Verbindung mit dem Internet aufzunehmen.
- B. Kabelgebundener Zugriff (LAN): Direkter Anschluss des Gerätes mit einem LAN Kabel an einen vorhandenen Router. Bitte nutzen Sie hierzu einen freien Steckplatz für ein LAN Kabel an Ihrem Router.

Auswahl des kabellosen Netzwerk Zugriffes:

- **Passwort:** Bitte geben Sie das Passwort für das gewählte lokale drahtlose Netzwerk ein.
- **IP Adresse:** Bei Auswahl von „Automatisch“ stellt das Netzwerk Ihnen automatisch eine IP Adresse zur Verfügung. Bei Auswahl von „Statische IP“ müssen Sie selber Ihre IP Adresse für das Netzwerk, mit dem Sie sich verbinden wollen, eingeben.

Auswahl des kabelgebundenen Netzwerk Zugriffes

In der Grundeinstellung ist „Dynamische IP“ ausgewählt. Sie können manuell eine IP Adresse vergeben, indem Sie auf den gelben Pfeil klicken und die Option „Statische IP“ auswählen.

Hinweis: Durch Klicken auf das X (rechts oben) können Sie das LAN Optionsmenü verlassen.

12.5 DIENSTE

12.5.1 SAMBA

Der Zugriff und der Datenaustausch sind mit dem Samba Service sehr einfach. Schon im Auslieferungszustand ist dieser Dienst aktiviert (siehe Screenshot).



12.5.2 MEDIA SERVER



Funktionen:

Hier aktivieren / deaktivieren Sie den DLNA Service: An / Aus. Sie können hier ebenso das DLNA Verzeichnis wechseln.

- 1.) Drücken Sie auf den Pfeil rechts neben dem Eintrag "Verzeichnis".



- 2.) Wählen Sie OK, um das Verzeichnis zu wechseln.
- 3.) Wählen Sie Ihr gewünschtes Verzeichnis aus und drücken Sie OK.



12.5.3 ZEIT EINSTELLUNGEN

Sie haben dazu die Möglichkeit sowohl eine Zeitzone manuell auszuwählen, als auch eine automatische Zeit-Synchronisation durchzuführen.

Wenn Sie sich für die manuelle Auswahl einer Zeitzone entschieden haben, klicken Sie einfach auf den gelben Pfeil neben dem Kästchen „Zeitzone“ und wählen Sie aus dem Menüpunkt, je nach Standort, die gewünschte Zeitzone aus.

Wählen Sie die automatische Zeit Synchronisation aus, so wird die Uhrzeit jedes Mal aktualisiert, wenn Sie mit dem Internet verbunden sind.

The screenshot shows the 'Zeit Einstellungen' (Time Settings) page. It features a yellow header bar with a 'Zurück' button on the left and a home icon on the right. The main content area is white and contains several sections: a 'Zeitzone' dropdown menu set to '(GMT+02:00)Athens', a 'Sommerzeit' section with a yellow 'ON' button, and an 'Automatische Synchronisation mit einem Internet Time Server' section with a yellow 'ON' button. Below these are date and time settings. The 'Datum' section has three dropdowns for 'Jahr' (2015), 'Monat' (8), and 'Tag' (7). The 'Uhrzeit' section has three dropdowns for 'Stunden' (9), 'Minuten' (53), and 'Sekunden' (19). At the bottom of the form is a yellow 'Sichern' button.

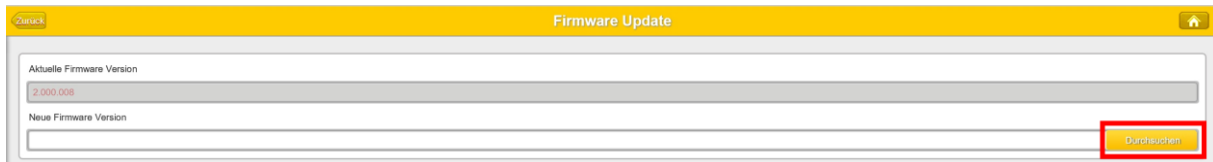
Optionen für Uhrzeit Synchronisation:

Frequenz: Täglich, alle 2 Tage, alle 3 Tage, .. Sie können Synchronisationsintervalle von bis zu 7 Tagen auswählen.

Die automatische Synchronisation der Uhrzeit kann jederzeit ausgestellt werden und die Option „Übernahme der PC Zeit“ stattdessen gewählt werden. In diesem Fall wird die aktuelle Uhrzeit Ihres PCs übernommen, sodass beide Geräte die gleiche Uhrzeit anzeigen.

12.5.4 FIRMWARE UPDATE

Sollte ein Firmware Update auf www.intenso.de zur Verfügung stehen, folgen Sie bitte den nächsten Schritten, um das Softwareupdate durchzuführen.



- 1.) Laden Sie die Firmware auf ihren Rechner herunter.
- 2.) Bitte klicken Sie auf den „Update“ Button und suchen Sie das heruntergeladene Firmware Update auf Ihrem PC. Wählen Sie die Datei aus und klicken Sie auf „Öffnen“, um fortzufahren.
- 3.) Unterhalb des „Update“ Buttons wird nun die Firmware Versionsnummer angezeigt, auf die das Gerät aktualisiert werden wird. Bitte klicken Sie auf „Sichern“ unten rechts im Bild, um mit dem Firmware Updatevorgang zu starten.



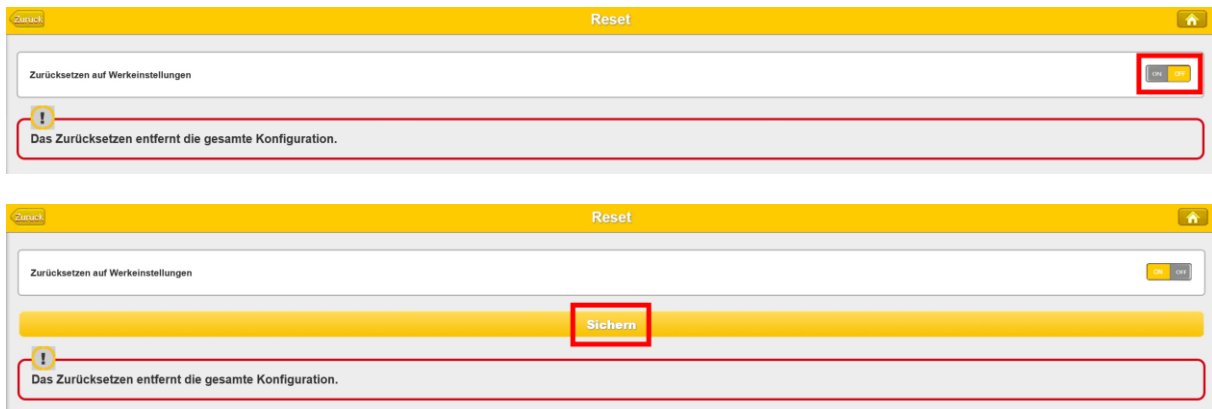
- 4.) Während des Updates erscheint eine Warnmeldung, die Ihnen Auskunft über den aktuellen Status des Updateprozesses gibt.

Nach erfolgreichem Update startet das Gerät automatisch neu und es wird der Login Bildschirm angezeigt.

12.5.5 ZURÜCKSETZEN AUF DIE WERKSEINSTELLUNGEN

Wenn Sie Ihr Gerät auf die Werkseinstellungen zurücksetzen, werden alle vorgenommenen Einstellungen gelöscht und die im Auslieferungszustand geltenden Einstellungen werden wieder aktiviert.

Um das Zurücksetzen auf die Werkseinstellungen auszuwählen, klicken Sie bitte auf den On / Off Button. Klicken Sie bitte auf den „Sichern“ Button, um den Vorgang zu starten. Um Missverständnisse auszuschließen, bestätigen Sie Ihre Wahl bitte in den darauffolgenden Warnhinweisen.



! Warnhinweis

Die Werkseinstellungen werden nun wiederhergestellt. Dieser Prozess wird alle Einstellungen zurücksetzen. Bitte klicken Sie auf "OK", um den Vorgang fortzusetzen oder auf "Abbruch", um den Vorgang abzuberechnen.

OK

Abbruch

! Warnhinweis

Wollen Sie das Gerät wirklich auf die Werkseinstellungen zurücksetzen? Bitte klicken Sie auf "OK", um den Vorgang fortzusetzen oder auf "Abbruch", um den Vorgang abzuberechnen.

OK

Abbruch

Hinweis: Nachdem das Gerät zurückgesetzt wurde, wird das Administrator Passwort ebenfalls zurückgesetzt. Es gilt also das Passwort aus dem Auslieferungszustand.

13. LIZENZINFORMATION

HINWEIS!

Sehr geehrte Kundin, sehr geehrter Kunde,

bei Interesse können Sie und jeder Dritte den Quelltext der verwendeten GPL/LGPL von der Intenso Homepage <http://www.intenso.de> herunterladen. Der Quelltext des gesuchten Produkts ist für jeden zugänglich über Auswahl der gültigen Produktkategorie und des gewünschten Gerätes. In den Produktdetails finden Sie den Menüpunkt „Treiber“. Öffnen Sie dieses Menü, um den zugehörigen GPL/LGPL Quelltext herunterzuladen. Gegen eine Kostenpauschale von 15 € ist es ebenfalls möglich diesen Quelltext per Postzustellung zu erhalten.

Gerne können Sie uns auch telefonisch zu dem Thema erreichen unter der kostenpflichtigen Rufnummer 0900-1504030 (0,39€/Minute aus dem deutschen Festnetz. Mobilfunkpreise können abweichen.) oder per Mail an support@intenso.de

Weitere Informationen über die GPL/LGPL-Lizenzen finden Sie unter www.gnu.org

GNU GENERAL PUBLIC LICENSE

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc.

51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation

software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License.

However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program

under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

one line to give the program's name and an idea of what it does.

Copyright (C) yyyy name of author

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA.

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) year name of author

Gnomovision comes with ABSOLUTELY NO WARRANTY; for details

*type `show w'. This is free software, and you are welcome
to redistribute it under certain conditions; type `show c'
for details.*

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

*Yoyodyne, Inc., hereby disclaims all copyright
interest in the program `Gnomovision'
(which makes passes at compilers) written
by James Hacker.*

signature of Ty Coon, 1 April 1989

Ty Coon, President of Vice

TABLE OF CONTENT

1.	PRODUCT OVERVIEW	4
2.	PRODUCT FEATURES	4
3.	CONTENT OF PACKAGE	6
4.	PRODUCT SPECIFICATION	6
5.	MINIMUM HARDWARE REQUIREMENTS.....	6
6.	PRODUCT VIEW	7
7.	INTERFACE	7
7.1	RJ45 WAN PORT	7
7.2	MICRO USB 3.0 INTERFACE.....	7
7.3	LED PANEL.....	8
8.	SD CARD BACKUP	9
9.	USING PC OR MAC.....	11
9.1	LIAISE A WIRELESS LAN CONNECTION WITH THE PC.....	11
9.2	PC WIFI FINDER	12
9.2.1	MY STORAGE	13
9.3	LIAISE A WIRELESS LAN CONNECTION WITH MAC	13
9.3.1	MAC WIFI FINDER	14
9.3.2	MY STORAGE	15
9.4	“MEMORY 2 MOVE PRO” CONFIGURATION	16
10.	USING MOBILE DEVICES	21
10.1	IOS CLIENT APP INSTALLATION	21
10.2	WIRELESSLY CONNECTING YOUR IPHONE/IPAD.....	22
10.3	IOS USER LOGIN	23
10.4	ANDROID CLIENT APP INSTALLATION	24
10.5	WIRELESSLY CONNECTING YOUR ANDROID DEVICES	25
10.6	ANDROID USER LOGIN	27

11.	BASIC FUNCTIONALITY	28
11.1	IOS DEVICE CLIENT	28
11.2	ANDROID DEVICE CLIENT	29
11.3	WI-FI SETTINGS (IOS AND ANDROID)	30
11.3.1	WI-FI SETTING INTERFACE.....	30
11.3.2	MODIFY DEVICE NAME	31
11.3.3	SECURITY.....	31
11.3.4	INTERNET MODE	32
11.4	PLAYING MUSIC/AUDIO (IOS AND ANDROID).....	33
11.5	PLAYING MOVIE/VIDEO	35
11.5.1	IOS	35
11.5.2	ANDROID	37
11.6	VIEWING/PLAYING PHOTOS	38
11.6.1	IOS	38
11.6.2	ANDROID	40
11.7	SHARING PHOTOS/IMAGES	42
11.7.1	IOS	42
11.7.2	ANDROID	43
11.8	OPENING/VIEWING DOCUMENTS	44
11.8.1	IOS	44
11.8.2	ANDROID	46
11.9	COPY, DELETE, DOWNLOAD, UPLOAD FUNCTIONS (IOS AND ANDROID)	47
11.10	SORTING OPTIONS – DISPLAY FORMAT:.....	48
11.11	FILE SELECTION OPTIONS:	48
12.	WEB MANAGEMENT FUNCTIONS	49
12.1	EXPLORER FUNCTION	49
12.2	INFORMATION.....	50

12.2.1	DEVICE INFORMATION	50
12.2.2	STORAGE INFORMATION	51
12.2.3	NETWORK INFORMATION	51
12.3	SETTINGS	51
12.3.1	USER SETTINGS	51
12.4	NETWORK SETTINGS.....	52
12.4.1	HOST NAME.....	52
12.4.2	WI-FI & LAN	52
12.4.3	DHCP SERVER.....	53
12.4.4	INTERNET SETTINGS.....	53
12.5	NETWORK SERVICES	54
12.5.1	WINDOWS SHARING SERVICES	54
12.5.2	MEDIA SERVER	55
12.5.3	TIME SETTINGS	55
12.5.4	FIRMWARE UPGRADE	56
12.5.5	RESETTING TO FACTORY DEFAULTS	57
13.	LICENCEINFORMATION ABOUT GNU/LGPL	59

1. PRODUCT OVERVIEW

“Memory 2 Move Pro” allows to wirelessly access your videos, music, photos, data and stream it to your iPad®, iPhone®, tablets, smartphones, and notebooks – no cords or cables to tangle. With the internal hard drive storage, there is no need to worry about running out of space on your mobile devices and the built-in USB 3.0 port makes the file transfer easier and much faster.

For maximum portability, the WiFi HDD device has a built-in rechargeable battery. Simply plug it into any available USB port on your computer to charge and copy your files.

As simple as 1-2-3, you are ready to enjoy your device and no waiting needed. “Memory 2 Move Pro” can be accessed while the battery is charging.

2. PRODUCT FEATURES

- Stream media over WiFi enabled devices up to 5 users simultaneously
- Access and stream your music, videos, photos and data using the free custom mobile app supporting iOS and Android operating systems
- Up to 5 Hours of continuous battery life*
- Search function to locate and access your file much faster.
- Internet access capability via the optional RJ45 or wireless, supporting 802.11 b/g/n speeds
- Supports NTFS and FAT32
- Supports LAN data-shares and cross-platforms including Windows, Mac, Linux, iOS and Android.
- Support multiple NSA, including samba/webdav
- Support multiple platform client tools, including Windows/Mac/Linux/iPad/iPhone/Android

*Battery life subject to normal usage conditions and configurations.

To function as an external HDD, simply connect “Memory 2 Move Pro” into the computer’s available USB port. “Memory 2 Move Pro” will automatically mount on your desktop or inside the “My Computer”. The “Memory 2 Move Pro” works as an external hard drive and charges the internal battery.

Wired mode, connect the RJ45 cable into the available port on the back of your router, then enable the DHCP feature of “Memory 2 Move Pro” to automatically assign an IP address.



Wireless mode; wirelessly connect “Memory 2 Move Pro” to your existing wireless router to have internet access as illustrated below.



3. CONTENT OF PACKAGE

- Memory 2 Move Pro
- USB 3.0 cable
- CD
- Manual
- Power Supply (KTEC – KSAS0060500100VEU – 5V / 1A)

4. PRODUCT SPECIFICATION

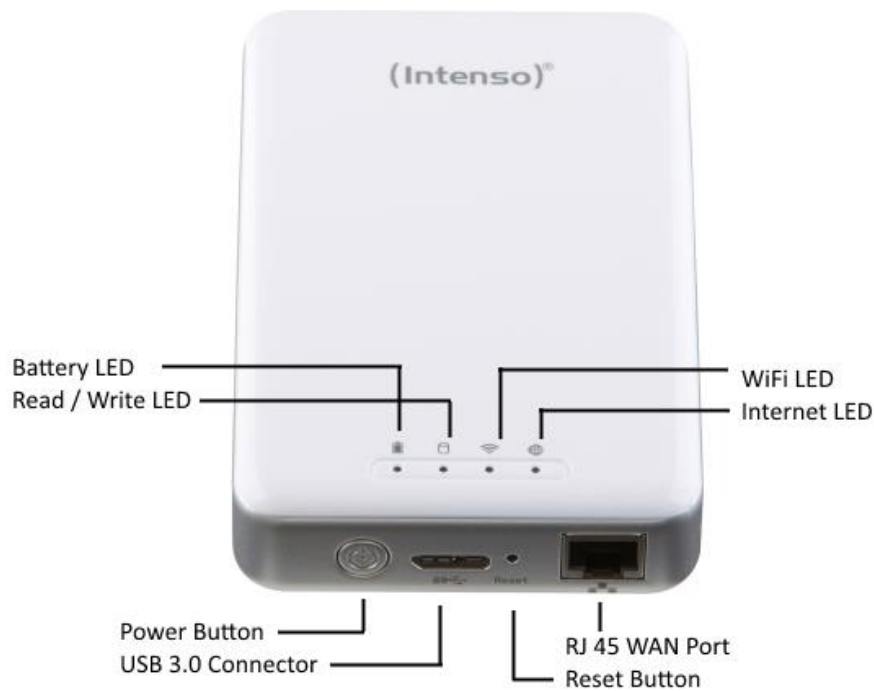
- Dimensions : 130mm (L) X 83mm (B) X 26mm (H)
- Wi-Fi:
- Standard: 802.11 b/g/n,
- Frequency: 2.4 GHZ
- Speed: 300Mbps

- Network Interface: 100Mbps Ethernet RJ45
- USB Interface : Micro USB 3.0, for data transfer and charging
- Battery Capacity : 3000mAh
- Operating temperature: The normal operating temperature of the device is between 5-35 Degrees Celsius.

5. MINIMUM HARDWARE REQUIREMENTS

- Internet Connection
- PC Operating System Requirements
- Windows: XP / Vista / Windows 7 / 8 / 8.1 / 10
- Mac: OS X 10.7.0 and later
- Others: Fedora 12 (Linux) and later
- PC Web Browser
- Windows: Supports Internet Explorer 9 and higher version
- Mac: Supports Safari 5.0 and higher version
- Others: Firefox 3.5 and higher version
- Router or Switch

6. PRODUCT VIEW



7. INTERFACE

7.1 RJ45 WAN PORT

- A. Router Mode. "Memory 2 Move Pro" will serve as router. With the built-in DHCP function, it can assign IP address to connect devices through Wi-Fi.
- B. Bridge Mode : Allows to access another existing network.

7.2 MICRO USB 3.0 INTERFACE

The built-in USB 3.0 port allows for fast data transfer and can charge the internal battery when the Memory 2 Move Pro is connected to a computer or power adapter. To connect the Memory 2 Move Pro to the PC, turn off the device and then connect it to the PC.

7.3 LED PANEL

Power LED:

- LED Off: The device is switched-off or no power

Green Color:

- Off: Battery is fully charged
- Slowly Blinking: Battery charging
- Blinking Fast: Device Shutting-Down

Red Color:

- Steady Light: Less than 30% available power
- Blinking Fast: Will soon shut-down, must be charged immediately

HDD LED:

- Blinking: Read/Write activities
- Steady Light Connected with PC
- LED off HDD is in sleep mode

Wi-Fi LED:

- LED Off: The device is switched-off or no power
- Blinking blue: Starts the Initialization process
- Steady blue Light: Initialization process completed
Ready to use, Wi-Fi signal is normal

Internet LED:

- LED Off: No internet connection
- Blinking green: establishing connection
- Steady green Light: Connection established

8. SD CARD BACKUP

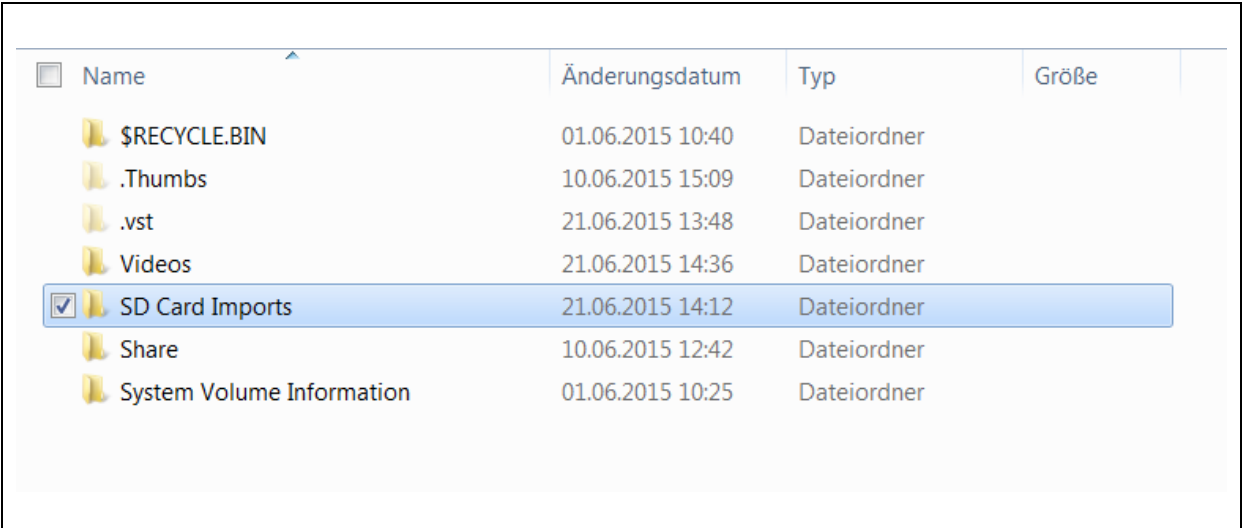
Please carry out the following steps to backup the data saved on your SD card on Memory 2 Move Pro.

- 1.) Please start Memory 2 Move Pro and wait for the appliance to be ready for use.
- 2.) Insert the SD card into the Memory 2 Move Pro card slot.
- 3.) Now shortly press the power button twice to start backup.

Indication: As long as the white LED of Memory 2 Move Pro flashes, your data are copied from the SD card to the memory of Memory 2 Move Pro. Please do never remove the SD card from the appliance during an active backup. This can cause damages and subsequent data losses.

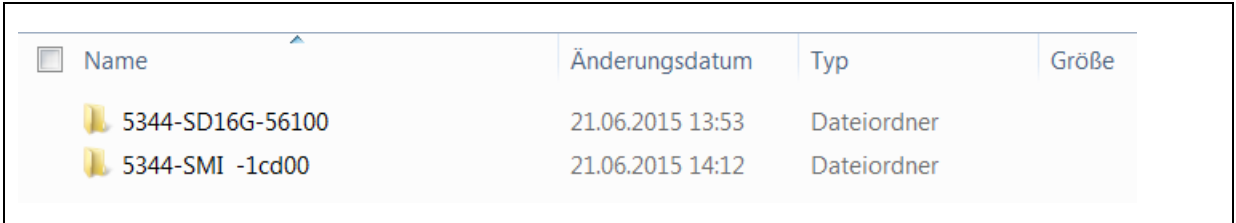
Backup Order Diagram:

- 1) You can find the backup data of the SD card in the folder "SD Card Backup" on the data support of Memory 2 Move Pro.



Name	Änderungsdatum	Typ	Größe
\$RECYCLE.BIN	01.06.2015 10:40	Dateiordner	
.Thumbs	10.06.2015 15:09	Dateiordner	
.vst	21.06.2015 13:48	Dateiordner	
Videos	21.06.2015 14:36	Dateiordner	
<input checked="" type="checkbox"/> SD Card Imports	21.06.2015 14:12	Dateiordner	
Share	10.06.2015 12:42	Dateiordner	
System Volume Information	01.06.2015 10:25	Dateiordner	

- 2.) If you protect only one SD card on Memory 2 Move Pro, for each card a separate folder will be created. This gives you the opportunity to separately manage backups.



Name	Änderungsdatum	Typ	Größe
5344-SD16G-56100	21.06.2015 13:53	Dateiordner	
5344-SMI -1cd00	21.06.2015 14:12	Dateiordner	

- 3.) In addition, in the SD card folder for each day on which you have executed the backup, a separate folder is created. Backup will contain all data saved on the SD card. If you back up the data of your SD card on 1st or 8th of June, you can compare the original

data of 1st of June with the eventually modified data of 8th of June in the single folders.

Name	Änderungsdatum	Typ	Größe
2015-06-01	31.12.2011 23:42	Dateiordner	
2015-06-08	21.06.2015 14:05	Dateiordner	

- 4.) If you execute various backups in one day, from the second backup only the new data and the copies of the modified data will be saved in the folder of the actual date.

Name	Änderungsdatum	Typ	Größe
IMG_4861(1).JPG	21.06.2015 14:46	JPEG-Bild	7.619 KB
IMG_4861.CR2	21.06.2015 14:12	CR2-Datei	25.922 KB
IMG_4861.JPG	21.06.2015 14:44	JPEG-Bild	5.199 KB
IMG_4862.CR2	21.06.2015 14:12	CR2-Datei	24.604 KB
IMG_4862.JPG	21.06.2015 14:12	JPEG-Bild	6.823 KB
IMG_4863.CR2	21.06.2015 14:12	CR2-Datei	22.746 KB

9. USING PC OR MAC

9.1 LIAISE A WIRELESS LAN CONNECTION WITH THE PC

Switch-on “Memory 2 Move Pro” by pressing the power button at the front panel.

Wait for few minutes until the Wireless LED stops flashing. Enable the Wi-Fi feature on your PC and open the Wireless Network Connection. Select the “Memory 2 Move Pro” wireless connection (default wireless SSID: Memory2Move-XXXX and password: **intenso1**).



Note: For your own safety, please change your password after successful connection.

Once you have successfully connected to “Memory 2 Move Pro”, you may now run the “WiFi Finder” to search for your device and complete the configuration process.

Our included “WiFi Finder” is the only software that you will need to install on your computer. This software utility allows you to easily search and look for your “Memory 2 Move Pro” that is connected from your home network. The software must not be installed.

Simply click on the WiFi Finder Icon which is part of CD content.



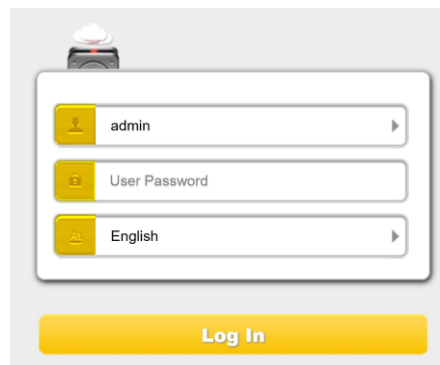
9.2 PC WIFI FINDER

Double-click the “WiFi Finder” icon to start the software. This utility will search for all the connected devices in your network as mentioned on below screenshot.



If you do not find the Memory 2 Move Pro on the list of devices connected in your network, click on the “Refresh” button to update the device list.

- 1.) Select the Memory 2 Move Pro on the list, and then click on the “Log In” button to enter the web interface.



Default user name: **admin**

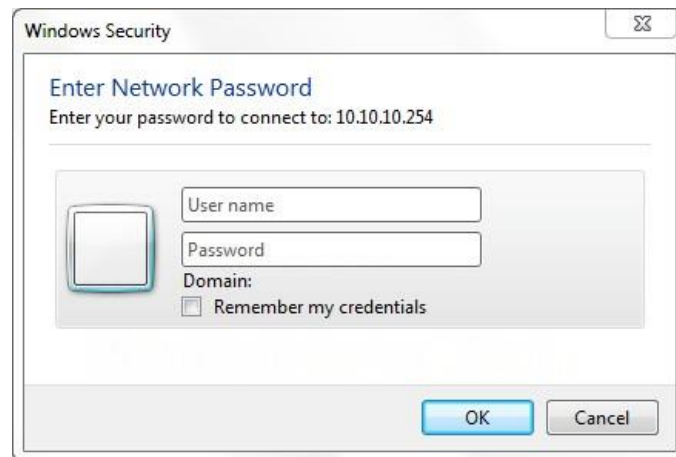
Default password: **00000**

Click on the “Log In” button to access the Web Management Interface.

Note: For your own safety, please change the password after successful connection.

- 2.) You may transfer the data between PC and Memory 2 Move Pro, such as upload the data from PC into the WiFi Disk, or download the data from the WiFi Disk into PC.

9.2.1 MY STORAGE



Click “My Storage” button. The above shown window will appear.

After input the correctly user **name (admin) and password (00000)**, you may access the Memory 2 Move Pro.

For your own safety, please change the password after successful connection.

You may transfer the data between PC and Memory 2 Move Pro, such as upload the data from PC into the WiFi Disk, or download the data from the WiFi Disk into PC.

9.3 LIAISE A WIRELESS LAN CONNECTION WITH MAC

Switch-on the “Memory 2 Move Pro” by pressing the power button at the front panel. Wait for few minutes until the Wireless LED stops flashing. Enable the Wi-Fi feature on your MAC and open the Wireless Network Connection. Select the Memory 2 Move Pro wireless connection (default wireless SSID: Memory2Move-XXXX and password: **intenso1**). Once you have successfully connected to “Memory 2 Move Pro”, you may now run the “WiFi Finder” to search for your device and complete the configuration process.

Our included “WiFi Finder” is the only software that you will need to install on your computer. This software utility allows you to easily search and look for your “Memory 2 Move Pro” that is connected from your home network. The software must not be installed.

Simply click on the WiFi Finder Icon which is part of CD content.

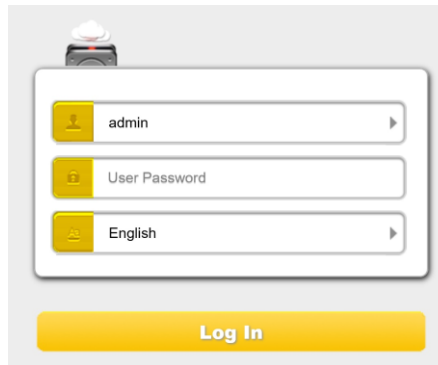


9.3.1 MAC WIFI FINDER



Double-click the “WiFi Finder” icon on your desktop. The software utility will search all the connected devices in your network. If you do not find the Memory 2 Move Pro on the list of devices connected in your network, click on the “Refresh” button to refresh the device list.

- 1.) Select the Memory 2 Move Pro on the list, and then click on the “Log In” button to enter the web interface.



Default user name: **admin**

Default password: **00000**

Click on the “Log In” button to access the Web Management Interface.

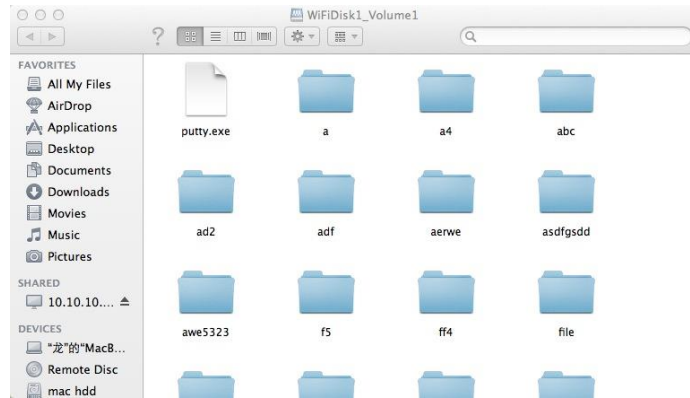
Note: *For your own safety, please change the password after successful connection.*

- 2.) You may transfer the data between PC and Memory 2 Move Pro, such as upload the data from PC into the WiFi Disk, or download the data from the WiFi Disk into PC.

9.3.2 MY STORAGE



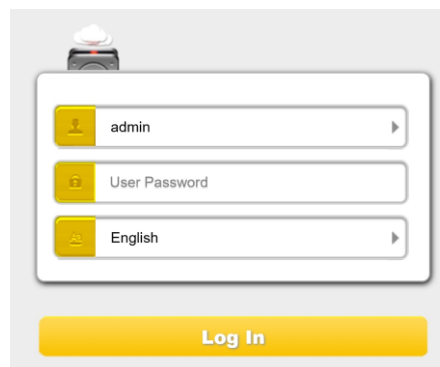
Select the Memory 2 Move Pro and click “My Storage” button. A pop-up window appears. After input the correctly user **name (admin) and password (00000)**, you may access the Memory 2 Move Pro by samba.



You may operate all files and directories on the Memory 2 Move Pro by samba, such as: create, edit, delete, copy, move, rename. Furthermore you can transfer the data between MAC and the Memory 2 Move Pro, such as upload the data from MAC into the WiFi Storage, or download the data from the WiFi Storage into MAC.

9.4 “MEMORY 2 MOVE PRO” CONFIGURATION

When you are connected successfully to the Memory 2 Move Pro, your Web-Browser opens. You have to log in to the web interface.



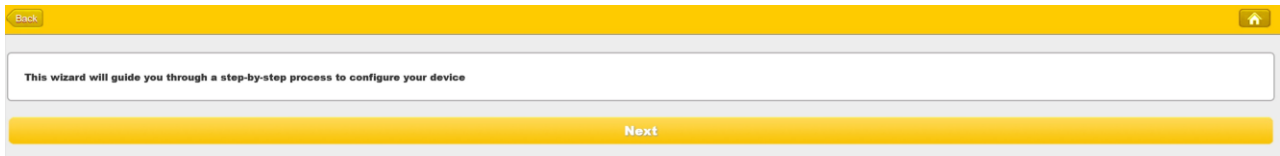
Default user name: **admin**

Default password: **00000**

Click on the “Log In” button to access the Web Management Interface.

Once your Wi-Fi enabled-PC is successfully connected to the “Memory 2 Move Pro”, using the “WiFi Finder” will allow you to access our built-in Web Management Interface and configure your device.

Startup Wizard



During the initial setup, our Wizard will automatically run and will guide you through the step-by-step process on configuring the “Memory 2 Move Pro” as seen on the screenshot above. You may cancel this process by clicking on the “X” at the top right corner of the window. If you cancel the Wizard, it will keep the factory default settings of your “Memory 2 Move Pro”. Click on the “Next” button to continue.

Internet Setting

... through another connection with an available network

You can choose between two available Internet Access options – By default Wireless Access is selected (as you can see on the picture).

- A. Wireless Access: Connecting the “M2M” device to another wireless network to have internet access.
- B. Wired Access: Directly connecting the “M2M” to the available port on the back of the router to connect to another network.

Selecting Wireless Access

The screenshot shows the 'Internetzugriff' configuration page. The 'Dynamische IP' option is selected, and the IP address is set to 172.16.20.88. The subnet mask is 255.255.0.0, and the gateway is 172.16.0.1. The primary DNS server is 172.16.0.14, and the secondary DNS server is 172.16.0.43. The 'Weiter' button is highlighted in yellow.

- **SSID:** Type-in the SSID name or click on the “Rescan” button to automatically search for the available wireless networks.
- **Password:** Type-in the correct password to join the selected wireless network connection.
- **IP Address:** Select either DHCP or manually assign an IP address
 - By selecting DHCP, the host will provide an automatic IP address to connect to the internet.
 - By selecting Manual, you have to manually assign an IP address to connect to the internet.

Selecting Wired Access

The screenshot shows the 'Wi-Fi & LAN' settings page. At the top, there is a yellow header with 'Zurück' on the left, 'Wi-Fi & LAN' in the center, and a home icon on the right. Below the header, there is a section titled 'SSID verstecken' with a toggle switch set to 'off'. The 'SSID' field contains 'Memory2MovePro-ED68'. The 'Wi-Fi-Modus' dropdown is set to '11b/g/n'. The 'Passwort' field contains 'intenso1'. The 'MAC-Adresse' field contains '00:1C:C2:1D:ED:68'. The 'IP-Adresse' field contains '10.10.10.254'. The 'Subnetmaske' field contains '255.255.255.0'. The 'Region' dropdown is set to 'Germany'. The 'Kanal' dropdown is set to 'auto'. The 'Sicherheit' dropdown is set to 'Mixed WPA/WPA2-PSK'. At the bottom, there are two yellow buttons: 'Weiter' and 'Überspringen'.

By selecting Wired Access, the Dynamic IP is selected as the default setting. You can manually assign your own IP address by clicking on the green arrow and select the Static IP option.

Click on the “X” button if you wish to cancel and exit this window.

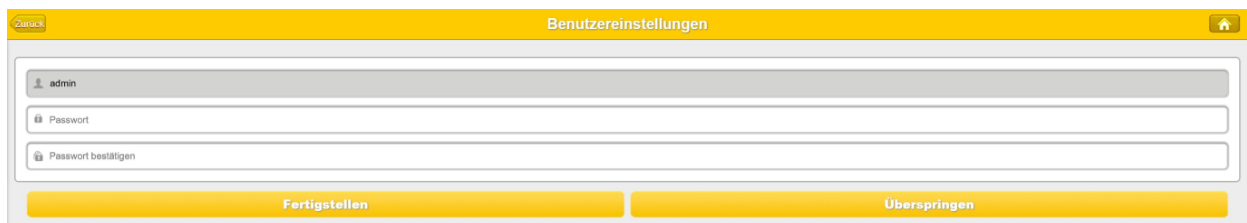
Click on the “Next” button to continue the process. The next step is to configure the WiFi and LAN settings.

WiFi & LAN Setting

The screenshot shows the 'Wi-Fi & LAN' settings page. At the top, there is a yellow header with 'Zurück' on the left, 'Wi-Fi & LAN' in the center, and a home icon on the right. Below the header, there is a section titled 'SSID verstecken' with a toggle switch set to 'off'. The 'SSID' field contains 'Memory2MovePro-ED68'. The 'Wi-Fi-Modus' dropdown is set to '11b/g/n'. The 'Passwort' field contains 'intenso1'. The 'MAC-Adresse' field contains '00:1C:C2:1D:ED:68'. The 'IP-Adresse' field contains '10.10.10.254'. The 'Subnetmaske' field contains '255.255.255.0'. The 'Region' dropdown is set to 'Germany'. The 'Kanal' dropdown is set to 'auto'. The 'Sicherheit' dropdown is set to 'Mixed WPA/WPA2-PSK'. At the bottom, there are two yellow buttons: 'Weiter' and 'Überspringen'.

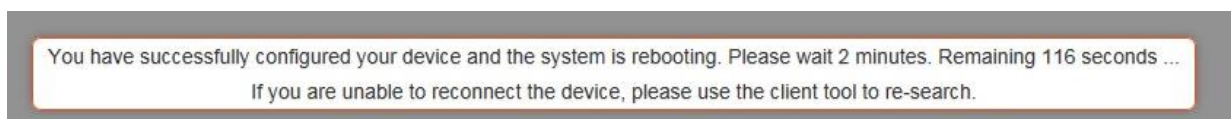
- **SSID:** Type-in a combination of letters and numbers only. 32 characters is the maximum allowable SSID length.
- **Channel :** The default setting is set to Auto. There are 14 channels available to choose from.
- **Modes:** The default setting is 802.11b/g/n. You can also manually set the modes to 11Mbps (802.11b), 54MBPS (802.11G), and 150Mbps (802.11n).
- **Security :** The WPA-PSK, WPA2-PSK , Mixed WPA/WPA2-PSK (default) are available.
- **Password :** Minimum 8 (Maximum 63) characters.
- **IP Address :** The default IP address is set to 10.10.10.254 with **subnet mask** of 255.255.255.0. The IP address can be changed.

Click on the “Next” button to change the admin default password. Click on the “Next” button once the password has been modified. You may click on the “Skip” button to keep the default password.



After finishing the startup wizard the system will start rebooting.

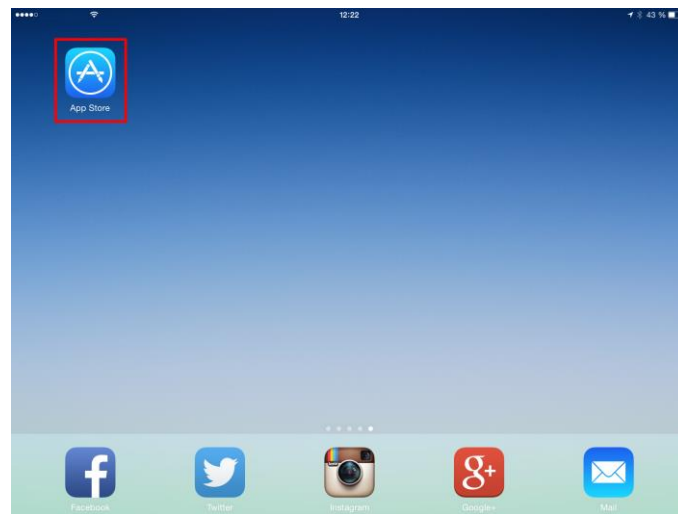
This process will take 2 minutes (see picture below)



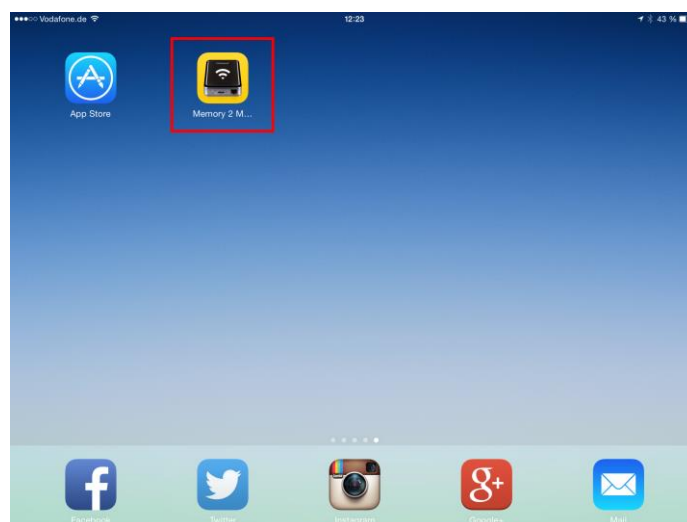
10. USING MOBILE DEVICES

10.1 IOS CLIENT APP INSTALLATION

1. Click on the “App Store” icon on the Home screen as seen on the following image. Search and locate the free “Memory 2 Move Pro” app and follow the on-screen installation instructions.

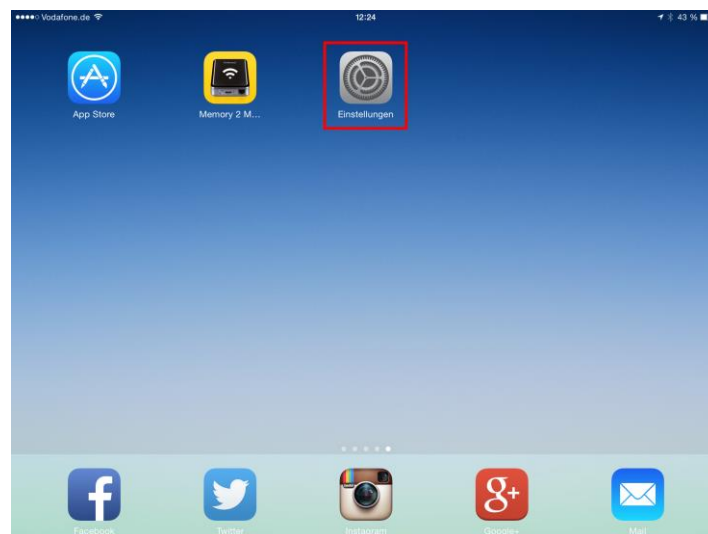


2. Once the installation process has been completed, the “Memory 2 Move Pro” app can be found on the home screen as seen on the image.



10.2 WIRELESSLY CONNECTING YOUR IPHONE/IPAD

1. Turn-on the “Memory 2 Move Pro”. Wait for a few minutes to complete the initialization process. The blue Wi-Fi LED on the device should remain solid indicating that the initialization process has been completed.
2. Click on the “Settings” icon on the desktop as seen on the screenshot.



3. Click on “Wi-Fi”. Inside the Wi-Fi Networks, the “Memory2Move-XXXX” should appear on the list. Click on the “Memory2Move-XXXX”. Enter the password (default: **intenso1**)



4. Once the “Memory2Move-XXXX” is selected, a check mark will appear before the SSID and the Wi-Fi logo will appear after the device name on the top left of the display.

10.3 IOS USER LOGIN

1. Click on the “Memory 2 Move Pro” icon to launch the app as seen on the image.



2. Enter the Admin password that you assigned during the configuration process (00000). The password is only required during the first login. The device remembers the password and there is no need to enter it again the second time you login.

MEMORY 2 MOVE PRO

User Name

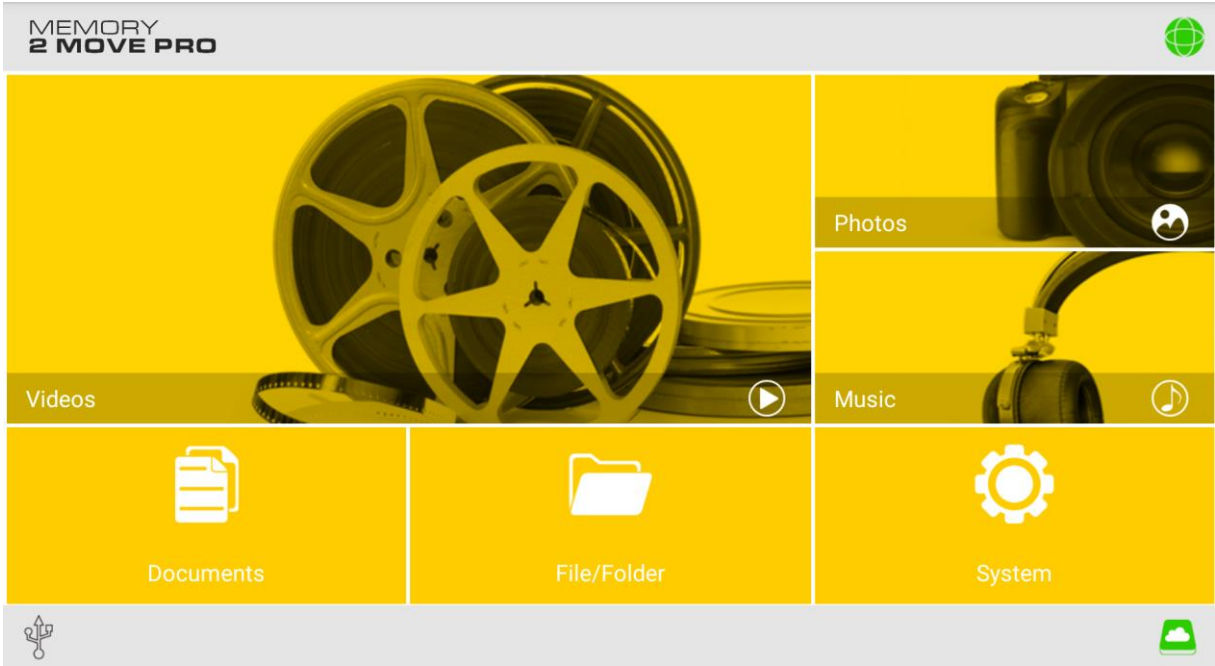
Password

Remember password

Cancel

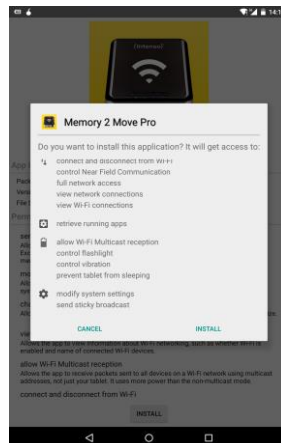
OK

3. Once the password has been entered correctly, you will be automatically connected into the “Memory 2 Move Pro”. This is your direct access to the connected data carriers that are connected to the device.



10.4 ANDROID CLIENT APP INSTALLATION

1. Download the Client App called “Memory 2 Move Pro” from the official website (Google Play Store, Android Market) as seen on the screenshot.
2. Click on the “Install” button and follow the on-screen instructions.



3. Once the Client App is successfully installed, the “Memory 2 Move Pro” icon can be found on your desktop as seen on the image.

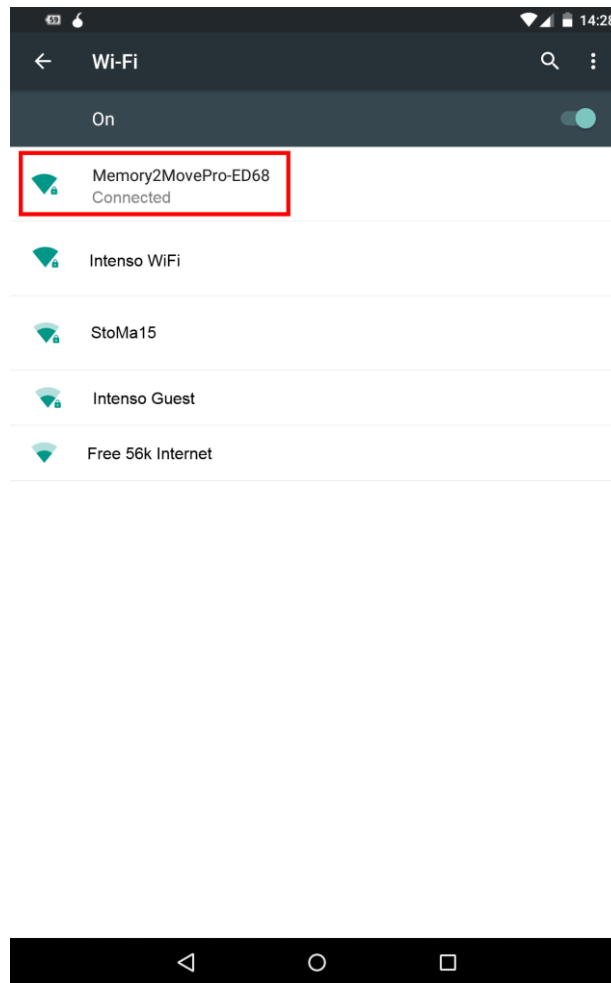


10.5 WIRELESSLY CONNECTING YOUR ANDROID DEVICES

1. Turn-on the “Memory 2 Move Pro”. Wait for a few minutes to complete the initialization process. The blue Wi-Fi LED on the device should remain solid indicating that the initialization process has been completed.
2. Click on the “Settings” icon on your desktop as seen on the screenshot.



3. Switch the Wi-Fi to ON position. Inside the Wi-Fi networks, the “Memory2Move-XXXX” should appear on the list. Click on the “Memory2Move-XXXX” and enter your password (default: **intenso1**).



4. The word “Connected” will appear under the SSID name of which is an indication that the Android Device is connected to the “Memory 2 Move Pro”

10.6 ANDROID USER LOGIN


1. Click on the “Memory 2 Move Pro” icon to launch the app as seen on the image below.



2. Enter the Admin password that you assigned during the configuration process (default: 00000). The password is only required during the first login. The device remembers the password and there is no need to enter it again the second time you login.

**MEMORY
2 MOVE PRO**

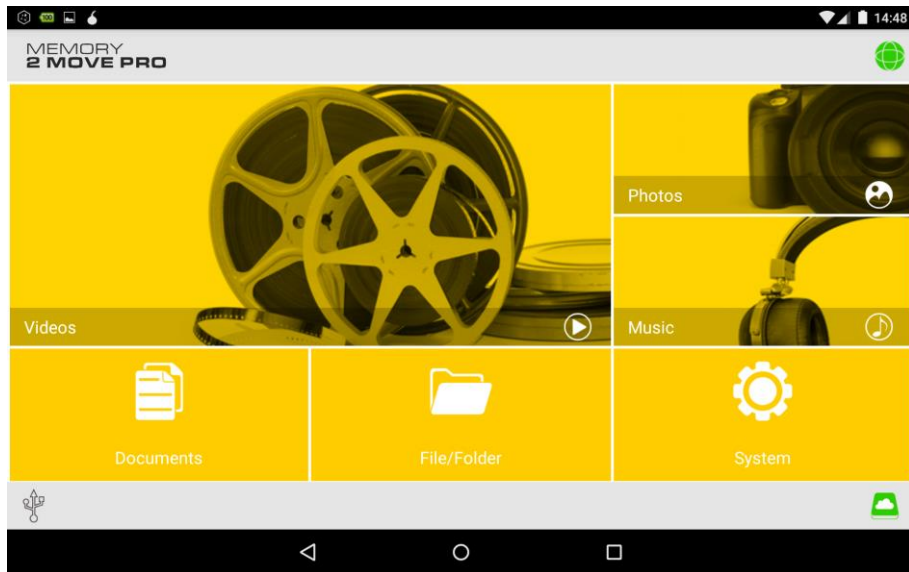
User Name



Password

Remember password

3. Once the password has been entered correctly, you will be automatically connected into the “Memory 2 Move Pro” menu.

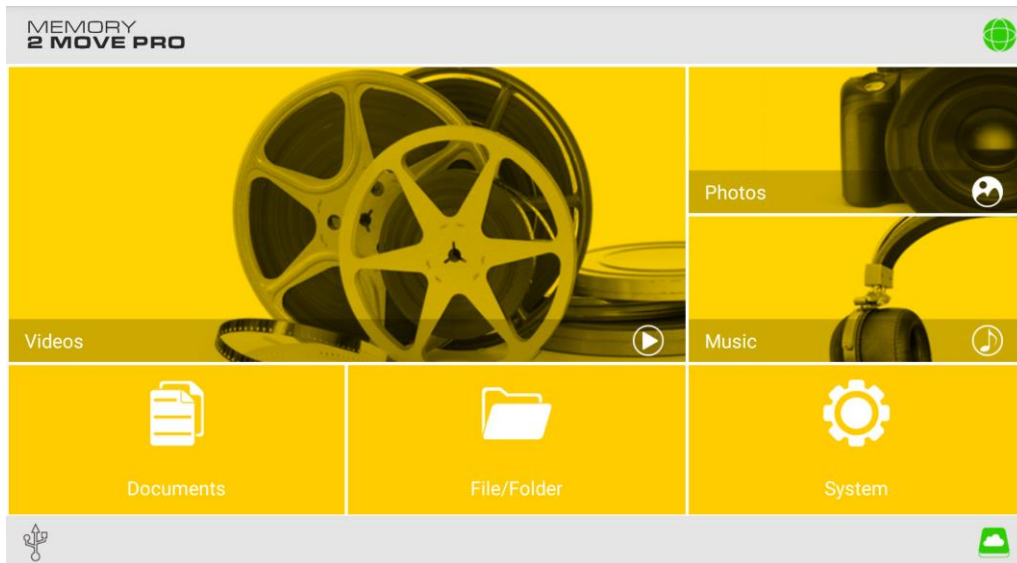




11. BASIC FUNCTIONALITY

11.1 IOS DEVICE CLIENT

Once you have successfully connected to the “Memory 2 Move Pro”, by default, you will be inside the “Memory 2 Move Pro” menu. This is your direct access to the connected data carriers. Via the menu “My Device”, you can access the data carriers. Few buttons that can be found inside the Main Screen as listed below.

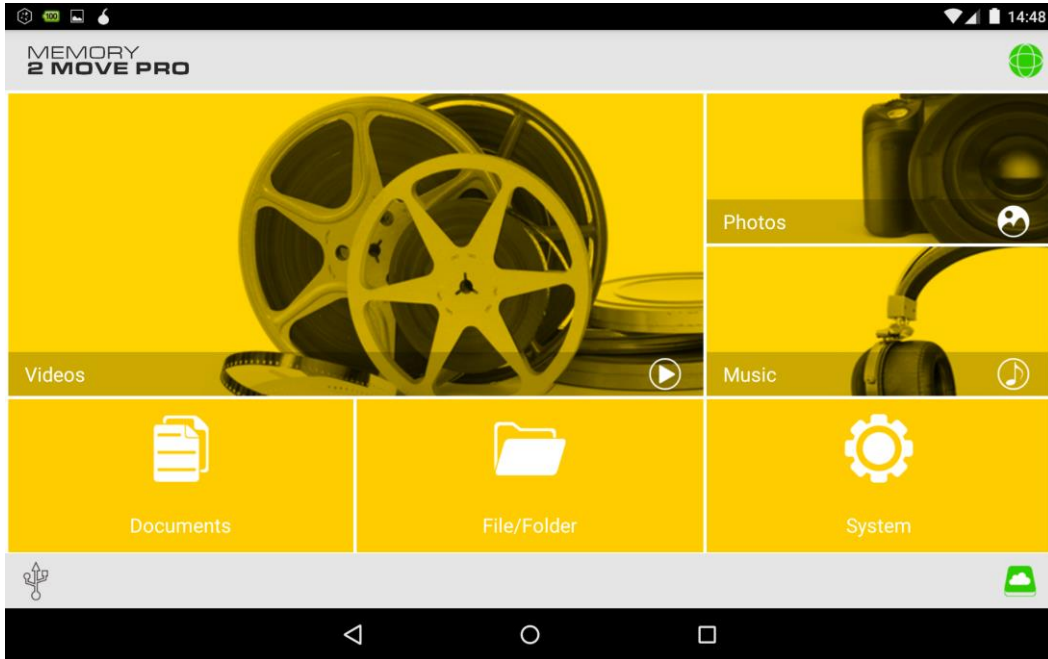
“Memory 2 Move Pro” Main Screen View



	<p>Internet symbol is displayed in green, if the internet connection has been established.</p>
	<p>WiFi HDD symbol is displayed in green, if there is an actual connection with the device.</p>

11.2 ANDROID DEVICE CLIENT

Once you have successfully connected to the “Memory 2 Move Pro”, by default, you will be inside the “Memory 2 Move Pro” menu. This is your direct access to the connected data carriers. Via the menu “My Device” you can access the data carriers. Few buttons that can be found inside the Main Screen as listed below.



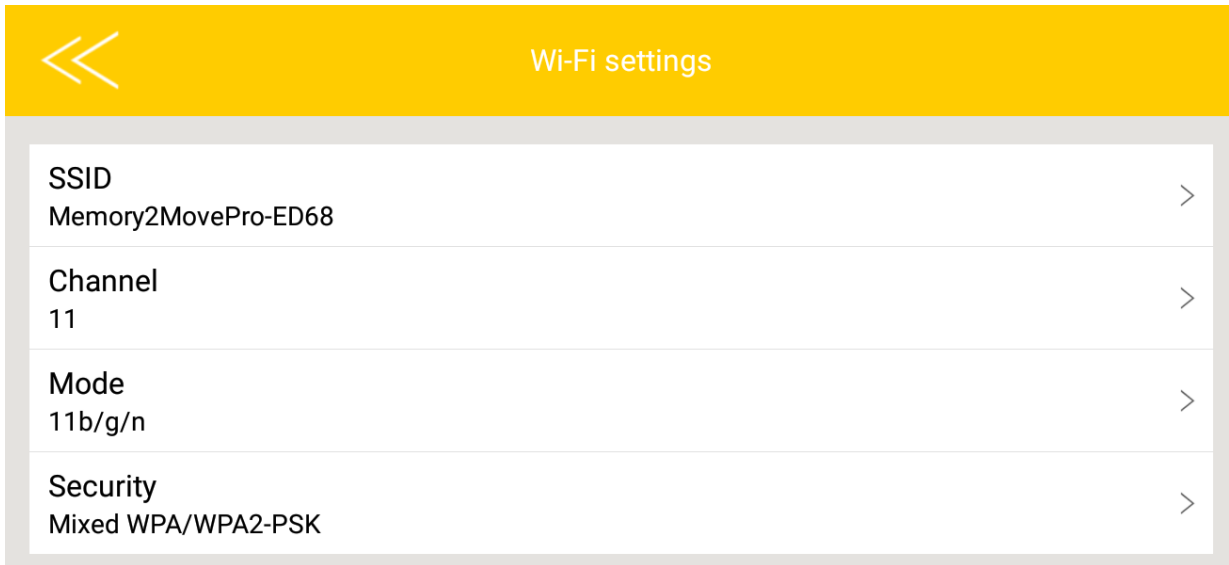
“Memory 2 Move Pro” Main Screen View

	<p>Internet symbol is displayed in green, if the internet connection has been established.</p>
	<p>The WiFi HDD symbol is displayed in green, when there is an actual connection with the device.</p>

11.3 WI-FI SETTINGS (IOS AND ANDROID)

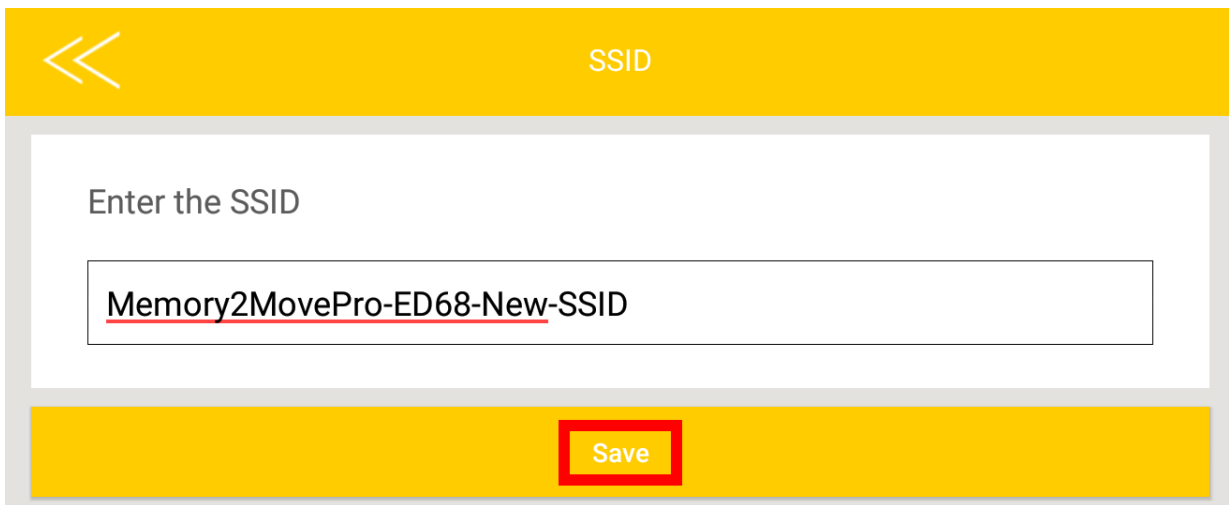
11.3.1 WI-FI SETTING INTERFACE

Click on the System icon to change the Wi-Fi Disk configuration.



11.3.2 MODIFY DEVICE NAME

Please press on icon to modify the device name. After input the new device name, the Set button appears, click on the Set button to save the new device name.



11.3.3 SECURITY

Under WiFi HDD Settings the security options appear. The Wi-Fi Disk supports the following security

Modes: None, WPA-PSK, WA2-PSK, Mixed WPA/WPA2-PSK. If you want to select a new security mode (except "Disabled"), you have to ask for putting the new wireless password in; click on set button to save the new security mode and password.

Security

None

WPA-PSK

WPA2-PSK

Mixed WPA/WPA2-PSK ✓

Enter the password

.....

Show password

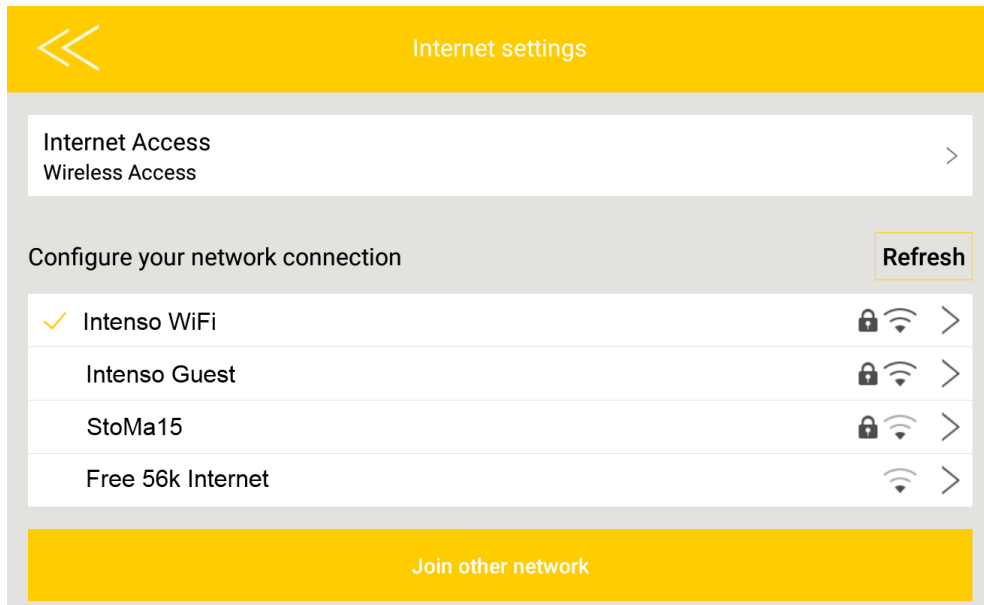
Password must be any combination of letters and numbers, length is 8-63 characters.

Save

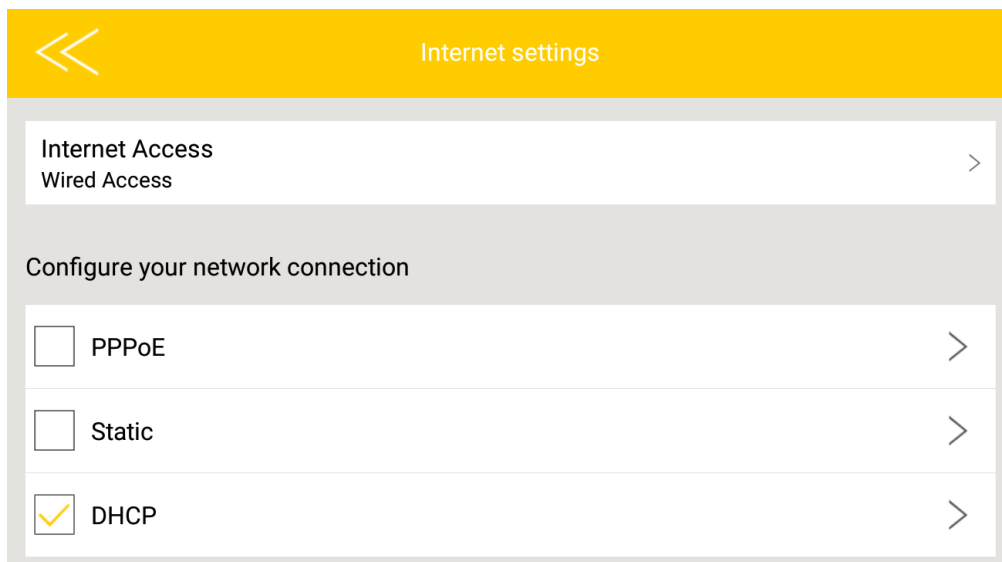
11.3.4 INTERNET MODE

Under Internet Settings you will find the internet access. The Wi-Fi Disk supports the following internet access:, Wireless Mode and Wired Mode. Wireless Mode is AP Client that access internet by wireless to connect wireless router, Wired Mode is WAN or LAN Router that access internet by Ethernet port to connect wired router. After select the internet mode, click on “Save” to save the new mode.

Below please find the picture showing the wireless access:

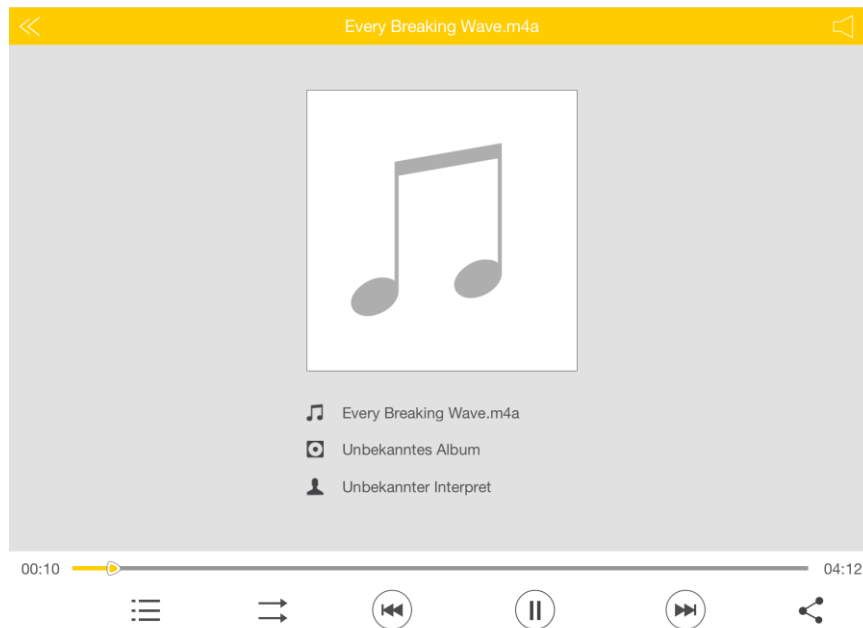


By selecting wired mode, you have to configure the network first as seen on the screenshot.





11.4 PLAYING MUSIC/AUDIO (IOS AND ANDROID)



Tip: It is highly recommended to create a folder or folders where to copy all your media files into the “Memory 2 Move Pro” for ease of use and file organization. The Music or Audio files can be played regardless if you are inside the “Memory 2 Move Pro” or “My Device. Simply locate the music or audio file that you would like to play. Click on the file and your music will automatically play.





Note: Please consult your device manual to check whether it will support the music/audio files that you would like to play.


 - When clicked it will play the previous music


 - When clicked, it will play the next song.


 - When clicked, it will start playing the music or audio file. Click again, the  will pause/stop playing the music.

Four play modes:

a.  - Repeat current song: the player will always play the current song, and it will only stop playing when the  button is clicked.

b.  - Shuffle all songs: the music or the audio files will be played randomly.

c.  - Play current folder: the music or the audio files will be played and not repeated.

- d.  - Repeat all songs: the music or the audio files will be played in sequence and repeated.

Note: You can click and hold, then slide the music progress button to fast-forward or rewind the music.

Tip: You can exit the Music Player Interface at any time and will continue to play the music or audio file in the background.

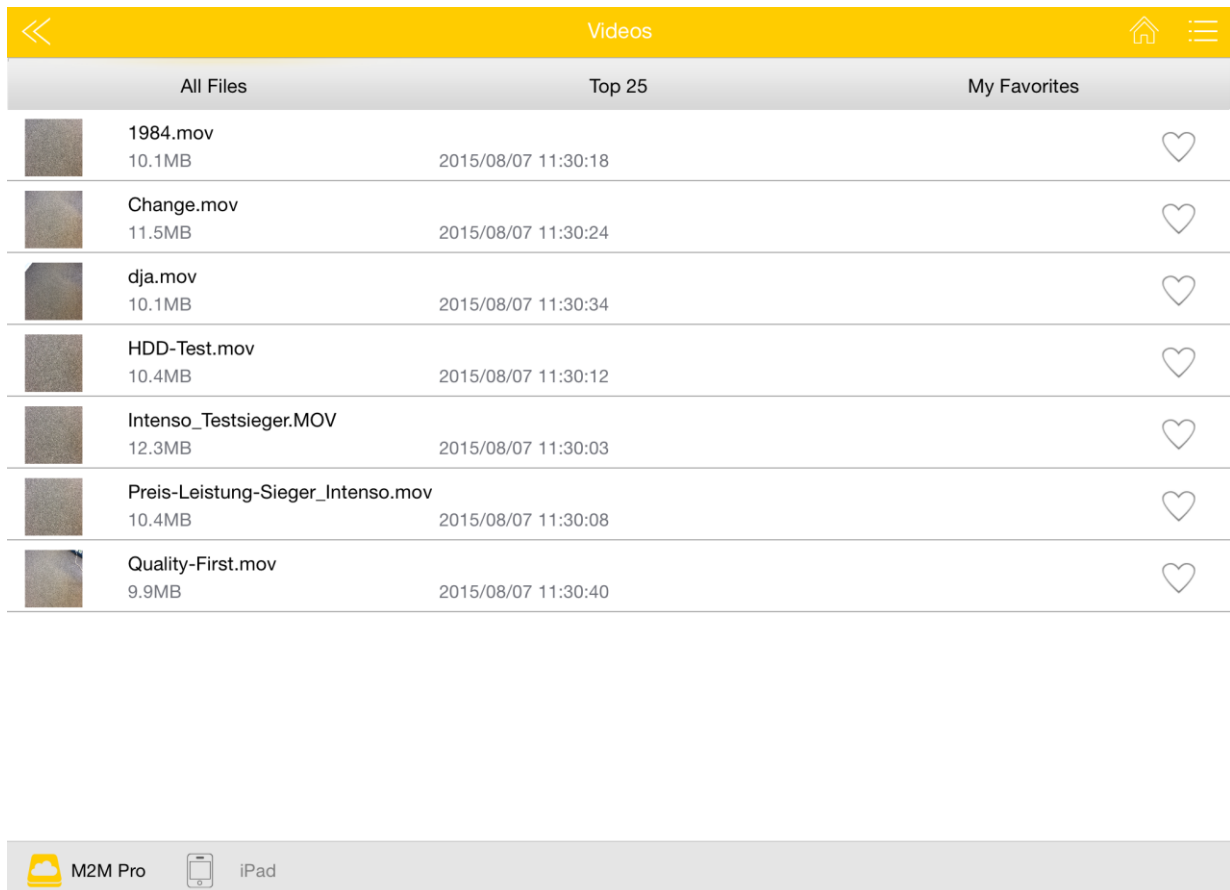
11.5 PLAYING MOVIE/VIDEO

11.5.1 IOS

Tip: It is highly recommended to create a folder or folders where to copy all your movie files into the “Memory 2 Move Pro” for ease of use and file organization.





The movie or video files can be played regardless if you are inside the “Memory 2 Move Pro” or “My Device”.

Simply locate the movie or video file that you would like to play. Click on the file and your movie will automatically play as seen on the screenshot below.



Note: Please consult your device manual to check whether it will support the movie or video files that you would like to play.

By default, the video playback is in the landscape mode. See the button functionalities below.

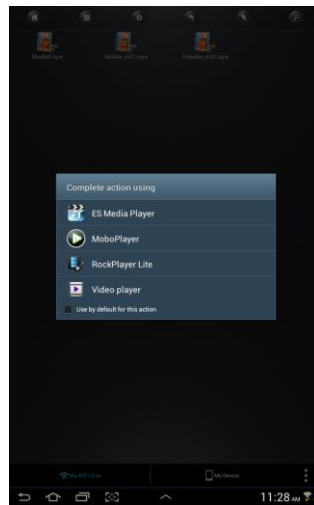
1.  Press and hold to fast-rewind the movie while playing.
2.  Press and hold to fast-forward the movie while playing.
3.  When clicked, it will start playing or resume playing the movie.
4.  When clicked, it will pause the movie from playing.

11.5.2 ANDROID

Tip: It is highly recommended to create a folder or folders where to copy all your movie files into the “Memory 2 Move Pro” for ease of use and file organization.

The movie or video files can be played regardless if you are inside the “Memory 2 Move Pro” or “My Device.”

Simply locate the movie or video file that you would like to play. Click on the file and the list of movie player will appear as seen on the screenshot below.



Note: The control panel will vary depending on the movie player installed on your Android devices. Please consult the movie player’s user guide on how to control the movie.

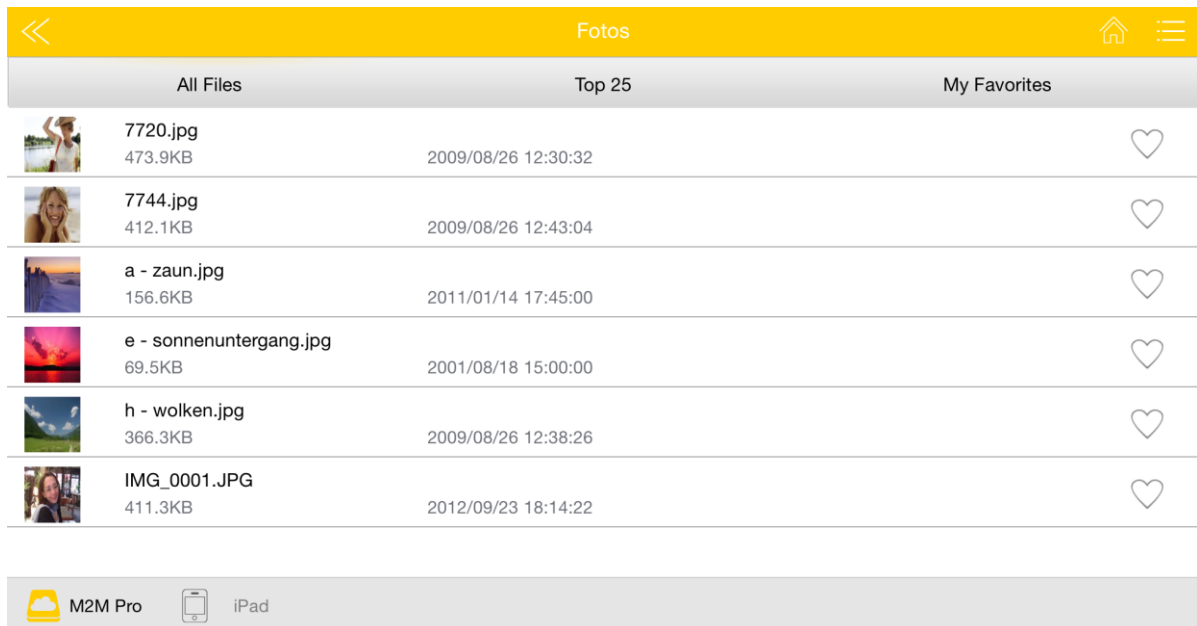
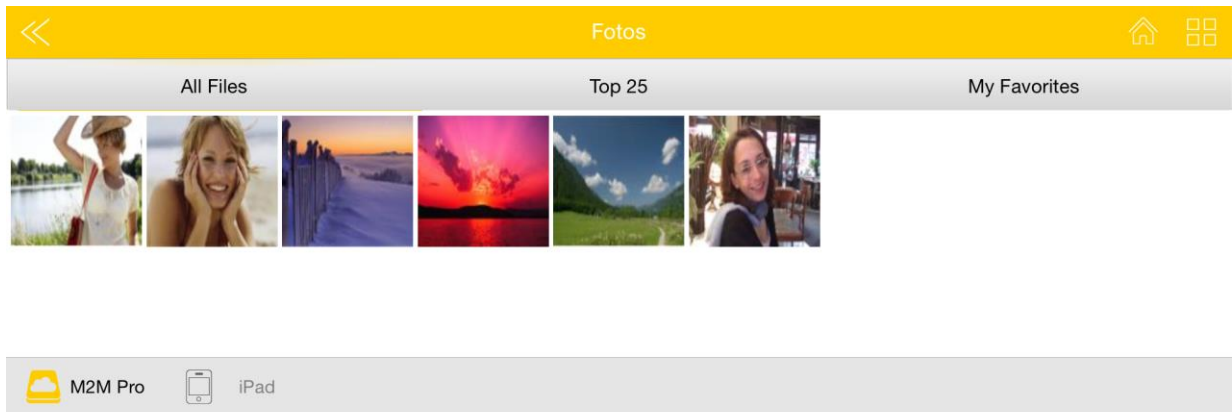
11.6 VIEWING/PLAYING PHOTOS

11.6.1 IOS

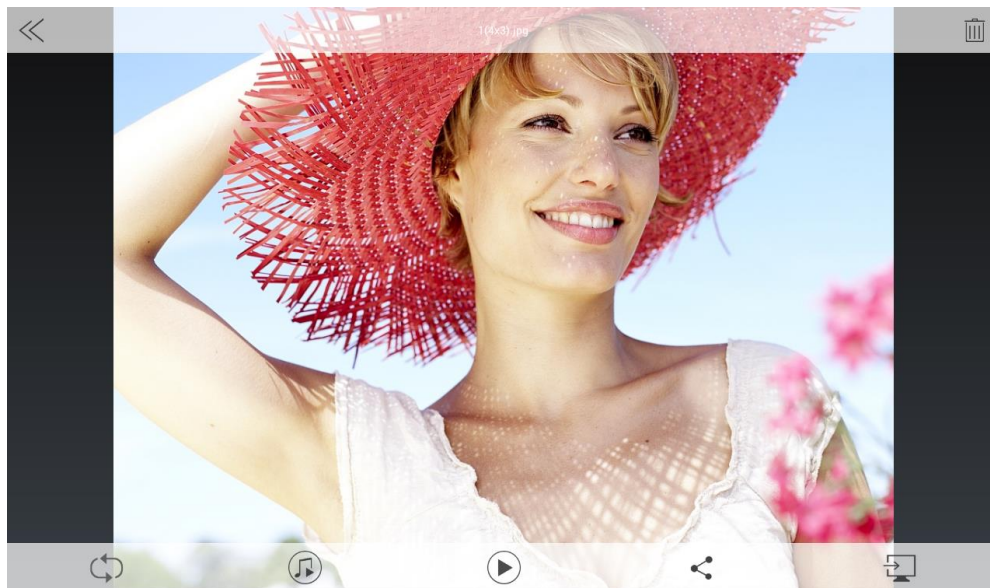
Tip: It is highly recommended to create a folder or folders where to copy all your pictures into the “Memory 2 Move Pro” for simply use and file organization.


Note: The “Memory 2 Move Pro” currently supports .jpg, tiff, gif and .bmp images.




The supported images can be viewed as thumbnails or as a list as seen on the screenshot below. Any images that are not supported can be viewed as a generic thumbnail or icon.





Click on any pictures or images and it will automatically play. Afterwards the menu bar shall appear as shown on the picture below.



There are few functions available to control the slideshow. You can swipe your finger across the screen to manually view the pictures or images or click the  button, to automatically play the slideshow.

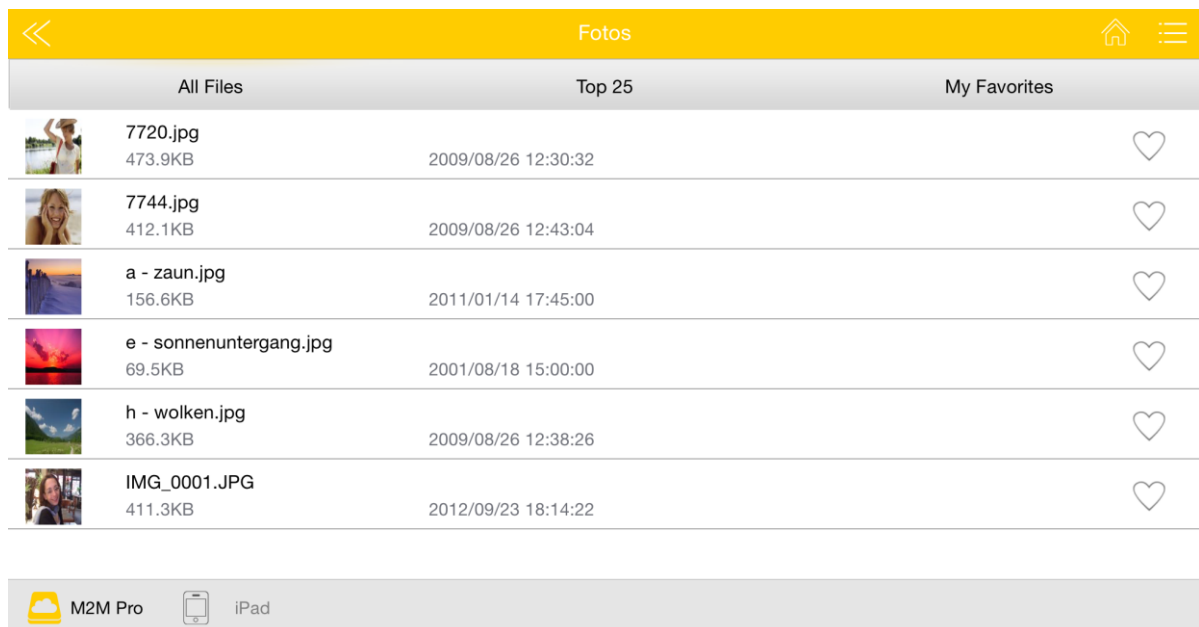
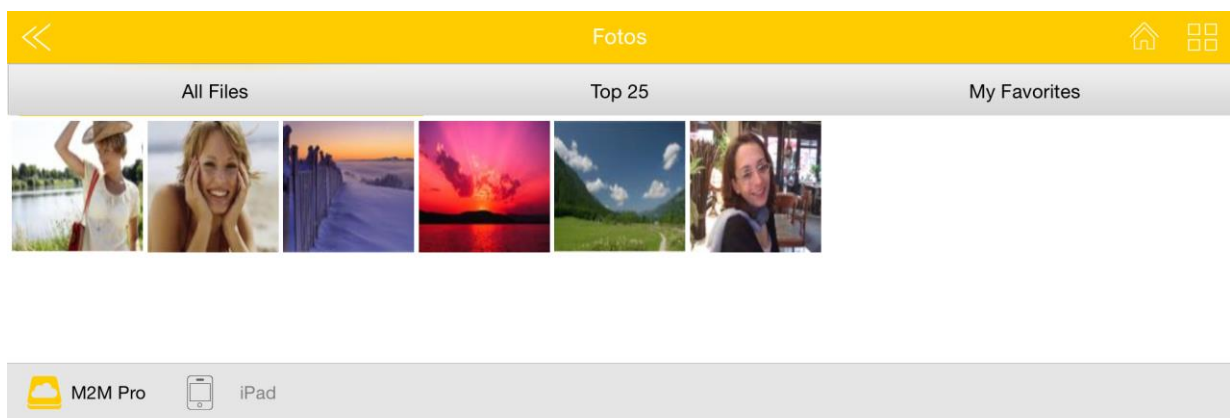
- Click the  button to stop the slideshow from playing and press again to continue playing.
- Click the  button to play the Photos once or repeat the whole folder
- Click the  button to return from the previous screen.

Background music can be added while playing the slideshow. Click the  button to start the background music. To stop the background music click on the  button.

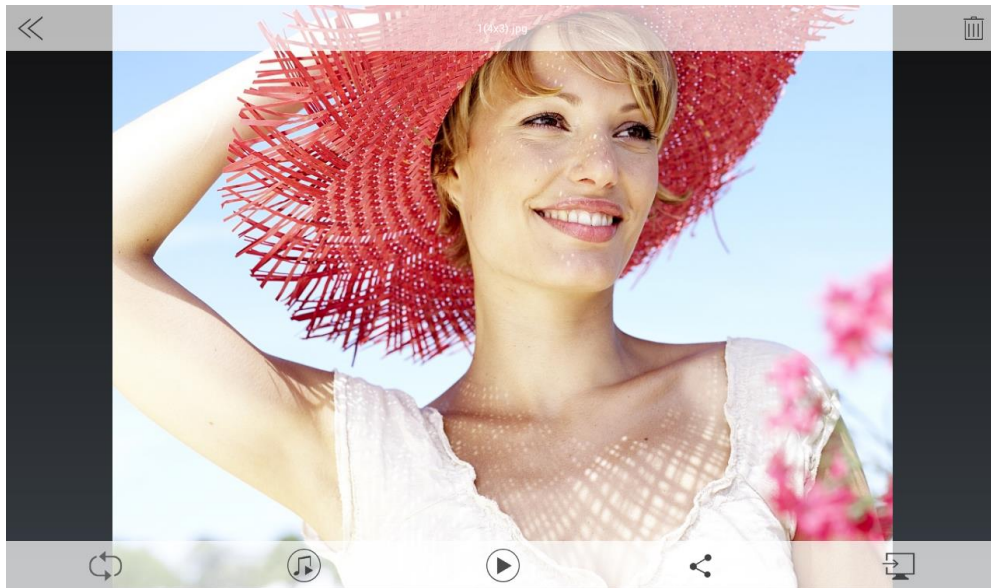
11.6.2 ANDROID


Tip: It is highly recommended to create a folder or folders where to copy all your pictures into the “Memory 2 Move Pro” for simply use and file organization.




Note: Please consult your device manual to check whether it will support the photo files that you would like to play. The supported images can be viewed as thumbnails or as a list as seen on the screenshot below. Any images that are not supported can be viewed as a generic thumbnail or icon.





Click on any pictures or images and it will automatically play. Afterwards the menu bar shall appear as shown on the picture below.



There are few functions available to control the slideshow. You can swipe your finger across the screen to manually view the pictures or images or click the  button, to automatically play the slideshow.

- Click the  button to stop the slideshow from playing and press again to continue playing.
- Click the  button to play the Photos once or repeat the whole folder
- Click the  button to return from the previous screen.

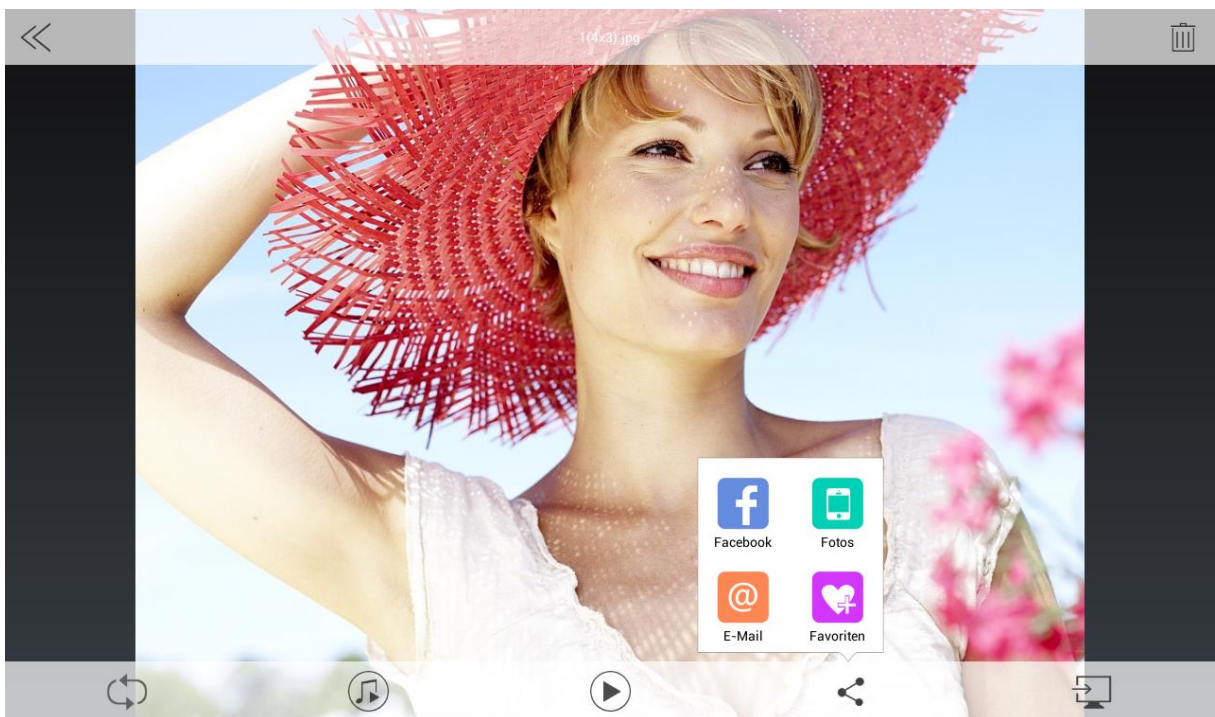
Background music can be added while playing the slideshow. Click the  button to start the background music. To stop the background music click on the  button.


11.7 SHARING PHOTOS/IMAGES

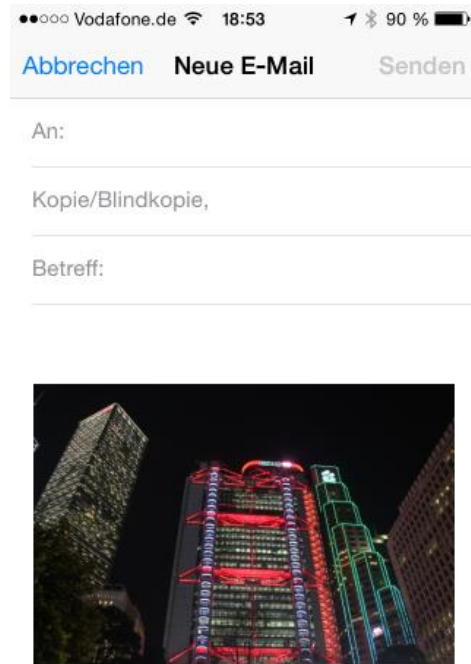
11.7.1 IOS

There are few options to share photos/image to your friends and family; by email, saving to the device Photo Album and upload to Facebook.

Note: Internet connection is required to share photos/images via email or accessing any social media network.



- Click on the  button located at the bottom of the screen to show the four options available to share your photos/images.
- E-Mail button – this button will launch the default e-Mail app to send the photo as an attachment.

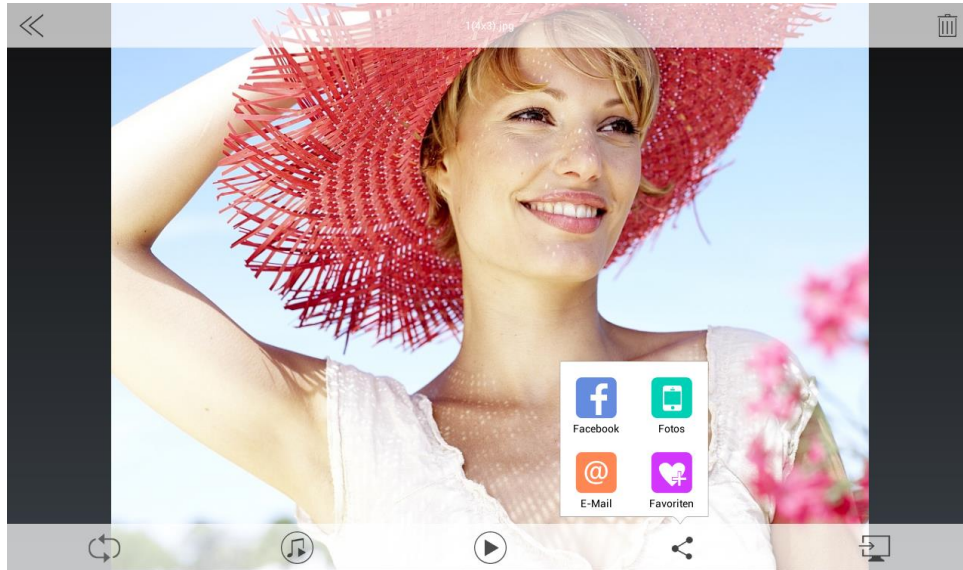



- Add to photo – when selected, the selected photo/image will be saved into the Photo Album of the device.
- Upload to Facebook – when selected, you will be directed to the Facebook login screen. The Facebook app must be installed on your device. Facebook login and password is required.

11.7.2 ANDROID

Sharing photos/images using your Android device will vary depending on the apps installed on your device.

Note: Internet connection is required to share photos/images via email or accessing any social media networks.

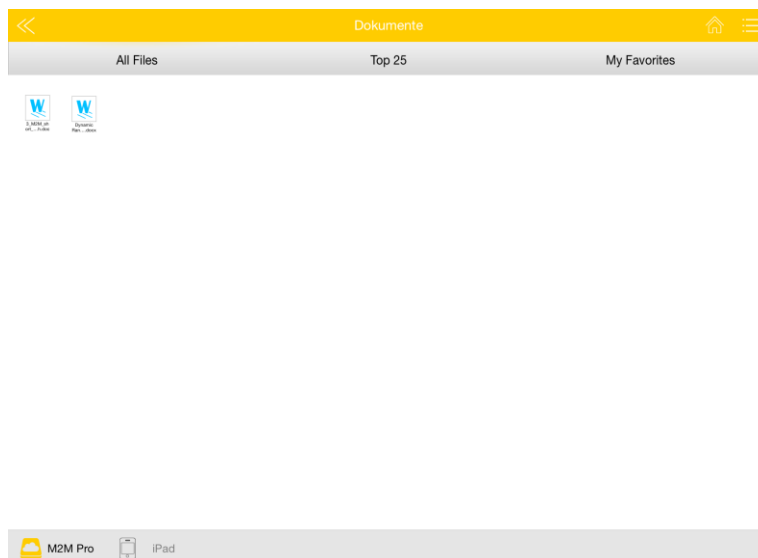




- Click the  button located at the **bottom** of the screen to show the **4** options available to share your photos/images.

11.8 OPENING/VIEWING DOCUMENTS

11.8.1 IOS

The device client app supports keynote, numbers, page, Excel, Word, .pdf, .txt and ppt files.



To open or view any documents, simply click on the file. This will automatically open the supported file. Click the  button to return from the previous screen or click the  button to send the file via email as seen on the screenshot below.

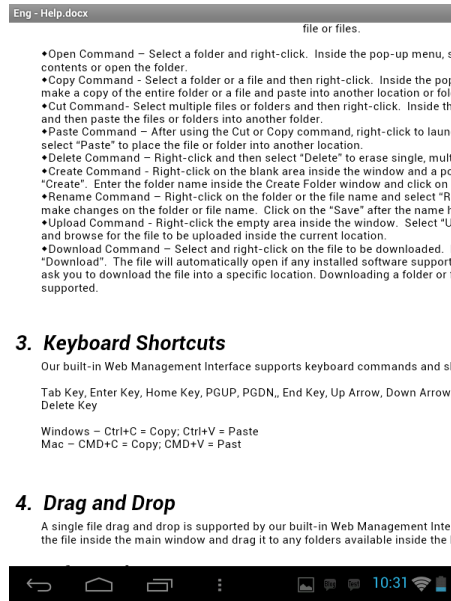


Note: Internet connection is required to send emails.

Click the “E-Mail” button, the default email app will launch automatically and the selected document will be sent as an attachment.




11.8.2 ANDROID

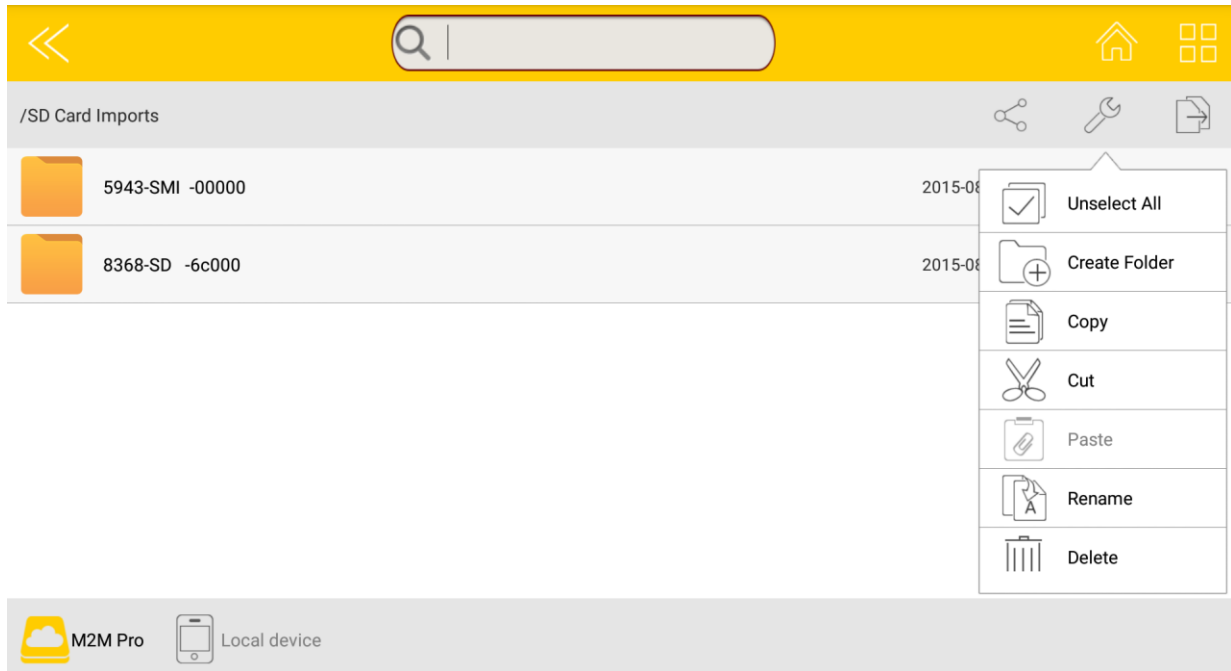


To open/view a document using your Android device, simply click on the file that you wish to open/view. This will automatically open the file using the default viewer or the installed app on your Android device as seen on the screenshot.


Note: Internet connection is required to send emails.

11.9 COPY, DELETE, DOWNLOAD, UPLOAD FUNCTIONS (IOS AND ANDROID)

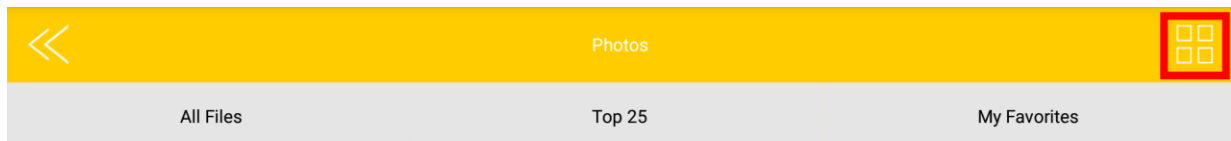
Just choose your files per tapping on the icon so that a red check mark appears and open the explorer menu by tapping on the  button.



Following options are available: Select All, Create Folder, Copy, Cut, Paste, Rename and Delete.

You also can share the files if you tap on  button. Tapping on  button shows you the current status of the file transfer.

11.10 SORTING OPTIONS – DISPLAY FORMAT:



1) Assorted by time:

a) Starting from the most recent element

b) Starting with the oldest element

2) Assorted by name:

a) Starting from the letter a

b) Starting from the letter z

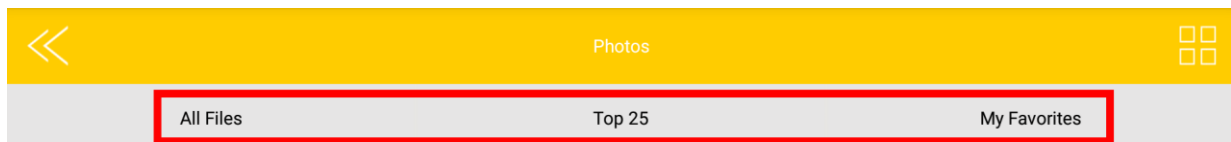
3) Assorted by file format:

a) Starting from the letter a

b) Starting from the letter z

The existing files can be displayed as list or as thumbnails.

11.11 FILE SELECTION OPTIONS:



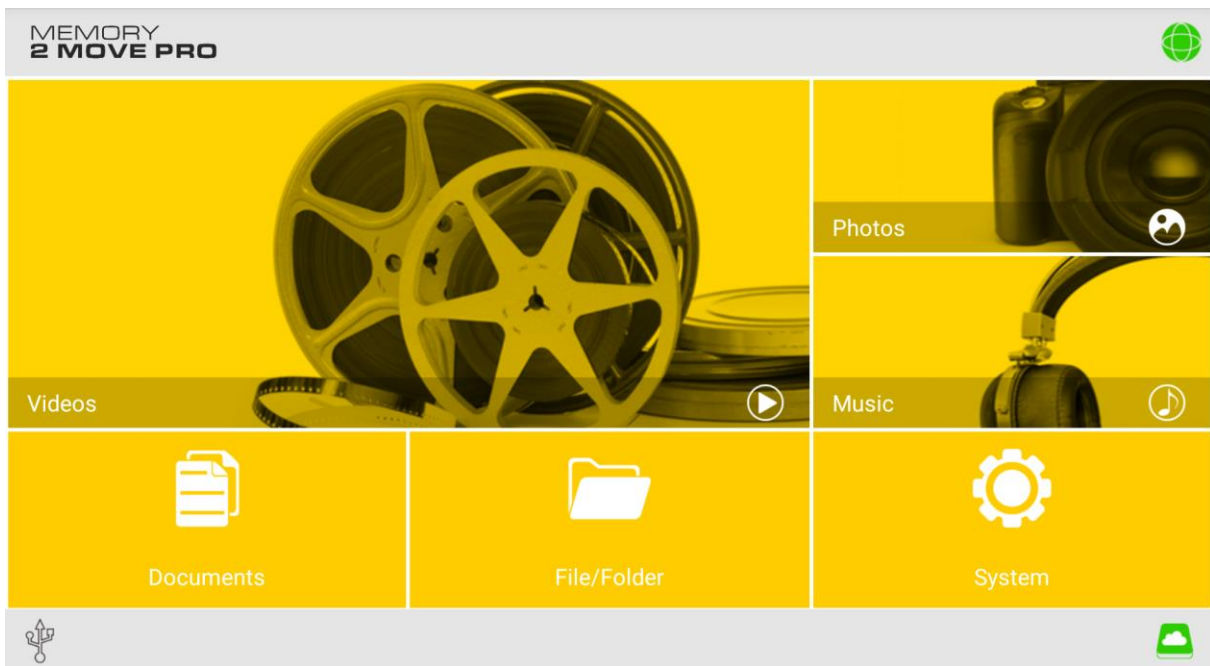
1.) All files: display of all existing files

2.) Top 25: display of the 25 most frequently selected files.

3.) Favourites: by selection the red heart next to the file name, you can add single files to your favourites.

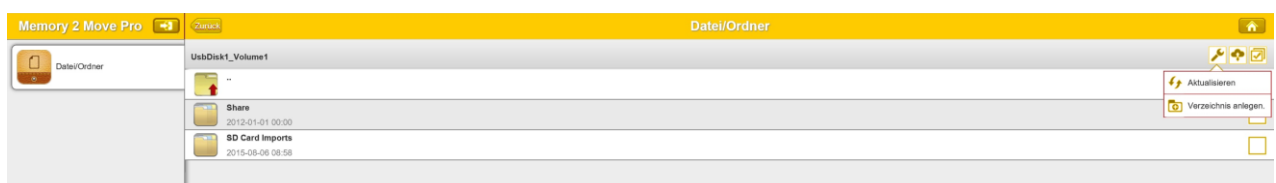
12. WEB MANAGEMENT FUNCTIONS









Our built-in Web Management software is a unique web-based utility stored inside our “Memory 2 Move Pro” product. No software is needed to install on your Personal Computer to use this utility. Simply launch our “WiFi Finder” or open your web browser and enter the 10.10.10.254 IP address.



12.1 EXPLORER FUNCTION

Our user-friendly web based utility allows the user to upload files to the device, create folders, copy, cut, delete and rename folders and file names. We provide similar functionalities as the windows explorer of which makes our interface much easier to use.



 Refresh	Refresh button - to refresh the display
	Upload button - to upload file or files into a specific folder.
 Create Folder	Create Folder - to create a new folder. Maximum folder name is 26 characters in length.
 Copy	Copy button - to copy file or files and paste them into another folder.
 Cut	Cut button - to move a file or files from one location to another
	Highlight all files at once
 Delete	Delete button - to delete a file or files.
 Rename	Renaming button - to make name modification or changing the file name.

12.2 INFORMATION

Provides detail information regarding the hardware condition, network status and storage information.

12.2.1 DEVICE INFORMATION

Information about CPU, Model and Hostname

12.2.2 STORAGE INFORMATION

Here you will receive information on the connected data carriers as well as about the WiFi-device (overall capacity of hard disc, hard disc manufacturer, available memory space).

12.2.3 NETWORK INFORMATION

Information about IP address, gateway etc.

12.3 SETTINGS

12.3.1 USER SETTINGS

Click on the “User” thumbnail. This window will allow you to modify the admin password as seen on the screenshot below. The password should be at minimum of 5 characters to maximum 32 characters in length. Click on the “Save” button the password has been changed.

The default User Name is admin and the password is “**00000**”. Click on the “X” to cancel and exit.

You can also customize the settings of the Guest account: Enable or Disable the account.

12.4 NETWORK SETTINGS

12.4.1 HOST NAME

The Hostname is a name that is assigned to a device connected to a computer network. It must begin with a letter and followed by a combination of letters and numbers. Length must be between 5 and 32 characters.

12.4.2 WI-FI & LAN

The settings inside the WiFi & LAN can be modified based on your needs. See the screenshot below for the available options.

The screenshot shows the 'Wi-Fi & LAN' settings page. At the top, there is a yellow bar with a 'Back' button on the left and a home icon on the right. Below this, the settings are organized into a list of fields and dropdown menus. The 'Hide SSID' toggle is currently off. The 'SSID' field contains 'Memory2MovePro-ED68'. The 'Mode' dropdown is set to '11b/g/n'. The 'Password' field is masked with asterisks. The 'MAC Address' field shows '00:1C:C2:1D:ED:68'. The 'IP Address' field is '10.10.10.254'. The 'Subnet mask' is '255.255.255.0'. The 'Region' dropdown is set to 'Germany'. The 'Channel' dropdown is set to '11'. The 'Security' dropdown is set to 'Mixed WPA/WPA2-PSK'. At the bottom of the settings area, there is a yellow 'Save' button.

- **SSID:** Type-in the combination of letters and numbers only. 32 characters is the maximum allowable SSID length
- **Channel** The default setting is set to Auto. There are 14 available channels to choose from.
- **Modes:** The default setting is 802.11b/g/n. You can also manually set the modes

to 11Mbps (802.11b), 54MBPS (802.11G), and 150Mbps (802.11n).

- **Security:** The WPA-PSK, WPA2-PSK, Mixed WPA/WPA2-PSK (default) are available.
- **Password:** WPA-PSK , WPA2-PSK , Mixed WPA-PSK/WPA2-PSK: Minimum 8 (Maximum 63) characters.
- **IP Address:** The default IP address is set to 10.10.10.254 with **subnet mask** of 255.255.255.0. The IP address can be changed.
- Click the “Save” button to save changes. Click the “X” to exit and cancel.

12.4.3 DHCP SERVER

The DHCP or Dynamic Host Configuration Protocol is a network protocol that allows a server to automatically assign an IP address to a computer connected into a network. By default, the DHCP Server option is enabled. This option can be disabled if needed and the IP address can be manually assigned.

Click the “Save” button after making any changes. Click on the “X” to exit and cancel.

Click the “DHCP List” button and it will provide a list of all the computers and devices connected to your “Memory 2 Move Pro” Device. Please see the screenshot below.

12.4.4 INTERNET SETTINGS

You can choose between two available Internet Access options – By default Wireless Access is selected (as you can see on the picture).

- A. Wireless Access:** Connecting the “M2M” device to another wireless network to have internet access.
- B. Wired Access:** Directly connecting the “M2M” to the available port on the back of the router to connect to another network.

Selecting Wireless Access

- **Password:** Type-in the correct password to join the selected wireless network connection.
- **IP Address:** Select either DHCP or Manually assign an IP address
 - By selecting DHCP, the host will provide an automatic IP address to connect to the internet.
 - By selecting Manual, you have to manually assign an IP address to connect to the internet.

Selecting Wired Access

By selecting Wired Access, the Dynamic IP is selected as the default setting. You can manually assign your own IP address by clicking on the green arrow and select the Static IP option.

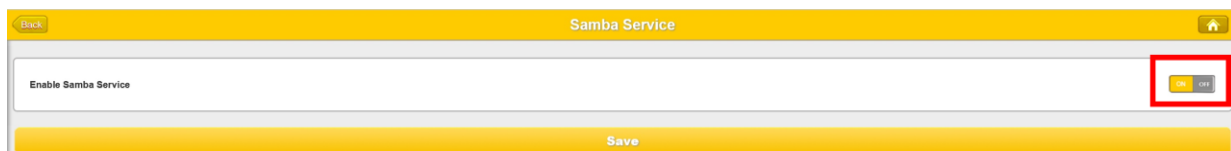
Click on the “X” button if you wish to cancel and exit this window.

Note: If you cannot connect with another network, ask your network administrator for the guidelines applicable to you!

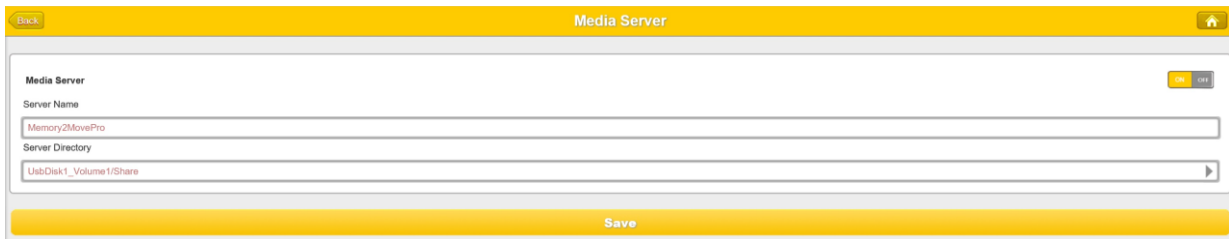
12.5 NETWORK SERVICES

12.5.1 WINDOWS SHARING SERVICES

Data sharing and accessing the “Memory 2 Move Pro” product makes it simple by enabling the Samba Services. By default, this feature is already enabled as seen on the screenshot below.



12.5.2 MEDIA SERVER



Functions:

Here you enable / disable the DLNA Service: On / Off. Also you can change the DLNA directory

- 1.) Press on the arrow right of „DLNA Directory.



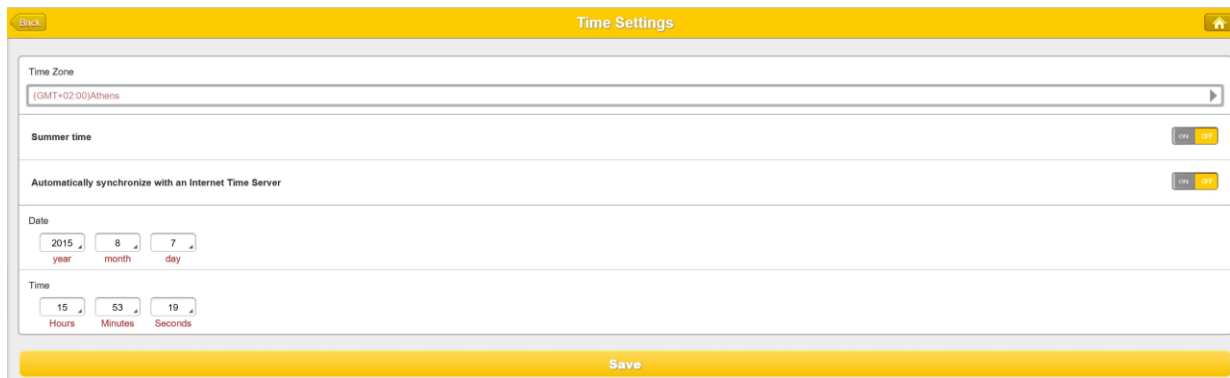
- 2.) Choose OK to change the directory.
- 3.) Choose the preferred directory and press OK.



12.5.3 TIME SETTINGS

The time settings can be changed based on your current time-zone. You can choose to synchronize time with the Internet or the time on your PC.

Click on the drop-down list and select the region you are located and switch-on the “Automatically synchronize with an Internet Time Server”. This will automatically update the time when the “Memory 2 Move Pro” is connected to the internet.



The “Time Sync Frequency” can be set to every day, every 2 days, every 3 days, up to every 7 days.

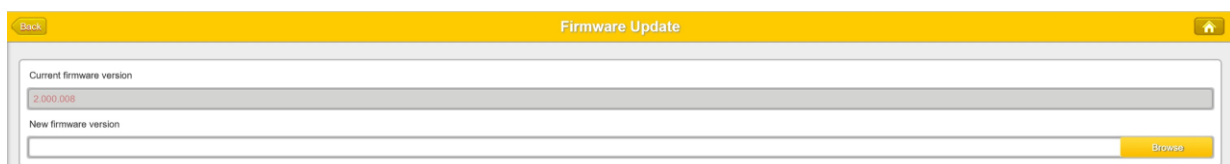
The automatic time synchronization can be switched on and off

You also can type in manually date and time.

With activation of Daylight Saving Time the device will automatically switch to summer or winter time and adjust the clock accordingly.

12.5.4 FIRMWARE UPGRADE

The device firmware can be upgraded by following the simple steps below.



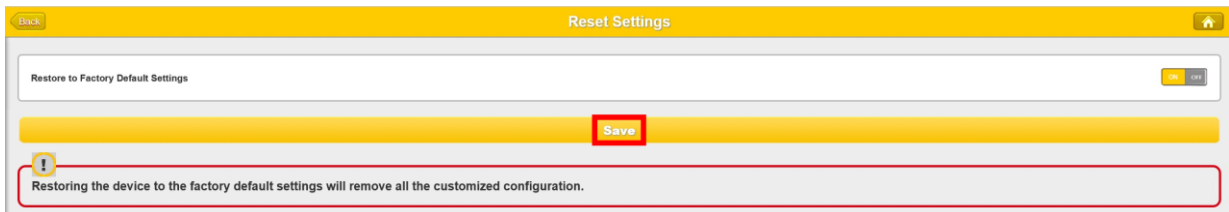
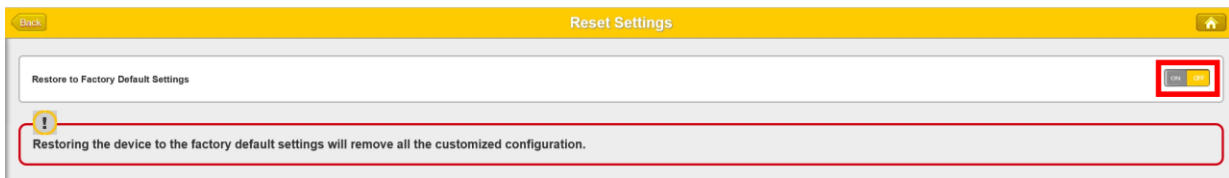
- Download and save the latest firmware version on your computer.
- Click on the folder icon, search and locate the firmware file on your computer and then click on the “Open” button as seen on the screenshot below.
- The latest firmware update file will appear at the bottom of the folder. Click on the “Firmware Update” button to continue updating the firmware.



- Once the firmware has been installed, the warning message as seen on the screenshot below will appear and the device will automatically reboot and will go back into the login screen.

12.5.5 RESETTING TO FACTORY DEFAULTS

Resetting to factory defaults will reset all your customized settings or whatever changes you made back to its original settings.



Simply click on the round button after the “Restore to Factory Default Settings:” Click on the “Save” button to continue.

The Warning Message window will appear. The “Memory 2 Move Pro” will automatically reboot once the restoring to the factory default settings have been completed. See the screenshot below.

Warning

You are about to restore your device to the factory default settings. This process will remove your customized settings and may destroy the data on your hard drive. Click OK to continue or Cancel to exit.



Warning

Are you sure you want to restore your device to the factory default settings? Click OK to proceed or Cancel to exit.



Note: This process will reset the Wi-Fi SSID, and the password including the admin password.

13. LICENCEINFORMATION ABOUT GNU/LGPL

Notice of GNU GENERAL PUBLIC LICENSE and LESSER GENERAL PUBLIC LICENCE

Dear Customer,

If interested, you and any third party can download the source code of used GPL / LGPL from Intenso Webpage <http://www.intenso.de> . The source code of the desired product is available to anyone on the selection of valid product category and the desired device. In the product details you will find the entry "drivers". Open this menu to download the corresponding GPL / LGPL code. For a fee of 35 € (delivery to another country as Germany), it is also possible to obtain this code by postal delivery. More information about the GPL/LGPL-Licence can you find on following website www.gnu.org

GNU GENERAL PUBLIC LICENSE

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc.

51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free

software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output

from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system;

it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

one line to give the program's name and an idea of what it does.

Copyright (C) yyyy name of author

This program is free software; you can redistribute it and/or

modify it under the terms of the GNU General Public License

as published by the Free Software Foundation; either version 2

of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful,

but WITHOUT ANY WARRANTY; without even the implied warranty of

MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the

GNU General Public License for more details.

*You should have received a copy of the GNU General Public License
along with this program; if not, write to the Free Software
Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA.*

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) year name of author

Gnomovision comes with ABSOLUTELY NO WARRANTY; for details

type `show w'. This is free software, and you are welcome

to redistribute it under certain conditions; type `show c'

for details.

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright

interest in the program `Gnomovision'

(which makes passes at compilers) written

by James Hacker.

signature of Ty Coon, 1 April 1989

Ty Coon, President of Vice

SOMMAIRE

1.	Aperçu du produit	4
2.	Fonctions du Produit	4
3.	Volume de livraison.....	6
4.	Caractéristiques techniques.....	6
5.	Configuration matérielle minimum.....	6
6.	Description du produit	7
7.	Raccords existants.....	7
7.1.	Port WAN RJ45	7
7.2.	Interface micro USB 3.0.....	7
7.3.	Affichage LED	8
8.	Protection Cartes SD (Sauvegarde)	9
9.	Utilisation d'un PC ou d'un MAC.....	11
9.1.	Création d'une connexion Wireless LAN avec un PC.....	11
9.2.	WiFi Finder sur PC	12
9.2.1.	Ma mémoire.....	13
9.3.	Création d'une connexion Wireless LAN avec un MAC	14
9.3.1.	WiFi Finder sur MAC.....	15
9.3.2.	Ma mémoire.....	16
9.4.	Configuration de Memory 2 Move Pro	17
10.	Utilisation d'appareils mobiles.....	21
10.1.	Installation de l'app iOS Memory 2 Move Pro	21
10.2.	Connexion sans fil à votre iPhone / iPad.....	22
10.3.	Connexion de l'Utilisateur iOS.....	23
10.4.	Installation de l'App Android Memory 2 Move Pro	25
10.5.	Connexion sans fil à votre appareil Android	26
10.6.	Connexion de l'utilisateur (Android)	28

11.	Fonctions de base.....	29
11.1	Utilisation pour appareils iOS.....	29
11.2	Utilisation pour appareils Android	30
11.3	Réglages WI-Fi (iOS et Android)	31
11.3.1	Réglages Wi-Fi Interface.....	31
10.3.2	Modification du nom de l'appareil.....	31
11.3.3	Sécurité	32
11.3.4	Accès Internet	33
11.4	Restituer des fichiers de musique / audios (IOS / Android)	34
11.5	Restituer des films / vidéos	35
11.5.1	iOS	35
11.5.2	Android.....	37
11.6	Restitution de fichiers photos	38
11.6.1	iOS	38
11.6.2	Android.....	40
11.7	Partage de fichiers photos.....	42
11.7.1	iOS	42
11.7.2	Android.....	43
11.8	Ouvrir / Afficher des documents.....	44
11.8.1	iOS	44
11.8.2	Android.....	46
11.9	FONCTIONS RECOPIER, ELIMINER, Download ET Upload (iOS ET Android)	47
11.10	options de TRIAGE – FORMAT D’AFFICHAGE :	48
11.11	OPTIONS DE SELECTION DU FICHER :	48
12.	Fonctions de management WEB	49
12.1	Fonction Explorateur.....	49
12.1	Informations.....	50
12.2.1	Informations sur l'appareil	51

12.2.2	Information sur la mémoire	51
12.2.3	Information sur le réseau	51
12.3	Réglages	51
12.3.1	Utilisateur.....	51
12.4	Réseau.....	51
12.4.1	Nom de l'hôte.....	51
12.4.2	Wi-Fi & LAN	51
12.4.3	Serveur DHCP	52
12.4.4	REGLAGES INTERNET.....	53
12.5	Services.....	54
12.5.1	Samba.....	54
12.5.2	SERVEUR Media.....	54
12.5.3	Réglages de l'heure	55
12.5.4	Mise à jour du micrologiciel	56
12.5.5	Reset.....	57
13.	licence information	58

1. APERÇU DU PRODUIT

« Memory 2 Move Pro » vous permet l'accès sans fil à vos vidéos, à votre musique, à vos photos et vos données pour les diffuser sur votre iPad®, iPhone®, tablette PC, Smartphone et ordinateur portable – sans salade de câbles inutile.

Grâce au disque dur intégré, vous n'avez plus besoin de vous faire de soucis au sujet d'une mémoire limitée sur vos appareils mobiles et le port USB 3.0 intégré permet un transfert de données rapide et simple.

Pour une mobilité la meilleure possible, Memory 2 Move Pro est équipé d'un accu rechargeable. Pour recharger l'accu, vous pouvez simplement connecter l'appareil à l'un des ports USB disponibles de votre ordinateur et copier en même temps vos fichiers sur le disque dur. L'appareil est immédiatement prêt à fonctionner. μLors de l'opération de charge, vous pouvez accéder à Memory 2 Move Pro.

2. FONCTIONS DU PRODUIT

- Diffusion de fichiers de médias via une connexion Wi-Fi, pour jusqu'à 5 utilisateurs simultanément.
- Accès à vos fichiers musique, vidéo et photos via l'application gratuite pour iOS et Android.
- Jusqu'à 5 heures de batterie en autonomie*
- Accès à Internet via la connexion optionnelle RJ45 (connexion LAN) ou sans fil avec standard 802.11 b/g/n
- Supporte le formatage NTF et FAT32
- Supporte le partage des données via une connexion LAN entre Windows, Mac, iOS et Linux
- Supporte des applications clients sur différentes plates-formes, y compris Windows/Mac/Linux/iPad/iPhone/Android

*La durée de vie précise de la batterie est fonction des applications utilisées et des réglages.

Utilisation comme disque dur externe : Le raccord USB 3.0 intégré permet un transfert de données rapide et peut recharger la batterie interne dès que le Memory 2 Move Pro est relié à un ordinateur ou à un bloc d'alimentation. Ceci fonctionne uniquement lorsque l'appareil est éteint.

Le « Memory 2 Move Pro » fonctionne en tant que disque dur externe et charge la batterie interne.

Mode par connexion LAN : Pour ce faire, connectez une extrémité de votre câble RJ45 à Memory 2 Move Pro et l'autre extrémité à un port libre de votre routeur. Activez maintenant la fonction DHCP sur votre Memory 2 Move Pro pour l'allocation automatique de l'adresse IP.



Utilisation sans fil : Connectez le Memory 2 Move Pro à votre routeur sans fil tel que décrit dans le mode d'emploi suivant pour avoir accès à Internet par la Wi-Fi.



3. VOLUME DE LIVRAISON

- Memory 2 Move Pro, Câble USB 3.0
- CD
- Mode d'emploi
- Bloc d'alimentation (KTEC – KSAS0060500100VEU – 5V / 1A)

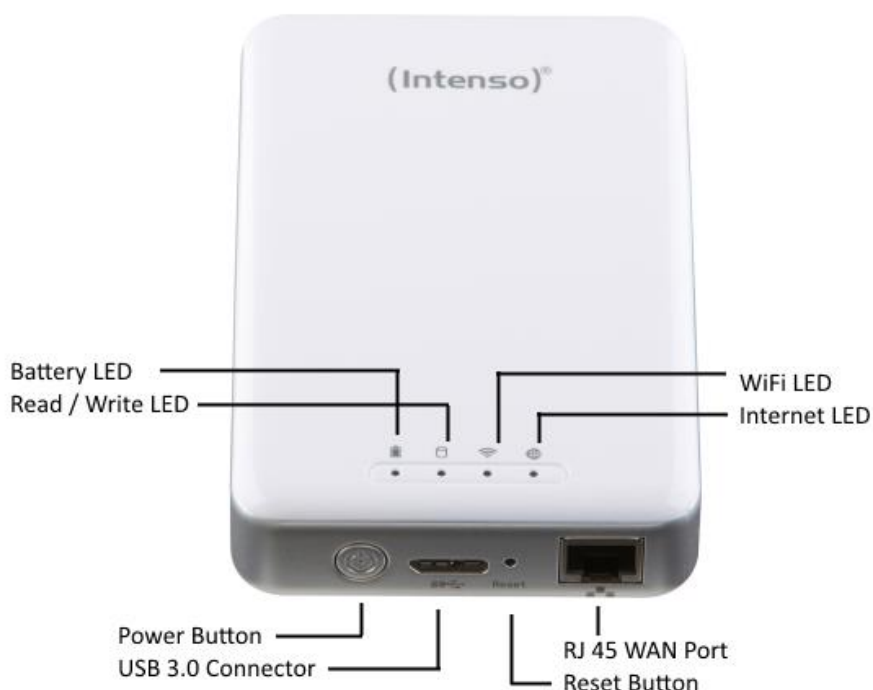
4. CARACTERISTIQUES TECHNIQUES

- Dimensions : 130 mm (L) X 83mm (L) X 26mm (H)
- Wi-Fi : 300Mbps
 - o Standard : 802.11 b/g/n,
 - o Fréquence : 2.4 GHZ
- Interface réseau : 100Mbps Ethernet RJ45
- Branchement USB : Micro USB 3.0, pour le transfert de données et la charge de l'accu
- Capacité de l'accu : 3000mAh
- Température de service : La température de service optimale se situe entre 5 °C et 35 °C.

5. CONFIGURATION MATERIELLE MINIMUM

- Connexion Internet
- Système d'exploitation
 - o Windows : XP/Vista/Windows 7/8 / 8.1 / 10
 - o Mac : OS X 10.7.0 et versions supérieures
 - o Autres : Fedora 12 (Linux) et versions supérieures
- Navigateur Internet PC
 - o Windows : Supporte Internet Explorer 9 et versions supérieures
 - o Mac : Supporte Safari 5.0 et versions supérieures
 - o Autres : Firefox 3.5 et versions supérieures
- Routeur ou switch

6. DESCRIPTION DU PRODUIT



7. RACCORDS EXISTANTS

7.1. PORT WAN RJ45

- A. Mode routeur : Le Memory 2 Move Pro fonctionne comme un routeur habituel et peut allouer des adresses IP à des ordinateurs reliés via WLAN.
- B. Mode WAN : Permet la création d'une connexion réseau avec un réseau déjà existant.

7.2. INTERFACE MICRO USB 3.0

Le raccord USB 3.0 intégré permet un transfert de données rapide et peut recharger la batterie interne dès que le Memory 2 Move Pro est relié à un ordinateur ou à un bloc d'alimentation. Ceci fonctionne uniquement lorsque l'appareil est éteint.

7.3 AFFICHAGE LED

LED Power :

- Est éteinte : L'appareil est coupé.
- Est allumée en permanence –vert : La batterie est entièrement chargée.
- Clignote rapidement – vert : L'appareil est en cours de coupure.
- Clignote lentement – vert : L'appareil est en opération de charge.
- Est allumée en permanence – rouge : Charge de l'accu inférieure à 30 %
- Clignote rapidement – rouge : Charge de l'accu critique

HDD LED:

- Clignote : Activités de lecture / écriture
- Allumée en permanence : Connexion avec l'ordinateur
- LED éteinte : HDD en opération sleep

LED Wi-Fi – bleue :

- Vacillante : Le processus d'initialisation est en cours de démarrage.
- La LED est éteinte : L'appareil est coupé ou ne reçoit pas de courant
- Est allumée en permanence :
 - o Processus d'initialisation terminé
 - o Mode d'attente – les appareils peuvent être connectés.

LED Internet :

- LED éteinte : L'appareil est coupé ou ne reçoit pas de courant
- Clignote verte : Le processus d'initialisation est en cours de démarrage
- Allumée en permanence verte : Processus d'initialisation terminé
Appareil prêt pour l'usage.

8. PROTECTION CARTES SD (SAUVEGARDE)

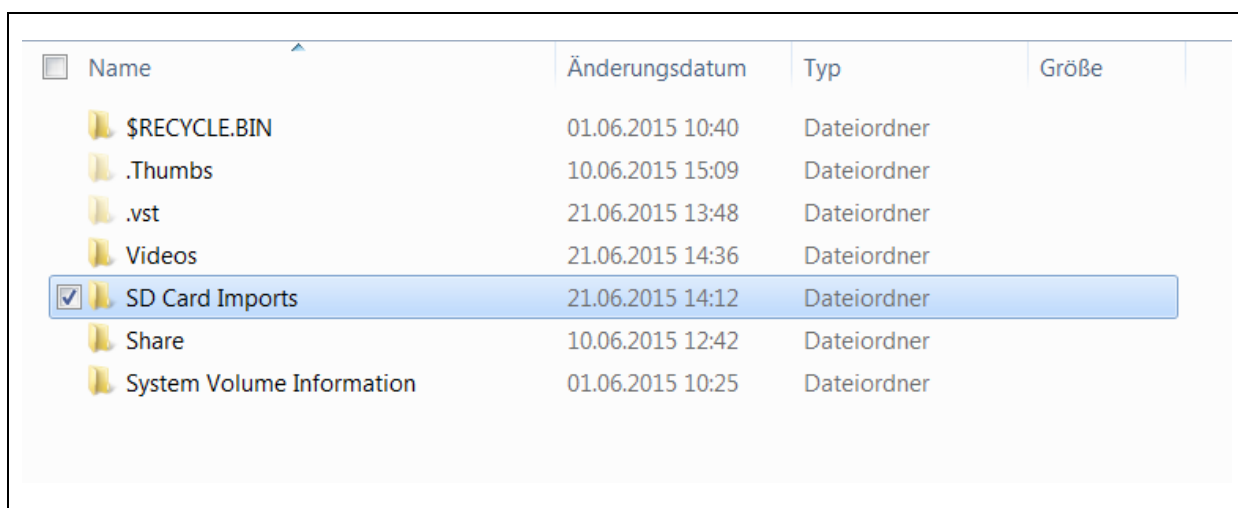
Veillez suivre les étapes suivantes pour protéger les données enregistrées sur votre carte SD sur Memory 2 Move Pro.

- 1.) Veuillez démarrer Memory 2 Move Pro et attendre que l'appareil soit prêt à l'emploi.
- 2.) Insérez la carte SD dans la fente pour carte Memory 2 Move Pro.
- 3.) Maintenant, appuyez brièvement sur le fond de puissance deux fois pour lancer la sauvegarde.

Indication : Tant que la LED blanche de Memory 2 Move Pro clignote, vos données sont copiées à partir de la carte SD à la mémoire de Memory 2 Move Pro. Veillez à ne jamais retirer la carte SD de l'appareil lors d'une sauvegarde active. Cela peut causer des dommages et des pertes de données ultérieures.

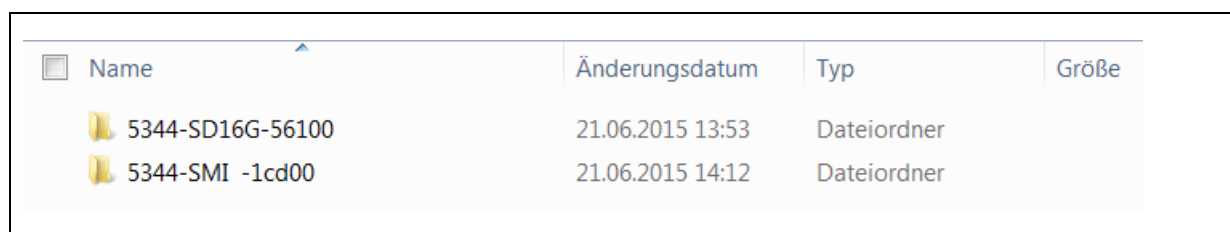
Diagramme de commande de sauvegarde :

- 1) Vous pouvez trouver les données de sauvegarde de la carte SD dans le dossier «Sauvegarde Carte SD» sur le support de données de Memory 2 Move Pro.



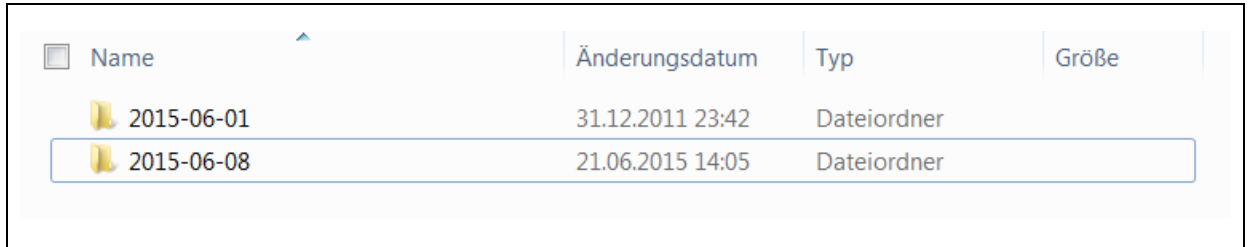
Name	Änderungsdatum	Typ	Größe
\$RECYCLE.BIN	01.06.2015 10:40	Dateiordner	
.Thumbs	10.06.2015 15:09	Dateiordner	
.vst	21.06.2015 13:48	Dateiordner	
Videos	21.06.2015 14:36	Dateiordner	
<input checked="" type="checkbox"/> SD Card Imports	21.06.2015 14:12	Dateiordner	
Share	10.06.2015 12:42	Dateiordner	
System Volume Information	01.06.2015 10:25	Dateiordner	

- 2.) Si vous protégez une seule carte SD sur Memory 2 Move Pro, pour chaque carte un dossier distinct sera créé. Cela vous donne la possibilité de gérer séparément les sauvegardes.



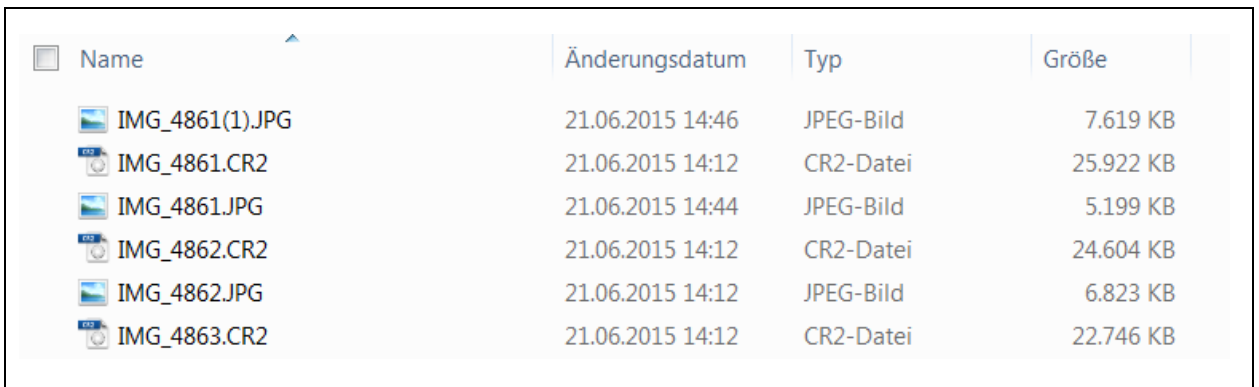
Name	Änderungsdatum	Typ	Größe
5344-SD16G-56100	21.06.2015 13:53	Dateiordner	
5344-SMI -1cd00	21.06.2015 14:12	Dateiordner	

- 3.) En outre, dans le dossier de la carte SD pour chaque jour où vous avez exécuté la sauvegarde, un dossier distinct est créé. La sauvegarde contiendra toutes les données enregistrées sur la carte SD. Si vous sauvegardez les données de votre carte SD le 1er ou 8 juin, vous pourrez comparer les données d'origine du 1er juin avec les données éventuellement modifiées du 8 juin dans les dossiers individuels.



Name	Änderungsdatum	Typ	Größe
2015-06-01	31.12.2011 23:42	Dateiordner	
2015-06-08	21.06.2015 14:05	Dateiordner	

- 4.) Si vous exécutez plusieurs sauvegardes en une journée, à partir de la deuxième sauvegarde uniquement les nouvelles données et les copies des données modifiées seront enregistrées dans le dossier de la date réelle.



Name	Änderungsdatum	Typ	Größe
IMG_4861(1).JPG	21.06.2015 14:46	JPEG-Bild	7.619 KB
IMG_4861.CR2	21.06.2015 14:12	CR2-Datei	25.922 KB
IMG_4861.JPG	21.06.2015 14:44	JPEG-Bild	5.199 KB
IMG_4862.CR2	21.06.2015 14:12	CR2-Datei	24.604 KB
IMG_4862.JPG	21.06.2015 14:12	JPEG-Bild	6.823 KB
IMG_4863.CR2	21.06.2015 14:12	CR2-Datei	22.746 KB

9. UTILISATION D'UN PC OU D'UN MAC

9.1 CREATION D'UNE CONNEXION WIRELESS LAN AVEC UN PC

Enclenchez l'appareil Wi-Fi en appuyant sur le bouton Power sur la face avant de l'appareil.

Activez la fonction WLAN sur votre PC et cliquez dans la barre de tâches en bas à droite sur le symbole WLAN. L'affichage suivant s'ouvre :



Sélectionnez le réseau nommé « Memory2Move-XXXX ».

Remarque : Le mot de passe pré réglé est « **intenso1** » à la livraison. Pour votre propre sécurité, veuillez saisir un nouveau mot de passe après la réalisation réussie de la connexion.

Lorsque vous avez créé avec succès une connexion avec votre appareil Wi-Fi, veuillez installer le logiciel Client fourni comme décrit ci-dessous :

La condition préalable pour connecter l'appareil Wi-Fi connecté avec votre ordinateur, veuillez utiliser l'outil de logiciel intégré « WiFi Finder » du CD de driver. Le logiciel recherche pour vous automatiquement l'appareil Wi-Fi connecté dans votre réseau.

Faites simplement un double clic sur l'icône et suivez les instructions à l'écran.



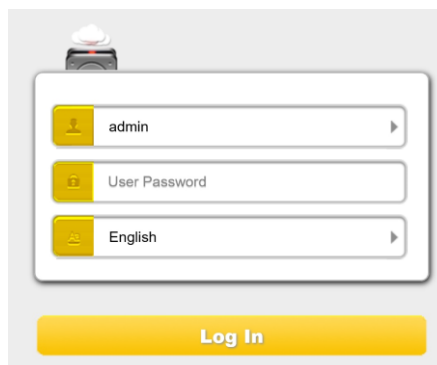
9.2 WIFI FINDER SUR PC

Double-cliquez sur l'icône « WiFi Finder » pour démarrer le logiciel. Le logiciel cherche automatiquement Memory 2 Move Pro dans le réseau connecté (voir Screenshot).



Remarque : Si vous ne trouvez pas « M2M » dans la liste des clients connectés au réseau, veuillez cliquer sur le bouton « Refresh » pour chercher à nouveau l'appareil Wi-Fi.

- 1.) Veuillez sélectionner Memory 2 Move Pro dans le menu et cliquez sur "Log in" pour vous connecter en tant qu'administrateur (voir photo écran).



Pour vous connecter avec succès, utilisez les détails de Log In suivants :

Nom d'utilisateur : admin

Mot de passe : 00000

Remarque : Pour votre propre sécurité, veuillez saisir un nouveau mot de passe après la réalisation réussie de la connexion.

2.) Vous pouvez créer, effacer, copier, éditer, renommer les répertoires et dossiers sur Memory 2 Move Pro ou les déplacer.

9.2.1 MA MEMOIRE

Lorsque vous cliquez sur le bouton « My Storage » ou « Ma mémoire », la fenêtre présentée ci-dessus s'affiche. Pour vous connecter avec succès, utilisez les détails de Log In suivants :

Nom d'utilisateur : admin

Mot de passe : 00000

Remarque : Pour votre propre sécurité, veuillez saisir un nouveau mot de passe après la réalisation réussie de la connexion.



9.3 CREATION D'UNE CONNEXION WIRELESS LAN AVEC UN MAC

Enclenchez l'appareil Wi-Fi en appuyant sur le bouton Power sur la face avant de l'appareil.

Activez la fonction WLAN sur votre PC et cliquez dans la barre de tâches en bas à droite sur le symbole WLAN. L'affichage suivant s'ouvre :

Sélectionnez le réseau nommé « Memory2Move-XXXX ».

Remarque : Le mot de passe pré-réglé est « intenso1 » à la livraison. Pour votre propre sécurité, veuillez saisir un nouveau mot de passe après la réalisation réussie de la connexion.

Lorsque vous avez créé avec succès une connexion avec votre appareil Wi-Fi, veuillez installer le logiciel Client fourni comme décrit ci-dessous :

Lorsque vous avez créé avec succès une connexion avec votre appareil Wi-Fi, veuillez installer le logiciel Client fourni comme décrit ci-dessous :

La condition préalable pour connecter l'appareil Wi-Fi connecté avec votre ordinateur, veuillez utiliser l'outil de logiciel intégré « WiFi Finder » du CD de driver. Le logiciel recherche pour vous automatiquement l'appareil Wi-Fi connecté dans votre réseau.

Faites simplement un double clic sur l'icône et suivez les instructions à l'écran.



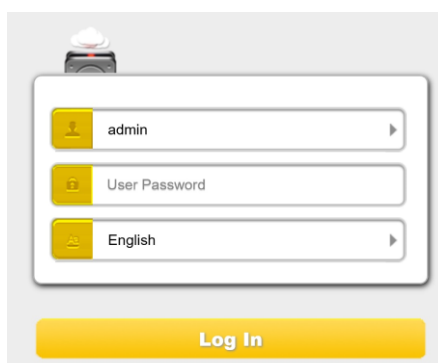
9.3.1 WIFI FINDER SUR MAC

Double-cliquez sur l'icône « WiFi Finder » pour démarrer le logiciel. Le logiciel cherche automatiquement Memory 2 Move Pro dans le réseau connecté (voir Screenshot).



Remarque : Si vous ne trouvez pas « M2M » dans la liste des clients connectés au réseau, veuillez cliquer sur le bouton « Actualiser » pour chercher à nouveau l'appareil Wi-Fi.

- 1.) Veuillez sélectionner Memory 2 Move Pro dans le menu et cliquez sur "Log in" pour vous connecter en tant qu'administrateur (voir photo écran).



2.) Pour vous connecter avec succès, utilisez les détails de Log In suivants :

Nom d'utilisateur : admin

Mot de passe : 00000

Remarque : Pour votre propre sécurité, veuillez saisir un nouveau mot de passe après la réalisation réussie de la connexion.

Vous pouvez créer, effacer, copier, éditer, renommer les répertoires et dossiers sur Memory 2 Move Pro ou les déplacer.

9.3.2 MA MEMOIRE

Lorsque vous cliquez sur le bouton « My Storage » ou « Ma mémoire », la fenêtre présentée ci-dessus s'affiche. Pour vous connecter avec succès, utilisez les détails de Log In suivants :

Nom d'utilisateur : admin

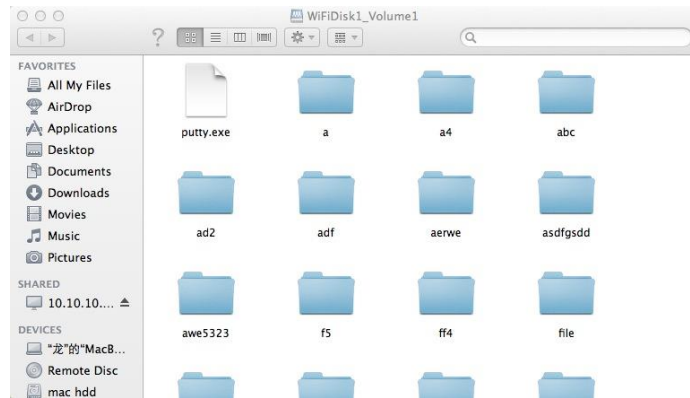
Mot de passe : 00000

Remarque : Pour votre propre sécurité, veuillez saisir un nouveau mot de passe après la réalisation réussie de la connexion.



Vous pouvez créer, effacer, copier, éditer, renommer les répertoires et dossiers sur Memory 2 Move Pro ou les déplacer.

De plus, vous pouvez transférer les données entre votre MAC et Memory 2 Move Pro (télécharger / charger).

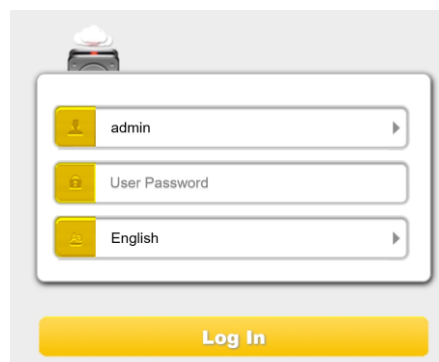


9.4 CONFIGURATION DE MEMORY 2 MOVE PRO

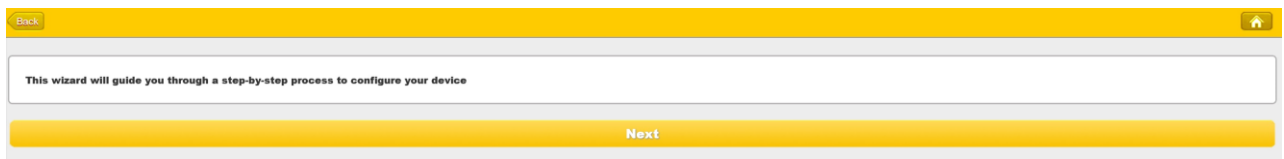
Veillez utiliser le logiciel Client tel que décrit ci-dessus pour réaliser une connexion avec l'appareil Wi-Fi et connectez-vous comme administrateur à l'interface d'administration Web. Vous pouvez maintenant configurer votre appareil.

Assistant de Démarrage

Lors de la première utilisation de l'appareil, un « Assistant de démarrage » s'exécute après l'inscription réussie et vous permet de réaliser aisément tous les réglages importants.



Remarque : Lorsque vous cliquez sur le « X » (en haut à droite dans l'assistant), vous quittez l'assistant de démarrage et tous les réglages d'usines seront conservés en tant que réglages standards.



Veuillez cliquer sur le bouton « Suivant » pour configurer votre appareil.

Réalisation de l'accès Internet

... grâce à la réalisation d'une connexion avec un autre réseau disponible.

Vous avez le choix entre deux options d'accès à Internet disponibles. En réglage standard, l'accès par fil est pré-régulé (comme affiché sur l'image ci-dessus).

A. Accès sans Fil (WLAN) :

Connexion de l'appareil « M2M » à un autre routeur WLAN pour avoir accès à internet.

B. Accès avec fil (LAN) :

Connexion directe du « M2M » au port disponible à l'arrière de votre routeur pour vous connecter à un autre réseau.

Accès LAN

En réglage de base, « IP dynamique » est sélectionné. Vous pouvez allouer manuellement une adresse IP en cliquant sur la flèche jaune et en sélectionnant l'option « IP statique ».

Accès WLAN :

The screenshot shows the 'Wi-Fi & LAN' configuration page. The SSID is 'Memory2MovePro-ED68', Wi-Fi mode is '11b/g/n', password is 'intenso1', MAC address is '00:1C:C2:1D:ED:68', IP address is '10.10.10.254', subnet mask is '255.255.255.0', region is 'Germany', channel is 'auto', and security is 'Mixed WPA/WPA2-PSK'. There are 'Weiter' and 'Überspringen' buttons at the bottom.

SSID : Saisissez le nom SSID de votre réseau ou cliquez sur « Nouveau Scan » pour rechercher automatiquement tous les réseaux disponibles.

Mot de passe : Veuillez saisir le mot de passe pour le réseau local sans fil sélectionné.

Adresse IP :

- Lorsque vous sélectionnez « Automatique », le réseau met automatiquement une adresse IP à votre disposition.
- Lorsque vous sélectionnez « IP statique », vous devez saisir vous-même votre adresse IP pour le réseau auquel vous voulez vous connecter.

Remarque : En cliquant sur le « X » (en haut à droite), vous pouvez quitter le menu d'option LAN.

Remarque : Si vous ne pouvez pas vous connecter à un autre réseau, questionnez votre fournisseur d'accès pour obtenir les directives qui s'appliquent à votre cas !

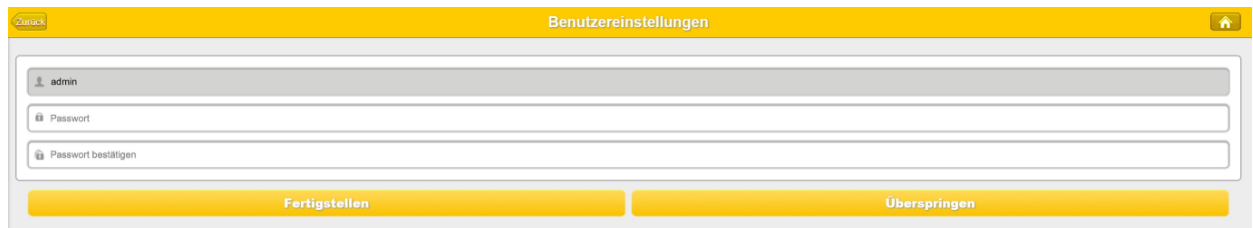
Cliquez sur le bouton « Suivant » pour continuer la configuration de Memory 2 Move Pro. L'étape suivante consiste à configurer les réglages Wi-Fi et LAN.

Réglages WiFi & LAN

The screenshot shows the 'Wi-Fi & LAN' configuration interface. The fields are as follows:

- SSID verstecken: on/off
- SSID: Memory2Move-Pro-ED68
- Wi-Fi-Modus: 11b/g/n
- Passwort: intenso1
- MAC-Adresse: 00:1C:C2:1D:ED:68
- IP-Adresse: 10.10.10.254
- Subnetmaske: 255.255.255.0
- Region: Germany
- Kanal: auto
- Sicherheit: Mixed WPA/WPA2-PSK

- **SSID:** Veuillez saisir ici le nom de votre réseau. En réglage de base, il s'appelle « Memory2Move-XXXX ». 32 caractères sont possibles au maximum pour le nom SSID.
- **Canal :** Veuillez saisir ici le canal sur lequel l'appareil Wi-Fi doit émettre et recevoir. Le réglage de base est Auto. Dans ce cas, le canal est déterminé automatiquement par l'appareil. Vous pouvez toutefois aussi déterminer manuellement le canal sur lequel il faut émettre et recevoir. Entre 1 et 13 canaux sont disponibles.
- **Mode Wi-Fi :** Le standard de réseau sans fil pré-réglé est 802.11b/g/n. Vous pouvez aussi régler manuellement les modes 11Mbps (802.11b), 54 MBPS (802.11G), ou 150Mbps (802.11n).
- **Sécurité :** A la livraison, Mixed WPA/WPA2-PSK est sélectionné. Vous avez le choix entre les types de codage suivants : Pas de codage, WPA-PSK, WPA2-PSK , Mixed WPA/WPA2-PSK.
- **Mot de passe :** En fonction du type de codage, il faut saisir un mot de passe comprenant au moins 8 caractères et 63 au maximum.
- **Adresse IP :** L'adresse IP pré-réglée est 10.10.10.254 avec le masque de sous-réseau 255.255.255.0. Vous pouvez modifier manuellement cette adresse IP.



Après avoir terminé l'assistant de démarrage, le système redémarre.

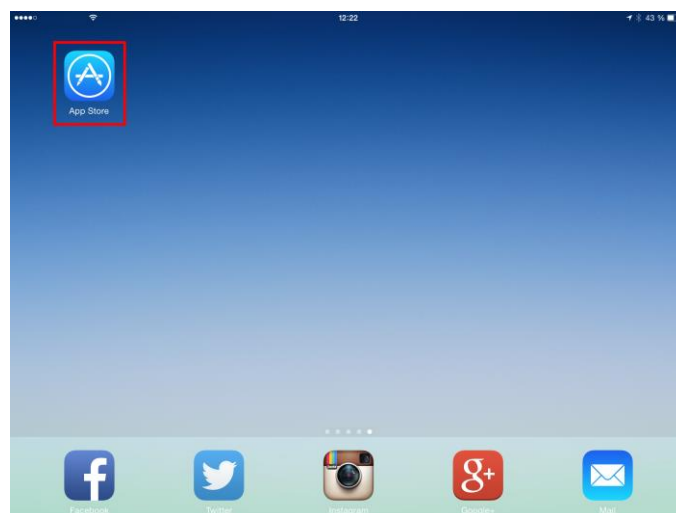
Cette opération dure 2 minutes. Vous pouvez consulter le statut actuel dans le message.

You have successfully configured your device and the system is rebooting. Please wait 2 minutes. Remaining 116 seconds ...
If you are unable to reconnect the device, please use the client tool to re-search.

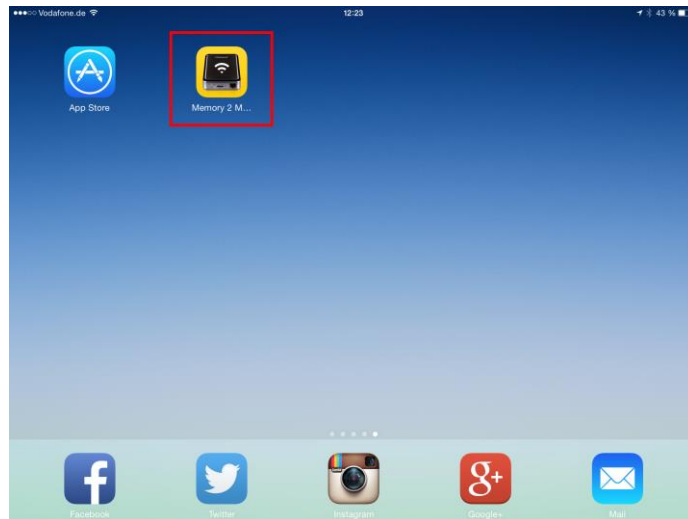
10. UTILISATION D'APPAREILS MOBILES

10.1 INSTALLATION DE L'APP IOS MEMORY 2 MOVE PRO

1. Cliquez sur l'icône « App Store » sur l'écran d'accueil comme l'image suivante le montre. Cherchez l'application gratuite « Memory 2 Move Pro » et suivez les instructions d'installation qui s'affichent à l'écran.

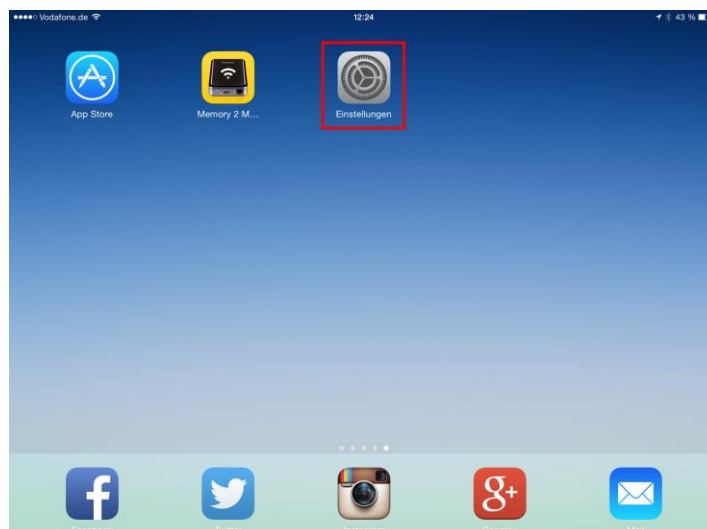


2. Une fois l'installation terminée, l'application « Memory 2 Move Pro » se trouve sur l'écran d'accueil de votre appareil (voir l'image ci-dessous).



10.2 CONNEXION SANS FIL A VOTRE IPHONE / IPAD

1. Activez le « Memory 2 Move Pro ». Attendez quelques minutes la fin du processus d'initialisation de l'appareil. La LED Wi-Fi bleue sur l'appareil doit arrêter de clignoter, indiquant que le processus d'initialisation est terminé.
2. Cliquez sur l'icône « Réglages » comme indiqué sur l'image suivante.



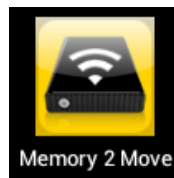
3. Cliquez sur le point de menu « Wi-Fi ». Dans la liste des réseaux Wi-Fi disponibles, le réseau « Memory2Move-XXXX » devrait apparaître. Cliquez sur « Memory2Move-XXXX ». Entrez le mot de passe (intenso1 par défaut) Si vous avez saisi un mot de passe tel que décrit au point 8.4. sous « Réglages Wi-Fi & LAN », saisissez-le maintenant.



Une fois le « Memory2Move-XXXX » a été sélectionné, une coche apparaîtra avant le SSID et le logo Wi-Fi apparaît dans le coin haut à gauche de l'écran.

10.3 CONNEXION DE L'UTILISATEUR IOS

Cliquez sur le logo « Memory 2 Move Pro » pour lancer l'application tel que le montre l'image ci-dessous.



Entrez le mot de passe d'administrateur que vous avez alloué pendant la configuration (réglage d'usine 00000). Le mot de passe n'est requis que pour la première connexion. L'appareil enregistre votre saisie, ainsi, une nouvelle saisie n'est pas nécessaire à la 2^{ème} connexion.

MEMORY 2 MOVE PRO

User Name

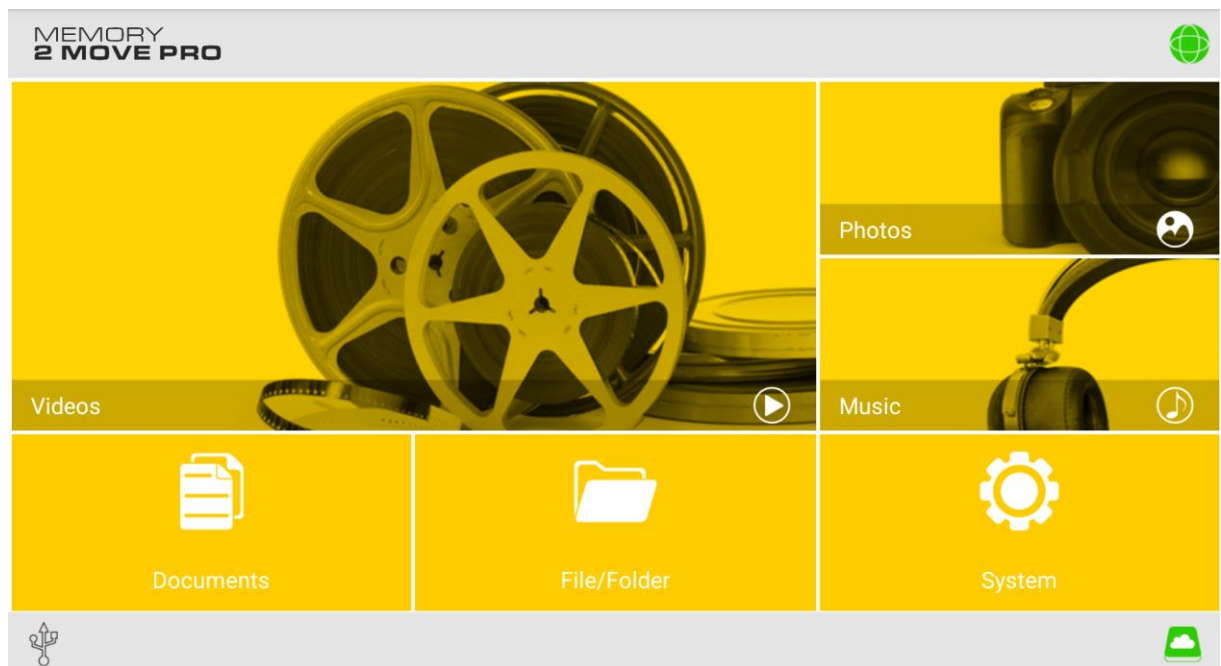
Password

Remember password

Cancel

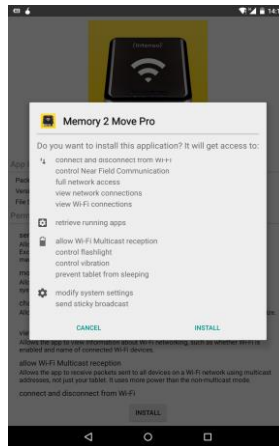
OK

Dès que vous avez saisi correctement le mot de passe, vous arrivez automatiquement dans le menu « Memory 2 Move Pro ». Ceci est votre accès direct au disque dur Wi-Fi.

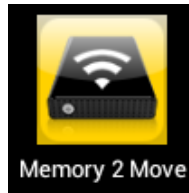


10.4 INSTALLATION DE L'APP ANDROID MEMORY 2 MOVE PRO

1. Ouvrez « Google Play Store » ou le « App Center » et recherchez l'app gratuite « Memory 2 Move Pro ».
2. Suivez les instructions d'installation à l'écran tel que montré sur l'image suivante.



3. Dès que l'installation a été terminée avec succès l'app « Memory 2 Move Pro » se trouve sur l'écran d'accueil de votre appareil (voir l'image suivante).



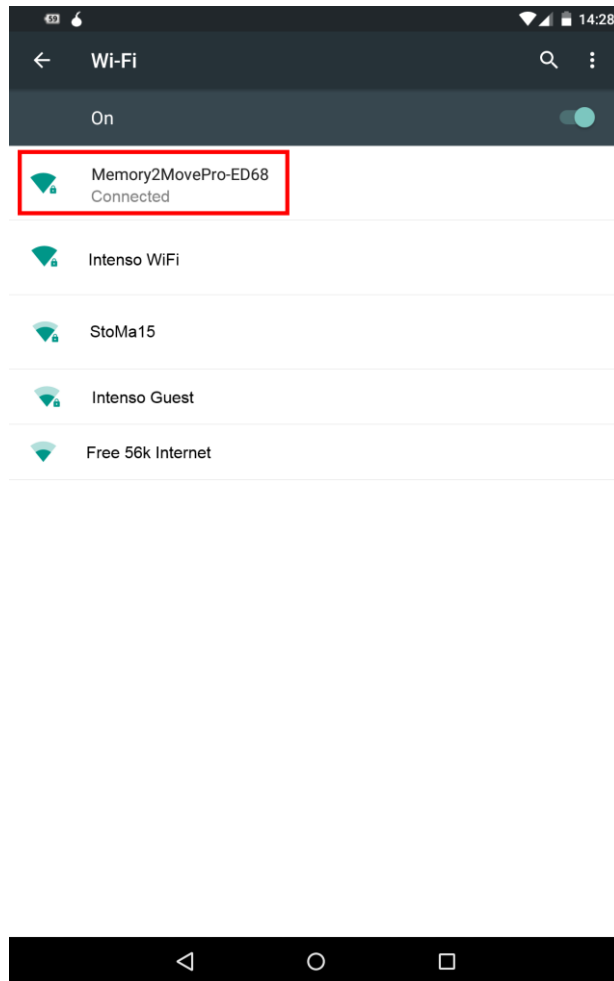
10.5 CONNEXION SANS FIL A VOTRE APPAREIL ANDROID

1. Activez le « Memory 2 Move Pro ». Attendez quelques minutes la fin du processus d'initialisation de l'appareil. La LED Wi-Fi bleue sur l'appareil doit arrêter de clignoter, indiquant que le procédé d'installation est terminé.
2. Cliquez sur l'icône « Réglages » tel que montré dans l'image suivante.



3. Activez la fonction Wi-Fi en glissant le « commutateur virtuel » vers la droite. Dans la liste des réseaux Wi-Fi disponibles, le réseau « Memory2Move-XXXX » devrait apparaître. Cliquez

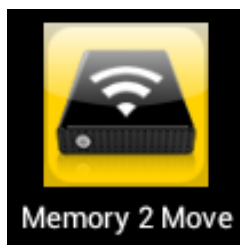
sur ce réseau tel que montré dans l'image suivante. Si vous avez déterminé un mot de passe au point 8 sous « Réglages Wi-Fi & LAN », saisissez-le maintenant.



4. Le mot « Connecté » apparaît sous le nom SSID lorsque l'appareil a été connecté avec succès au disque dur Wi-Fi.

10.6 CONNEXION DE L'UTILISATEUR (ANDROID)

1. Cliquez sur le logo de l'app « Memory 2 Move Pro » pour lancer l'application (voir l'image ci-dessous).



2. Saisissez le mot de passe d'administrateur que vous avez alloué pendant la configuration (réglage d'usine 00000). Le mot de passe n'est requis que pour la première connexion. L'appareil enregistre votre saisie, ainsi, une saisie n'est pas nécessaire lors de la connexion 2^{ème} connexion.

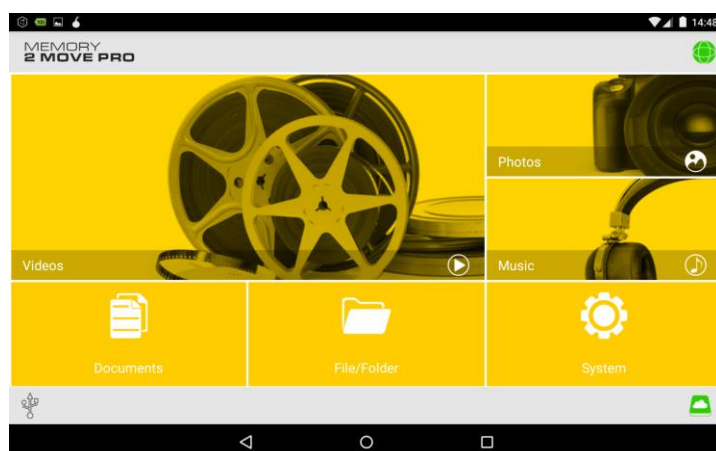
MEMORY 2 MOVE PRO

User Name

Password

Remember password

3. Dès que vous avez saisi correctement le mot de passe, vous arrivez automatiquement dans le menu « Memory 2 Move Pro ». Ceci est votre accès direct au disque dur Wi-Fi.



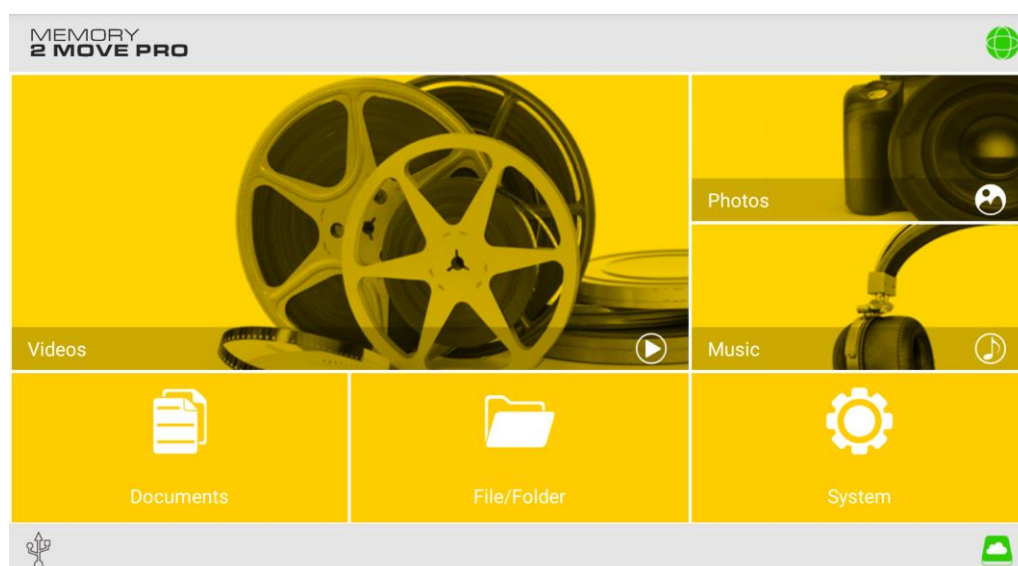
11. FONCTIONS DE BASE

11.1 UTILISATION POUR APPAREILS IOS



Dès que vous vous êtes connecté avec succès au « Memory 2 Move Pro », vous arrivez automatiquement dans le menu « Memory 2 Move Pro ». Ceci est votre accès direct au disque dur Wi-Fi.

Les sous-menus suivants peuvent être sélectionnés dans les menus :

Menu principal « Mon appareil » – Pour l'organisation de vos fichiers, vous avez ici à votre disposition en standard les dossiers « Documents », « Musique », « Photos », « Vidéos » et « iPad » / « iPhone ».



Menu principal « Memory 2 Move Pro » – L'accès aux fichiers Memory 2 Move Pro.

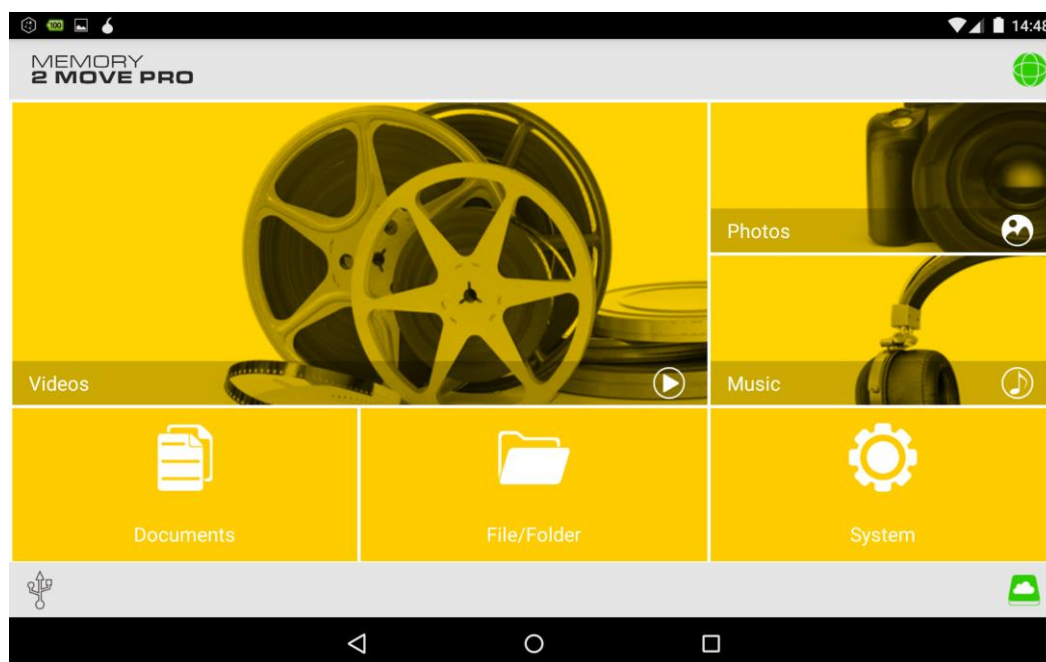
	Le symbole internet est indiqué en vert, s'il y a une connexion internet.
	Le symbole WiFi HDD est indiqué en vert, s'il y a une connexion actuelle au dispositif.

11.2 UTILISATION POUR APPAREILS ANDROID



Dès que vous vous êtes connecté avec succès au « Memory 2 Move Pro », vous arrivez automatiquement dans le menu « Memory 2 Move Pro », ceci est votre accès direct au disque dur Wi-Fi.

Les sous-menus suivants peuvent être sélectionnés dans les menus :

Menu principal « Mon appareil » – Pour l'organisation de vos fichiers, vous avez ici à votre disposition en standard les dossiers « Documents », « Musique », « Photos », « Vidéos » et « Carte SD ».




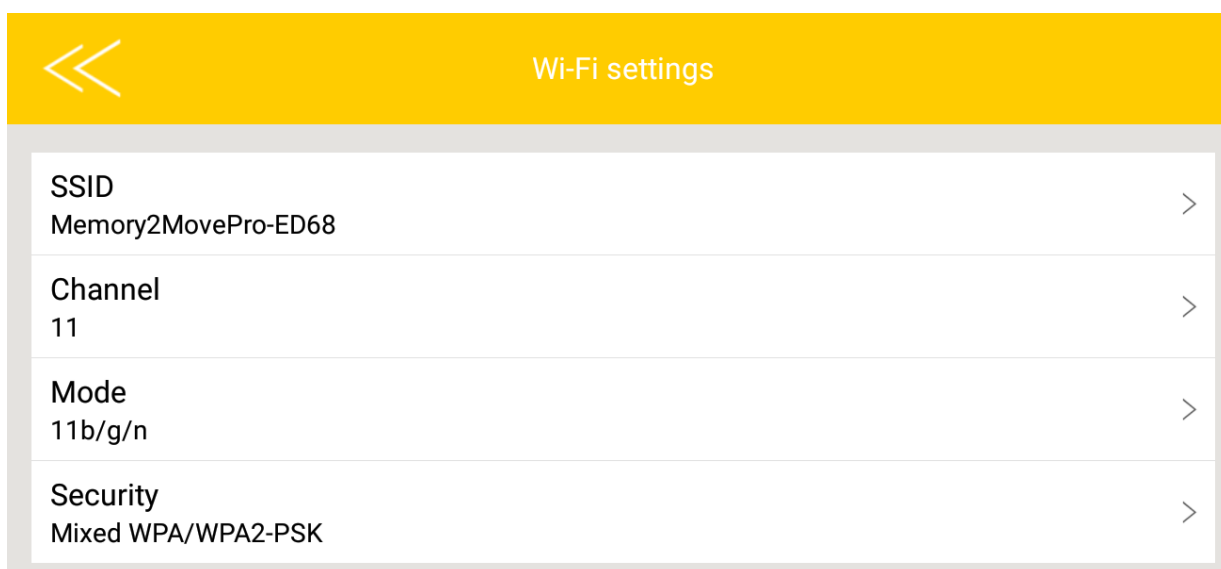
Menu principal « Memory 2 Move Pro » – L'accès aux fichiers Memory 2 Move Pro.

	Le symbole internet est indiqué en vert, s'il y a une connexion internet.
	Le symbole WiFi HDD est indiqué en vert, s'il y a une connexion actuelle au dispositif.

11.3 REGLAGES WI-FI (IOS ET ANDROID)

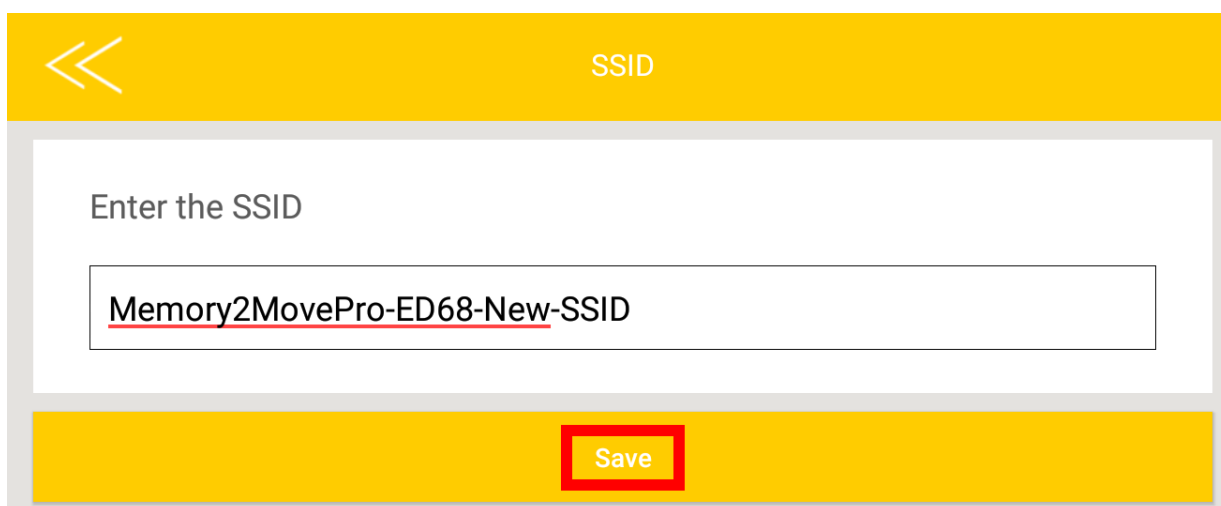
11.3.1 REGLAGES WI-FI INTERFACE

Cliquez sur  pour modifier les réglages Wi-Fi. Cette caractéristique apparaît uniquement si vous allez sur « Mon appareil Wi-Fi ».



10.3.2 MODIFICATION DU NOM DE L'APPAREIL

Cliquez sur le bouton  pour modifier le nom.



Lorsque vous avez saisi un nouveau nom, le bouton « Insérer » / « Set » apparaît en haut o droite. Cliquez dessus pour enregistrer la modification.

11.3.3 SECURITE

Sous les réglages Wi-Fi HDD apparaissent les options de sécurité : Le disque dur Wi-Fi supporte les formats de sécurité suivants : WPA-PSK, WPA2-PSK, mixed WPA/WPA2-PSK. Si vous désirez ajouter un nouveau code de sécurité, on vous demandera un mot de passe sans fil.

Ensuite, sélectionnez en haut à droite le bouton « Set » ou « Insérer » pour enregistrer le réglage et le mot de passe.

<< Security

None

WPA-PSK

WPA2-PSK

Mixed WPA/WPA2-PSK ✓

Enter the password

.....

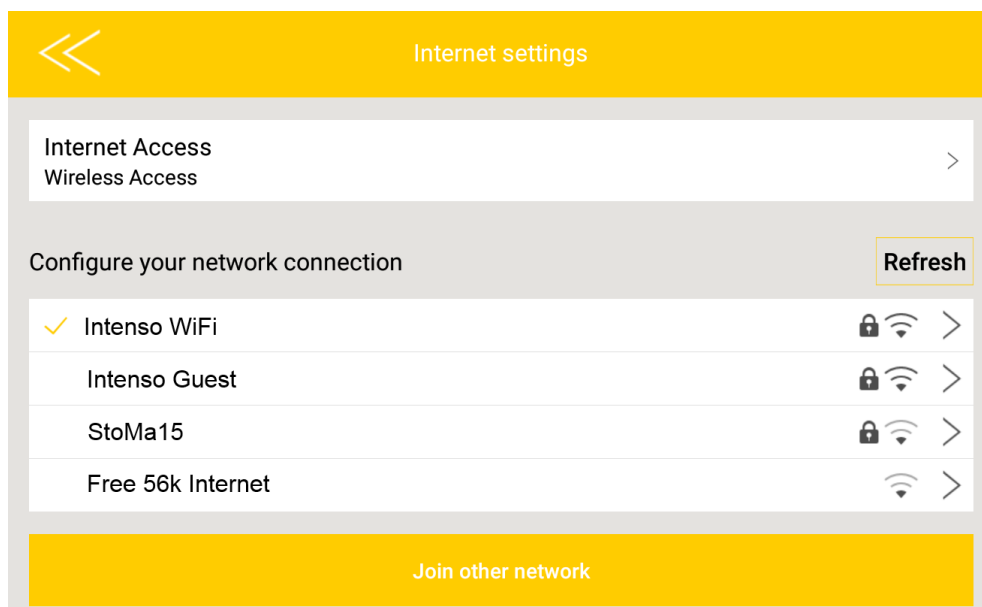
Show password

Password must be any combination of letters and numbers, length is 8-63 characters.

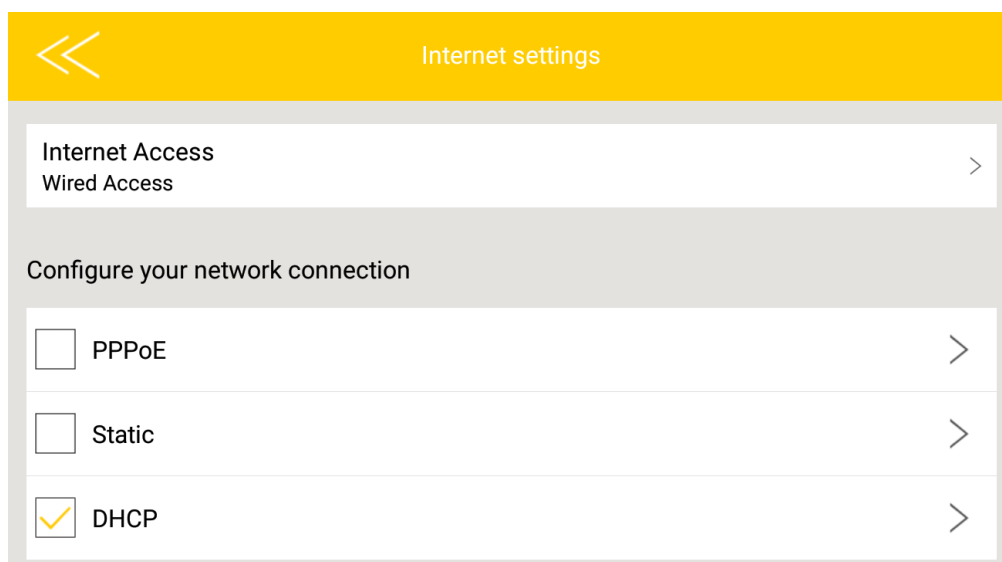
Save

11.3.4 ACCES INTERNET

Sous Réglages Internet, les accès Internet vous sont présentés. Vous pouvez choisir entre accès à fil (wired) et accès sans fil (wireless). Vous trouverez la connexion sans fil sous Réglages Internet au milieu de l'image suivante :



Si vous choisissez la variante à fil, il faut tout d'abord configurer le réseau auquel vous vous êtes connecté.



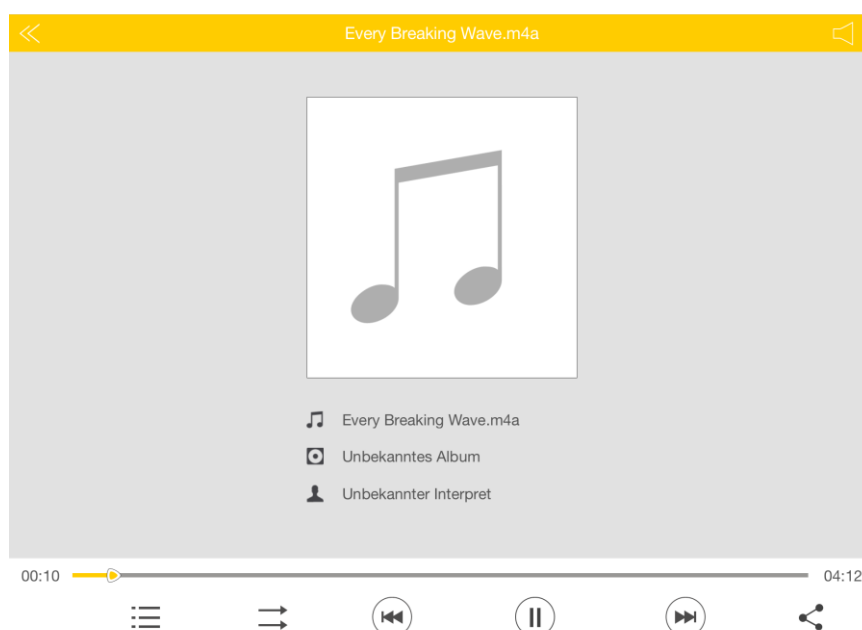
Lorsque vous avez fait votre choix, cliquez sur « Sauvegarder », ensuite vous serez invité à démarrer un « reboot » en cliquant sur « OK ».

11.4 RESTITUER DES FICHIERS DE MUSIQUE / AUDIOS (IOS / ANDROID)

Tuyau : Il est recommandé de créer un ou plusieurs dossiers pour tous vos fichiers de musique / vidéos. Ceci facilite l'utilisation et l'organisation de votre disque dur WiFi.

Les fichiers de musique ou vidéos peuvent être restitués indépendamment du menu actuel et du lieu d'enregistrement (« Memory 2 Move Pro » ou « Mon appareil »).

Pour ce faire, vous devez simplement rechercher le fichier. En cliquant sur le fichier désiré, celui-ci est restitué automatiquement.








Remarque : Pour d'autres informations concernant les formats de fichiers supportés, veuillez consulter le mode d'emploi de votre appareil iOS.

⏮ - Cliquez sur ce bouton pour recommencer le fichier audio dès le début. Au deuxième clic, le fichier audio précédent est restitué.

⏭ - Cliquez sur ce bouton pour arriver au fichier audio suivant.

▶ - Cliquez sur ce bouton pour démarrer la restitution du fichier audio. Cliquez sur la touche Pause **⏸** pour interrompre / arrêter la restitution.

Il existe 4 modes de restitution :

- a.  - Répétition du fichier actuel : Le fichier restitué actuellement est répété. On l'interrompt en actionnant .
- b.  - Restitution aléatoire de tous les fichiers audio se trouvant dans le dossier actuel.
- c.  - Restitution du dossier actuel : Les fichiers audio sont restitués les uns après les autres et ne sont pas répétés.
- d.  Répétition du dossier : Tous les fichiers audio du dossier sont restitués l'un après l'autre et sont ensuite répétés.

Remarque : Maintenez le bouton de l'affichage d'avancement appuyé et glissez-le vers la droite ou la gauche pour avancer ou reculer dans un fichier audio.

Tuyau : Vous pouvez quitter à tout moment l'interface du lecteur de musique. La restitution de vos fichiers audio continue en arrière-plan.















11.5 RESTITUER DES FILMS / VIDEOS

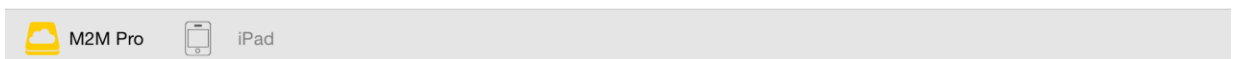
11.5.1 IOS

Tuyau : Il est recommandé de créer un ou plusieurs dossiers pour tous vos fichiers vidéos / films. Ceci facilite l'utilisation et l'organisation de votre disque dur WiFi.

Les fichiers vidéo / ou de films peuvent être restitués indépendamment du menu actuel et du lieu d'enregistrement (« Memory 2 Move Pro » ou « Mon appareil »).





Pour ce faire, vous devez simplement rechercher le fichier. En cliquant sur le fichier désiré, celui-ci est restitué automatiquement.

Videos			
All Files	Top 25		My Favorites
	1984.mov 10.1MB	2015/08/07 11:30:18	
	Change.mov 11.5MB	2015/08/07 11:30:24	
	dja.mov 10.1MB	2015/08/07 11:30:34	
	HDD-Test.mov 10.4MB	2015/08/07 11:30:12	
	Intenso_Testsieger.MOV 12.3MB	2015/08/07 11:30:03	
	Preis-Leistung-Sieger_Intenso.mov 10.4MB	2015/08/07 11:30:08	
	Quality-First.mov 9.9MB	2015/08/07 11:30:40	



Remarque : Pour d'autres informations concernant les formats de fichiers supportés, veuillez consulter le mode d'emploi de votre appareil iOS.

En standard, la restitution vidéo est en format transversal. Vous avez les possibilités de sélection suivantes :

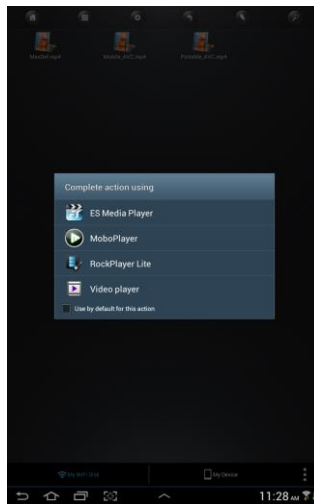
1.  - Maintenez cette touche appuyée pour rembobiner le fichier vidéo pendant la restitution.
2.  - Maintenez cette touche appuyée pour faire avancer le fichier vidéo pendant la restitution.
3.  - Cliquez sur cette touche pour démarrer / continuer la restitution du fichier vidéo.
4.  - Cliquez sur cette touche pour interrompre la restitution du fichier vidéo.

11.5.2 ANDROID

Tuyau : Il est recommandé de créer un ou plusieurs dossiers pour tous vos fichiers vidéos / films. Ceci facilite l'utilisation et l'organisation de votre disque dur WiFi.

Les fichiers vidéo / ou de films peuvent être restitués indépendamment du menu actuel et du lieu d'enregistrement (« Memory 2 Move Pro » ou « Mon appareil »).

Pour ce faire, vous devez simplement rechercher le fichier. En cliquant sur le fichier désiré, celui-ci est restitué automatiquement.



Remarque : La commande et les possibilités de réglage de la restitution vidéo varient en fonction du Movie Player installé sur votre appareil Android.

Pour d'autres informations concernant la commande, veuillez consulter le mode d'emploi de votre Movie Player.

11.6 RESTITUTION DE FICHIERS PHOTOS

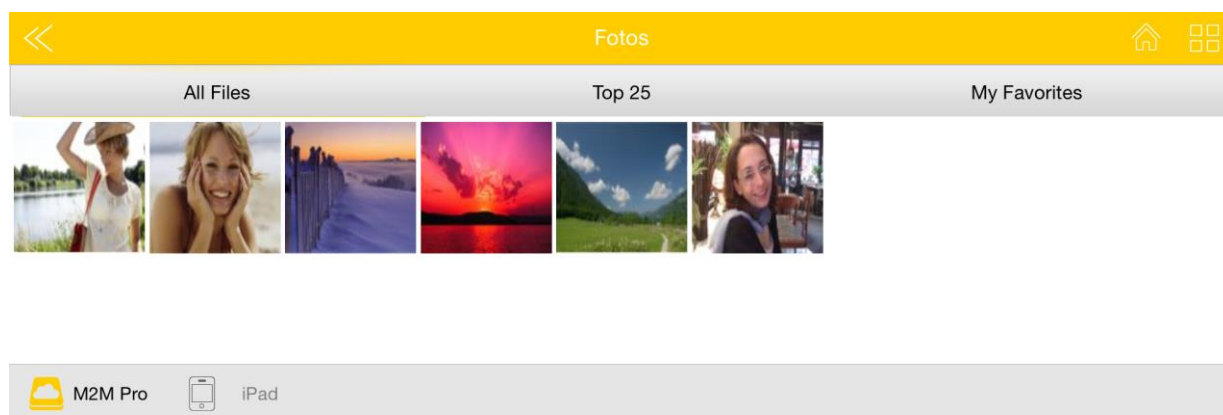
11.6.1 IOS

Tuyau : Il est recommandé de créer un ou plusieurs dossiers pour tous vos fichiers photos sur le Memory 2 Move Pro. Ceci facilite l'utilisation et l'organisation de votre disque dur WiFi.

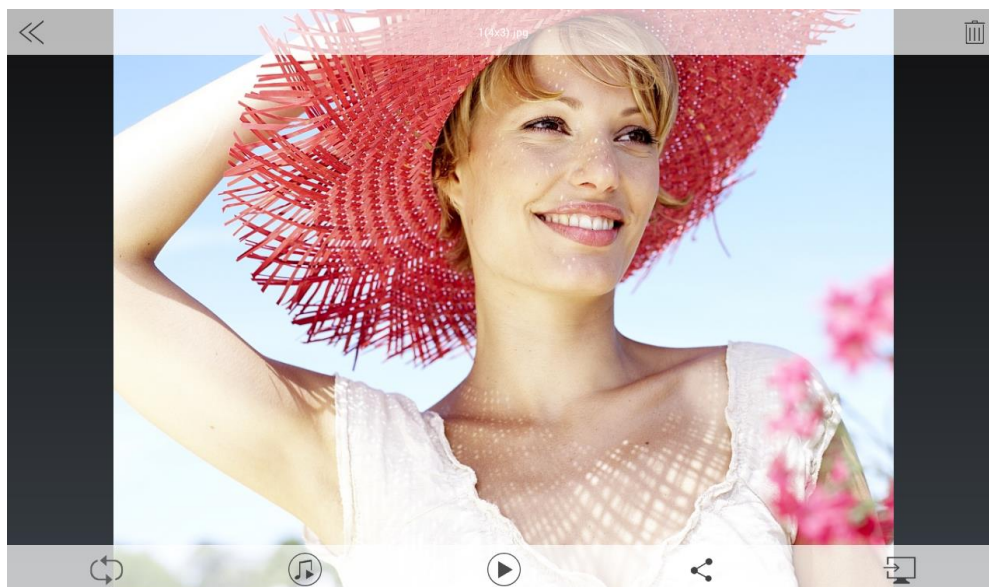
Remarque Le disque dur Wi-Fi supporte la restitution des formats d'images suivants : .jpg, .tiff, .gif et .bmp

Les fichiers photos supportés peuvent être affichés soit dans un aperçu de miniatures, soit sous forme de liste, tel que montré dans les images suivantes.


Toutes les photos en formats non supportés sont affichées comme aperçu de miniatures exemplaire ou comme icône.







Cliquez sur n'importe quel fichier photo pour ouvrir le diaporama automatique. Si la barre de menu ne s'ouvre pas directement, cliquez une 2^{ème} fois sur la photo afin qu'elle apparaisse (voir en haut dans la photo suivante).



Vous avez le choix entre les fonctions suivantes dans le diaporama :

Passez avec le doigt sur l'écran de la droite vers la gauche ou de la gauche vers la droite pour commander manuellement l'affichage du diaporama ou cliquez sur la touche Play , pour faire défiler le diaporama automatiquement.

- Cliquez sur la touche Pause  pour interrompre le diaporama. En appuyant une nouvelle fois sur la touche Pause, vous continuez le diaporama.
- Cliquez sur la touche  pour l'affichage des photos une fois ou pour répéter le dossier entier.

La musique de fond peut être ajoutée pendant le diaporama. Cliquez sur la touche  pour démarrer la musique de fond. Pour interrompre la musique de fond, cliquez sur la touche .

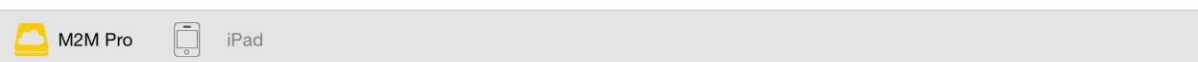
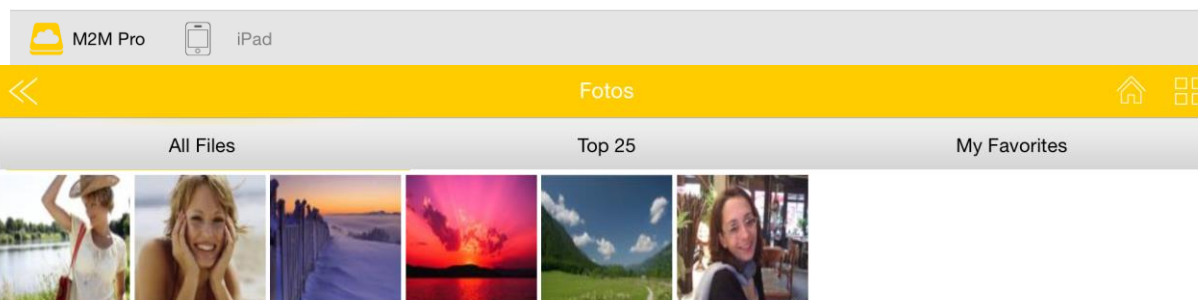
11.6.2 ANDROID

Tuyau : Il est recommandé de créer un ou plusieurs dossiers pour tous vos fichiers photos. Ceci facilite l'utilisation et l'organisation de votre disque dur WiFi.

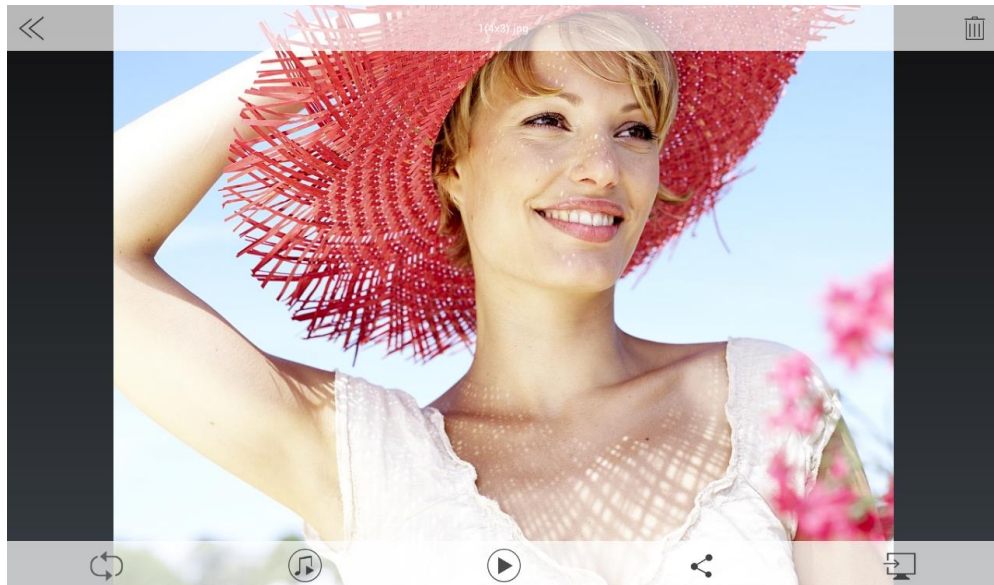
Remarque Le disque dur Wi-Fi supporte la restitution des formats d'images suivants : .jpg, .tiff, .gif et .bmp

Les fichiers photos supportés peuvent être affichés soit dans un aperçu de miniatures, soit sous forme de liste, tel que montré dans les images suivantes.


Toutes les photos en formats non supportés sont affichées comme aperçu de miniatures exemplaire ou comme icône.








Cliquez sur n'importe quel fichier photo pour ouvrir le diaporama automatique. Si la barre de menu ne s'ouvre pas directement, cliquez une 2^{ème} fois sur la photo afin qu'elle apparaisse (voir en haut dans la photo suivante).



Vous avez le choix entre les fonctions suivantes dans le diaporama :

Passez avec le doigt sur l'écran de la droite vers la gauche ou de la gauche vers la droite pour commander manuellement l'affichage du diaporama ou cliquez sur la touche Play , pour faire défiler le diaporama automatiquement.

- Cliquez sur la touche Pause  pour interrompre le diaporama. En appuyant une nouvelle fois sur la touche Pause, vous continuez le diaporama.
- Cliquez la touche  pour afficher les photos une fois ou pour répéter le dossier entier.
- Cliquez sur  pour faire défiler une seule fois le diaporama. La restitution s'arrête après le dernier fichier photos.

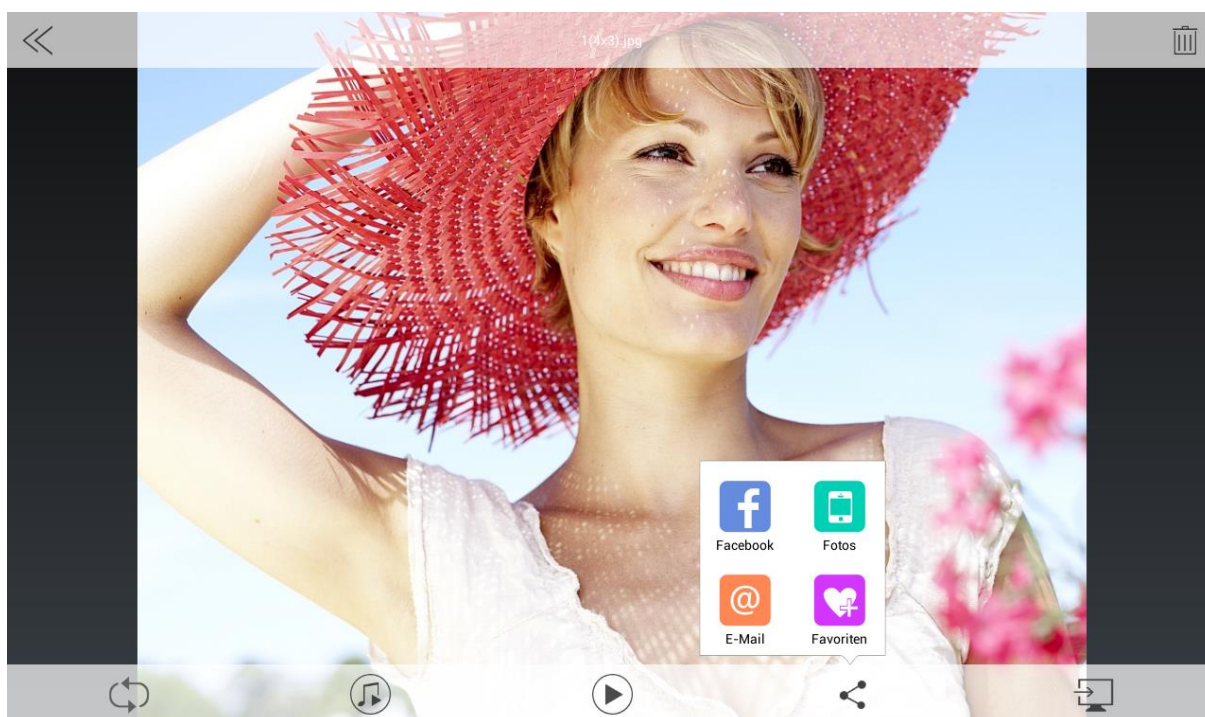
La musique de fond peut être ajoutée pendant le diaporama. Cliquez sur la touche  pour demarrer la musique de fond. Pour interrompre la musique de fond cliquez sur la touche .


11.7 PARTAGE DE FICHIERS PHOTOS

11.7.1 IOS

Vous avez différentes possibilités pour partager vos fichiers photos avec votre famille et vos amis, par ex. par E-mail, en les enregistrant dans l'album photo de l'appareil utilisé ou au moyen d'un téléchargement sur Facebook.

Remarque : Pour le partage de fichiers photos par E-mail ou sur les réseaux sociaux, vous avez besoin d'une connexion Internet.



- Cliquez sur  dans le coin en haut à droite de l'écran pour afficher les trois possibilités de partage de fichiers photos.
- E-mail - Cliquez ici pour démarrer l'app E-mail standard et sélectionnez le fichier désiré comme pièce jointe.



An:

Kopie/Blindkopie,

Betreff:

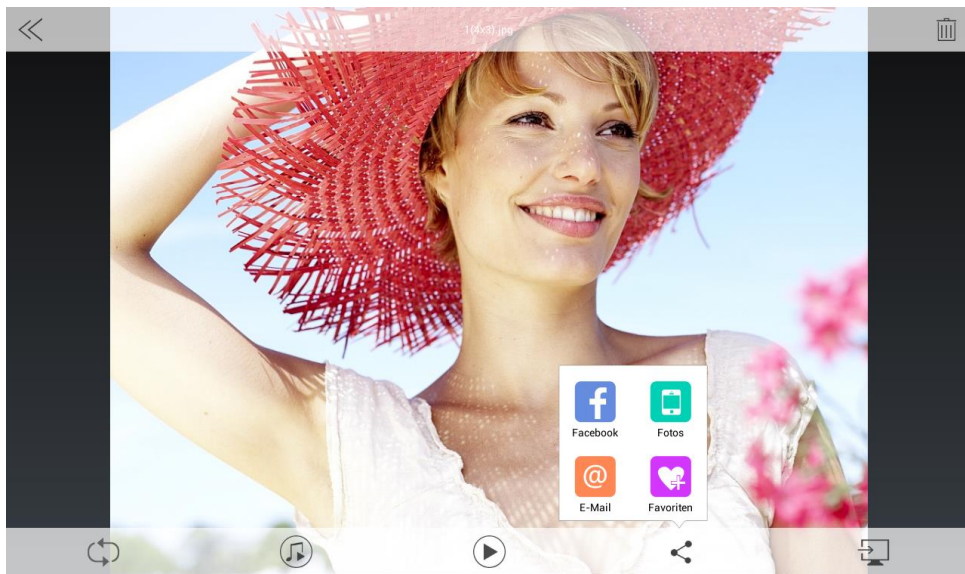



- Ajouter à l'album : Cliquez sur cette option pour ajouter le fichier photos sélectionné dans l'album photo de l'appareil utilisé.
- Facebook Upload : Cliquez sur cette option et vous êtes amené automatiquement vers le Facebook Login. Pour ce faire, l'app Facebook doit être installée sur votre appareil. Un compte Facebook est également nécessaire.

11.7.2 ANDROID

Les différentes possibilités de partage de vos fichiers photos dépendent des différentes apps installées sur votre appareil.

Remarque : Pour le partage de fichiers photos par E-mail ou sur les réseaux sociaux, vous avez besoin d'une connexion Internet.

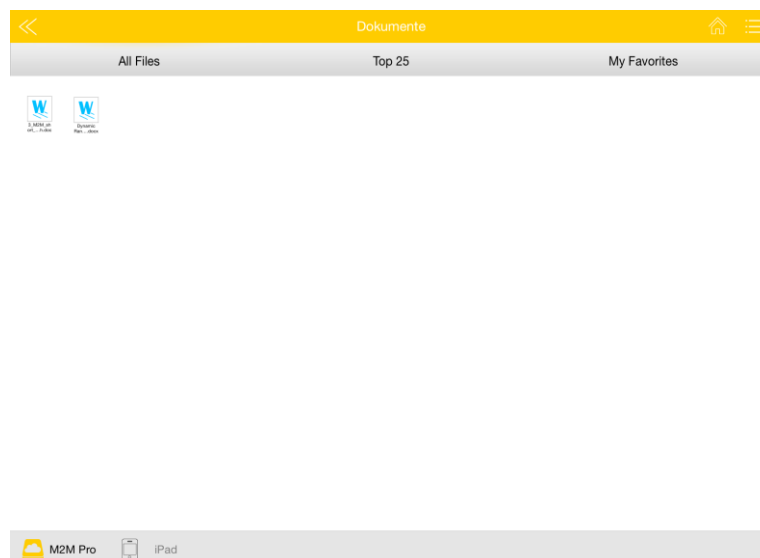




Sélectionner le symbole  dans le coin en haut à droite de l'écran pour afficher les différentes possibilités de partage des fichiers photos.

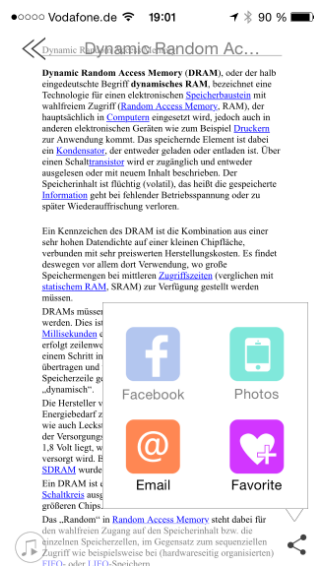
11.8 OUVRIR / AFFICHER DES DOCUMENTS

11.8.1 IOS

L'app « Memory 2 Move Pro » supporte les fichiers Keynote, Numbers, Page, Excel, PowerPoint et Word ainsi que les fichiers .pdf et .txt.

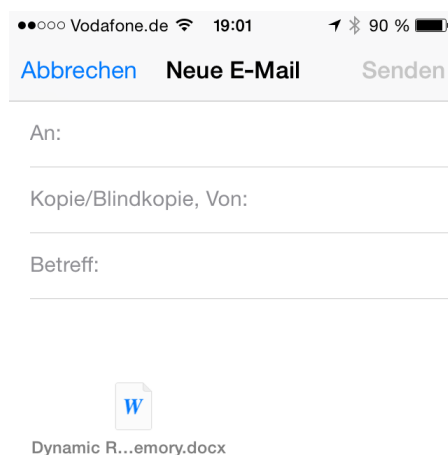


Pour ouvrir et regarder ces fichiers, cliquez simplement sur le fichier désiré. Les formats supportés sont ouverts automatiquement. Cliquez sur la touche « Retour »  pour retourner au menu précédent ou cliquez sur la touche  pour envoyer le fichier photos par E-mail, tel que montré dans l'image suivante.



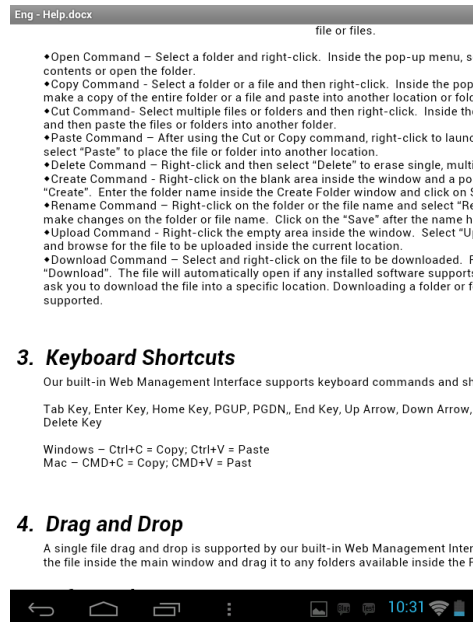
Remarque : Pour l'envoi d'E-mails, vous avez besoin d'une connexion Internet.

Cliquez sur la touche « E-mail ». L'app E-mail standard est démarrée automatiquement et le document sélectionné peut être envoyé en tant que pièce jointe.



11.8.2 ANDROID


Pour ouvrir des documents sur votre appareil Android, touchez simplement le fichier désiré. Celui-ci est ouvert automatiquement avec un programme standard ou une app installée par vos soins (cf. image suivante).

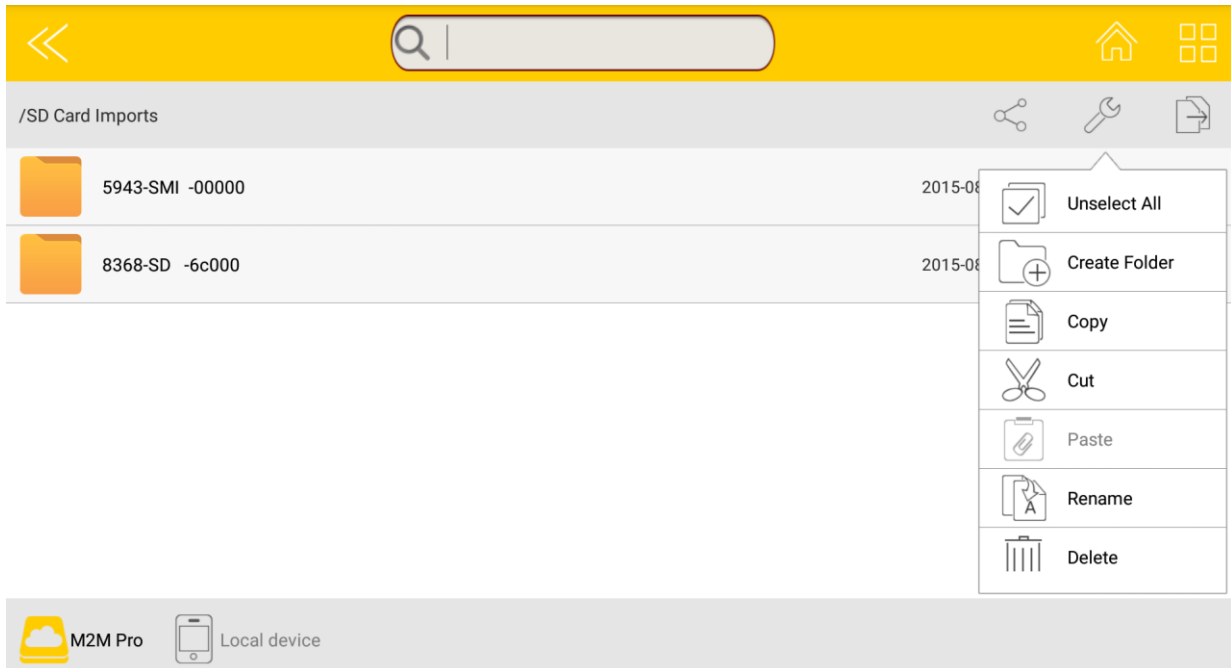


Pour envoyer le document en tant que pièce jointe, veuillez consulter le mode d'emploi du programme avec lequel vous ouvrez le fichier.



Remarque : Pour l'envoi d'E-mails, vous avez besoin d'une connexion Internet.

11.9 FONCTIONS RECOPIER, ELIMINER, DOWNLOAD ET UPLOAD (IOS ET ANDROID)

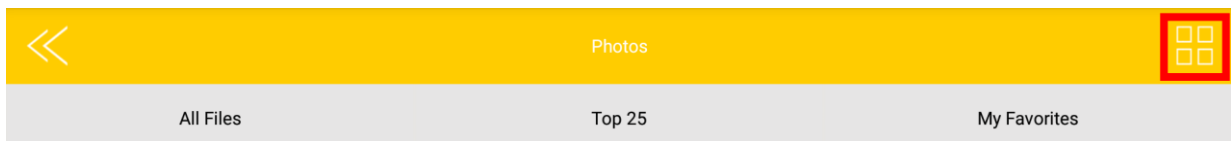
Veillez choisir vos fichiers en touchant les icones avec le doigt pour afficher une marque rouge et ouvrez le menu de l'explorateur en touchant la touche .



Les options suivantes sont disponibles : sélectionner tout, créer un dossier, copier, couper, coller, renommer et éliminer.

Vous pouvez aussi partager les fichiers en touchant la touche . En touchant la touche  vous affichez l'état actuel du transfert du fichier.

11.10 OPTIONS DE TRIAGE – FORMAT D’AFFICHAGE :



1) Triage par heure :

- a) en partant de l'élément plus récent
- b) en partant de l'élément moins récent

2) Triage par nom :

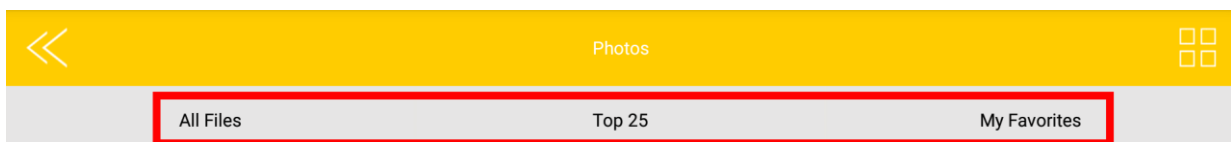
- a) en partant de la lettre a
- b) en partant de la lettre z

3) Triage par format du fichier :

- a) en partant de la lettre a
- b) en partant de la lettre z

Les fichiers existants peuvent être affichés comme liste ou avec de miniatures.

11.11 OPTIONS DE SELECTION DU FICHER :



1.) Tous les fichiers : affichage des tous les fichiers existants

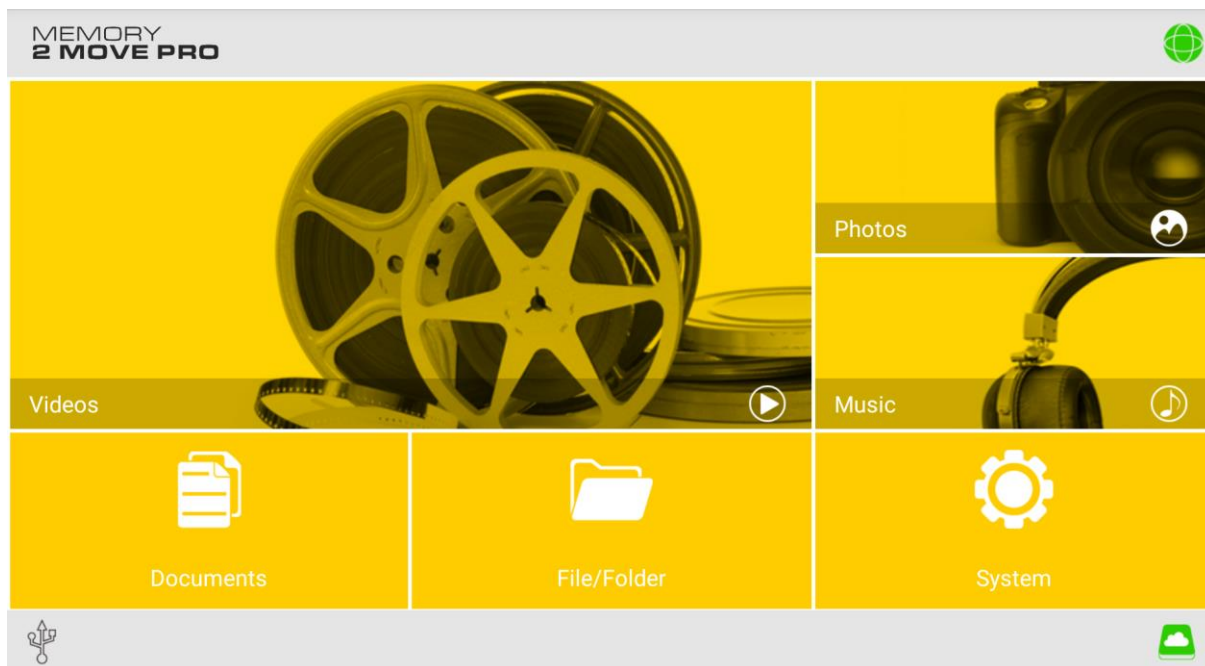
2.) Top 25 : affichage des 25 fichiers les plus sélectionnés.

3.) Favoris : en sélectionnant le cœur rouge à côté du nom du fichier vous pouvez ajouter des singles fichiers aux favoris.

12. FONCTIONS DE MANAGEMENT WEB

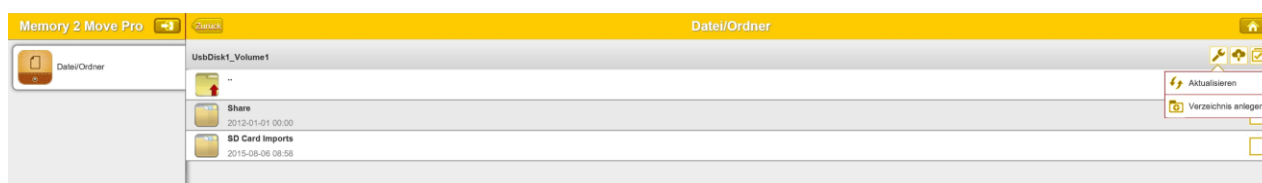
Pour configurer l'appareil Wi-Fi, veuillez utiliser le logiciel « WiFi Finder » pour vous connecter au Memory 2 Move Pro. En alternative, vous pouvez ouvrir votre browser et saisir, dans la ligne d'adresse, l'adresse IP 10.10.10.254 si l'adresse pré-réglée à l'usine n'a pas été modifiée.









Vue du menu principal :



12.1 FONCTION EXPLORATEUR

Via cette interface d'administrateur, vous pouvez copier des données sur le Memory 2 Move Pro ainsi que des fichiers du Memory 2 Move Pro sur le PC que vous utilisez. Vous pouvez en outre créer des répertoires, les copier, renommer ou effacer tout comme vous en avez l'habitude avec votre PC.



 Refresh	Actualiser – cliquez sur ce bouton pour actualiser la vue de l'écran.
	Télécharger – cliquez sur ce bouton pour charger des fichiers sur l'appareil.
 Create Folder	Créer – pour créer un répertoire sur le Memory 2 Move Pro. Le nom du répertoire doit comporter au maximum 26 caractères.
 Copy	Copier – pour copier des fichiers dans un autre dossier.
 Cut	Déplacer – pour déplacer un fichier dans un autre endroit de la mémoire.
	Afficher tous les fichiers à la fois
 Delete	Effacer – pour retirer des fichiers de l'appareil.
 Rename	Renommer – pour effectuer des modifications du nom de fichier.

12.1 INFORMATIONS

Ici sont affichées des informations de détail concernant le matériel, le statut du réseau et la mémoire.

12.2.1 INFORMATIONS SUR L'APPAREIL

Ici sont affichées des informations telles que le nom de l'appareil, le numéro de série, le fabricant, le numéro de modèle et la charge CPU.

12.2.2 INFORMATION SUR LA MEMOIRE

Ici, vous recevez des informations sur le lecteur intégré, telles que par exemple la capacité totale, le fabricant du disque dur et la mémoire disponible.

12.2.3 INFORMATION SUR LE RESEAU

Des informations détaillées sur le statut actuel du réseau, telles que par exemple l'adresse du réseau, le statut Internet ou le nom actuel du réseau Wi-Fi (SSID) sont affichées ici.

12.3 REGLAGES

12.3.1 UTILISATEUR

Dans le menu Réglages, cliquez sur la liaison [pour](#) modifier les réglages de l'administrateur. Le mot de passe doit comprendre au moins 5 et au plus 32 caractères. En cliquant sur le bouton « Enregistrer », les modifications sont conservées.

A la livraison, le mot de passe administrateur est : 00000

Vous pouvez aussi personnaliser les paramètres du compte invité : activer ou désactiver le compte.

12.4 RESEAU

12.4.1 NOM DE L'HOTE

Le nom de l'hôte appartient à un appareil intégré dans un réseau. Ce nom peut être choisi librement. La seule condition est que le nom commence par une lettre suivie d'une combinaison de lettres et de chiffres. Il faut au moins 2 caractères et 8 caractères au maximum sont autorisés.

12.4.2 WI-FI & LAN

Tous les réglages de réseau peuvent être effectués selon vos besoins. Les options suivantes sont disponibles :

- **SSID:** Saisissez ici le nom de votre réseau. Dans le réglage de base, il est « Memory2Move-XXXX ». 32 signes sont possibles au maximum pour le nom SSID.
- **Canal Wi-Fi :** Veuillez saisir ici le canal sur lequel l'appareil Wi-Fi doit émettre et recevoir. Le réglage de base est Auto. Dans ce cas, le canal est déterminé automatiquement par l'appareil. Vous pouvez toutefois aussi déterminer manuellement le canal sur lequel il faut émettre et recevoir. Entre 1 et 13 canaux sont disponibles.
- **Mode Wi-Fi :** Le standard de réseau sans fil pré-réglé est 802.11b/g/n. Vous pouvez aussi régler manuellement les modes 11Mbps (802.11b), 54 MBPS (802.11G), ou 150Mbps (802.11n).
- **Sécurité :** A la livraison, Mixed WPA/WPA2-PSK est sélectionné. Vous avez le choix entre les types de codage suivants : Pas de codage, WPA-PSK, WPA2-PSK, Mixed WPA/WPA2-PSK.
- **Mot de passe :** En fonction du type de codage, il faut saisir un mot de passe comprenant au moins 8 caractères et 63 au maximum.
- **Adresse IP :** L'adresse IP pré-réglée est 10.10.10.254 avec le masque de sous-réseau 255.255.255.0. Vous pouvez modifier manuellement cette adresse IP.

12.4.3 SERVEUR DHCP

Le Dynamic Host Configuration Protocol (DHCP) est un protocole de réseau qui permet à un serveur d'allouer dynamiquement des adresses IP à des ordinateurs connectés. Dans le réglage de base, le

protocole DHCP est activé. En cas de besoin, cette option peut être désactivée et les adresses IP peuvent être allouées manuellement.

Cliquez sur le bouton « Liste DHCP » et une liste des appareils actuellement connectés sera affichée.

12.4.4 REGLAGES INTERNET

... par une autre connexion avec un réseau disponible

Vous pouvez choisir entre deux options d'accès internet disponibles – par default l'accès sans fil est sélectionné (comment vous pouvez voir dans l'image).

- A. Accès sans fil : en connectant le dispositif « M2M » avec un autre réseau sans fil pour obtenir l'accès a Internet.
- B. Accès avec fil : en connectant directement « M2M » avec un port disponible derrière le router pour connecter avec un autre réseau.

Sélection de l'accès sans fil

- **Mot de passe :** insérez le mot de passe correct pour vous connecter avec la connexion du réseau sans fil.
- **Adresse IP :** sélectionnez DHCP ou manuel pour assigner une adresse IP
 - En sélectionnant DHCP, l'host va mettre à disposition une adresse IP automatique pour la connexion internet.
 - En sélectionnant manuel, vous devez manuellement attribuer une adresse IP pour la connexion internet.

Sélection de l'accès avec fil

En sélectionnant l'accès avec fil, l'IP dynamique est sélectionnée comme réglage par défaut. Vous pouvez assigner votre adresse IP, en cliquant sur la flèche verte, pour puis sélectionner l'option de l'IP statique.

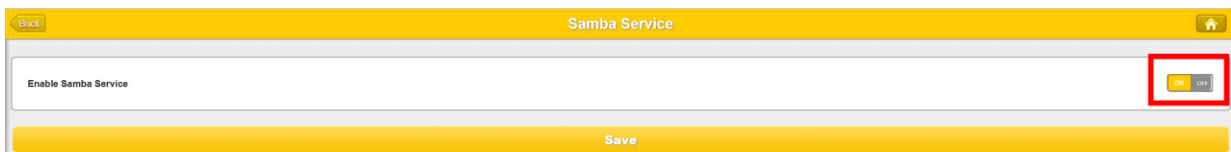
Cliquer sur le bouton « X » si vous voudrez l'éliminer et abandonner cette fenêtre.

Remarque : Si vous ne pouvez pas vous connecter avec un autre réseau, veuillez contacter votre administrateur de réseau pour les directives applicables pour vous !

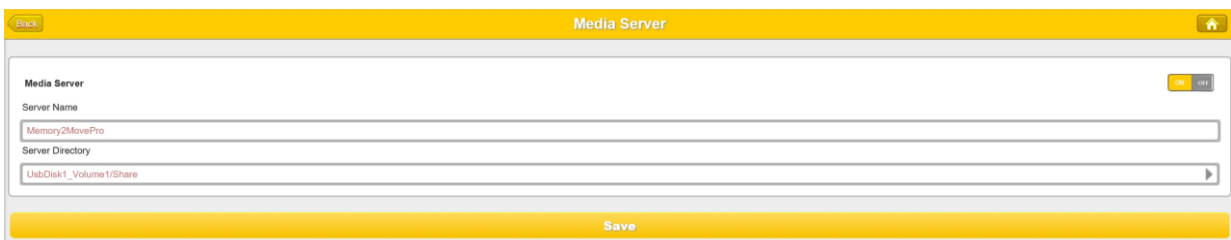
12.5 SERVICES

12.5.1 SAMBA

L'accès et l'échange de données sont très simples avec le Samba Service. Ce service est déjà activé à la livraison (voir Screenshot).



12.5.2 SERVEUR MEDIA



Fonctions :

Ici vous activer / désactiver le service DLNA : On / Off. Vous pouvez aussi changer le répertoire DLNA.

- 1.) Cliquez sur la fleche à droite du « repertoire DLNA ».

DLNA Directory



- 2.) Choisissez OK pour changer le répertoire.
- 3.) Sélectionnez le répertoire préféré et cliquez OK.



12.5.3 REGLAGES DE L'HEURE

Pour ce faire, vous avez la possibilité de sélectionner aussi bien manuellement une zone horaire que d'effectuer une synchronisation automatique de l'heure.

Si vous avez opté pour la sélection manuelle d'une zone horaire, cliquez simplement sur la flèche jaune à côté de la case « Fuseau horaire » et sélectionnez, en fonction du site, dans le point de menu, la zone horaire désirée.

Si vous choisissez la synchronisation automatique de l'heure, l'heure est actualisée chaque fois que vous êtes connecté à Internet.

The screenshot shows a mobile application interface for 'Time Settings'. The top bar is yellow and contains a 'Back' button, the title 'Time Settings', and a home icon. Below this, the settings are organized into sections: 'Time Zone' with a dropdown menu showing '(GMT+02:00)Athens'; 'Summer time' with a toggle switch set to 'OFF'; 'Automatically synchronize with an Internet Time Server' with a toggle switch set to 'ON'; 'Date' with three dropdown menus for year (2015), month (8), and day (7); and 'Time' with three dropdown menus for hours (15), minutes (53), and seconds (19). At the bottom, there is a yellow 'Save' button.

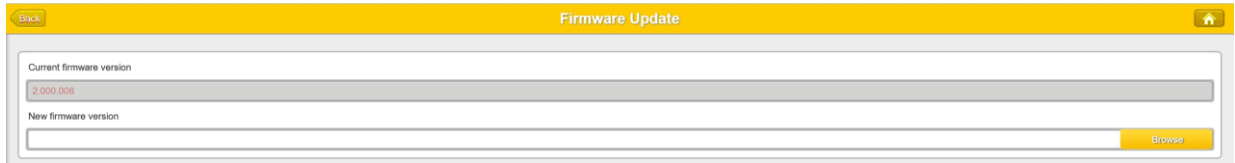
Options pour la synchronisation de l'heure :

Fréquence : Tous les jours, tous les 2 jours, tous les 3 jours, .. Vous pouvez choisir les intervalles de synchronisation jusqu'à 7 jours.

La synchronisation automatique de l'heure peut être coupée à tout moment et l'option « Reprise de l'heure PC » peut être choisie à sa place. Dans ce cas, l'heure actuelle de votre PC est reprise, de façon à ce que les deux appareils affichent la même heure.

12.5.4 MISE A JOUR DU MICROLOGICIEL

Si une mise à jour du micrologiciel est disponible sur www.intenso.de, veuillez effectuer les pas suivants pour effectuer la mise à jour du logiciel.



- 1.) Téléchargez le micrologiciel sur votre ordinateur.
- 2.) Veuillez cliquer sur le bouton « Mise à jour » et recherchez la mise à jour du logiciel que vous avez téléchargée sur votre PC. Sélectionnez le fichier et cliquez sur « Ouvrir » pour continuer.

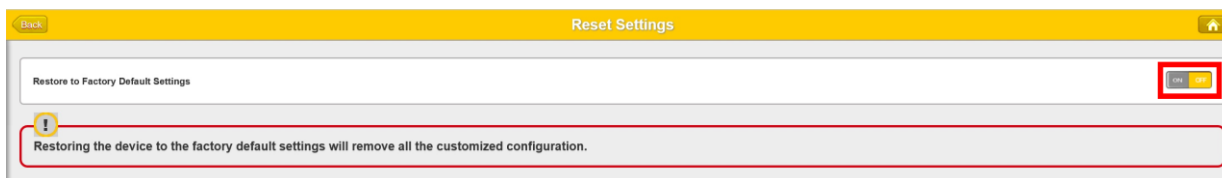


- 3.) Sous le bouton « Mise à jour », le numéro de version du micrologiciel à laquelle l'appareil sera actualisé est maintenant affiché. Veuillez cliquer sur « Sauvegarder » en bas à droite de l'image pour démarrer l'opération de mise à jour du micrologiciel.
- 4.) Pendant la mise à jour, un message d'alerte apparaît qui vous donne des informations sur le statut actuel du processus de mise à jour.

Après la mise à jour réussie, l'appareil redémarre automatiquement et l'écran Login/ Connexion est affiché.

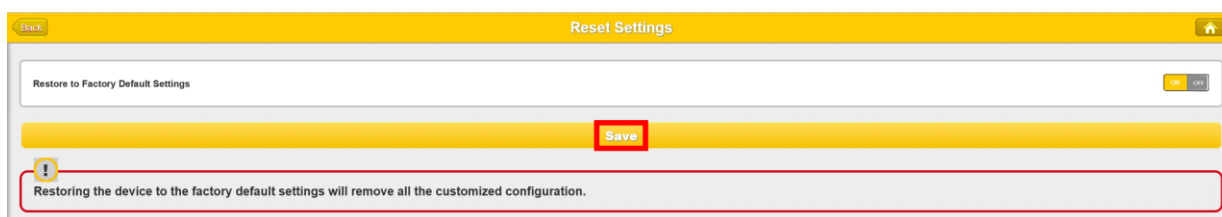
12.5.5 RESET

Si vous remettez votre appareil sur les réglages d'usine, tous les réglages effectués sont effacés et les réglages existant à la livraison sont réactivés.



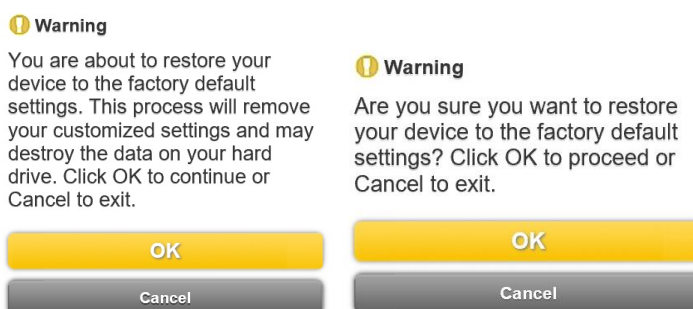
Pour sélectionner la remise sur les réglages d'usine, veuillez cliquer sur le bouton rond. Veuillez cliquer sur le bouton « Sauvegarder » pour démarrer l'opération. Afin d'exclure les malentendus, confirmez votre choix dans les messages d'alerte suivants.

La remarque suivante apparaît pendant le processus actif et donne des informations sur l'avancement actuel.



Cliquez simplement sur le bouton rond après « Remise sur les réglages d'usine ». Cliquez sur le bouton « Sauvegarder » pour continuer.

La fenêtre de remarque apparaît. Le « Memory 2 Move Pro » va démarrer automatiquement après la conclusion de la remise sur les réglages d'usine. Voyez l'écran suivant.



Remarque : Lorsque l'appareil a été remis à zéro, le mot de passe d'administrateur est également remis à zéro. C'est donc le mot de passe existant à la livraison qui est en vigueur.

13. LICENCE INFORMATION

Notice of GNU GENERAL PUBLIC LICENSE and LESSER GENERAL PUBLIC LICENSE

Dear Customer,

If interested, you and any third party can download the source code of used GPL / LGPL from Intenso Webpage <http://www.intenso.de> . The source code of the desired product is available to anyone on the selection of valid product category and the desired device. In the product details you will find the entry "drivers". Open this menu to download the corresponding GPL / LGPL code. For a fee of 35 € (delivery to another country as Germany), it is also possible to obtain this code by postal delivery. More information about the GPL/LGPL-Licence can you find on following website www.gnu.org

GNU GENERAL PUBLIC LICENSE

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc.

51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program

subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software

Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

one line to give the program's name and an idea of what it does.

Copyright (C) yyyy name of author

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA.

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) year name of author

Gnomovision comes with ABSOLUTELY NO WARRANTY; for details

type `show w'. This is free software, and you are welcome

to redistribute it under certain conditions; type `show c'

for details.

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

*Yoyodyne, Inc., hereby disclaims all copyright
interest in the program `Gnomovision'
(which makes passes at compilers) written
by James Hacker.*

signature of Ty Coon, 1 April 1989

Ty Coon, President of Vice

INDICE

1.	Presentazione introduttiva del prodotto	4
2.	Funzioni del prodotto.....	4
3.	Dotazione	6
4.	Dati tecnici	6
5.	requisiti minimi.....	6
6.	Raffigurazione delle parti del prodotto.....	7
7.	Uscite disponibili	7
7.1	Porta RJ45 WAN	7
7.2	Interfaccia Micro USB 3.0.....	7
7.3	Spia LED.....	8
8.	Back dalle schede SD.....	9
9.	Uso del PC o del MAC.....	11
9.1	Stabilire una connessione WLAN con un PC	11
9.2	Wi-Fi Finder per PC	12
9.2.1	Il mio archivio.....	13
9.3	Stabilire una connessione senza fili con un MAC.....	13
9.3.1	Wi-Fi Finder per MAC.....	14
9.3.2	Il mio archivio.....	15
9.4	Configurazione di Memory 2 Move Pro	16
10.	Utilizzo di apparecchi mobili	21
10.1	Installazione della app Memory 2 Move Pro per iOS.....	21
10.2	Connessione senza fili con iPhone/iPad.....	22
10.3	Login dell'utente (iOS)	23
10.4	Installazione della app Memory 2 Move Pro per Android	24
10.5	Connessione senza fili con il vostro dispositivo Android	25
10.6	Login utente (Android).....	26

11.	Funzioni di base	28
11.1	Utilizzo per dispositivi iOS.....	28
11.2	Utilizzo per dispositivi Android	29
11.3	Impostazioni Wi-Fi (iOS e Android)	30
11.3.1	Interfaccia impostazioni Wi-Fi	30
11.3.2	Modifica del nome del dispositivo	30
11.3.3	Protezione	31
11.3.4	Accessi Internet.....	31
11.4	Esecuzione dei file musicali/audio (IOS / Android)	33
11.5	Esecuzione di filmati/video	34
11.5.1	iOS.....	34
11.5.2	Android	36
11.6	Visualizzazione di immagini	37
11.6.1	iOS.....	37
11.6.2	Android	39
11.7	Condivisione di immagini	41
11.7.1	iOS.....	41
11.7.2	Android	43
11.8	Aprire/visualizzare i documenti	44
11.8.1	iOS.....	44
11.8.2	Android	45
11.9	Copy, Delete, Download, Upload functions (iOS and Android).....	46
11.10	OPZIONI DI SUDDIVISIONE – FORMATO DI VISUALIZZAZIONE:	47
11.11	OPZIONI DI SELEZIONE DEI FILE:	47
12.	Funzioni WEB Management.....	48
12.1	Funzione Explorer	48
12.2	Informazioni	49
12.2.1	Dispositivo.....	49

12.2.2	Archiviazione.....	49
12.2.3	Rete.....	49
12.3	Impostazioni.....	50
12.3.1	Utente	50
12.4	Rete.....	50
12.4.1	Nome host.....	50
12.4.2	Wi-Fi e LAN.....	50
12.4.3	Server DHCP	51
12.4.4	Accesso a Internet.....	51
12.5	Servizi	52
12.5.1	Samba	52
12.5.2	serVER Media	53
12.5.3	Impostazioni ora	53
12.5.4	Aggiornamento firmware:.....	54
12.5.5	Reset	55
13.	licenza informazione	56

1. PRESENTAZIONE INTRODUTTIVA DEL PRODOTTO

Memory 2 Move Pro vi consente di accedere in modalità senza fili ai vostri video, alla musica, alle foto e ai dati per trasferirli in streaming sul vostro iPad®, iPhone®, tablet, smartphone e notebook – senza l’ingombro dei cavi.

Grazie al disco rigido integrato non dovrete più preoccuparvi dello spazio limitato sui vostri dispositivi mobili. La porta USB 3.0, inoltre, permette un trasferimento dei dati semplice e rapido.

Per garantire le migliori prestazioni in mobilità, Memory 2 Move Pro dispone di un’accumulatore ricaricabile. Per caricare l’accumulatore potete collegare il computer con una porta USB libera del vostro computer e copiare al tempo stesso i vostri file sul disco rigido. In pochi minuti il dispositivo è pronto all’uso. Durante le operazioni di ricarica è comunque possibile accedere a Memory 2 Move Pro.

2. FUNZIONI DEL PRODOTTO

- Streaming di file multimediali tramite connessione senza fili fino a 5 utenti simultaneamente.
- Accesso a vostri file musicali, video e fotografici mediante la app gratuita per iOS e Android.
- Autonomia della batteria fino a 5 ore*.
- Accesso a Internet mediante cavo RJ45 (rete LAN) oppure senza fili con lo standard 802.11g.
- Supporta la formattazione NTFS e FAT32.
- Supporta lo scambio di dati multiplatforma mediante rete LAN tra Windows, Mac, iOS e Linux.
- Supporta le applicazioni utente sulle più svariate piattaforme, incl. Windows/Mac/Linux/iPad/iPhone/Android

* l’autonomia precisa della batteria dipende dalle applicazioni utilizzate e dalle impostazioni.

Utilizzo come disco rigido esterno: La porta USB 3.0 consente di trasferire rapidamente i dati e può essere utilizzata per caricare la batteria integrata, dopo il collegamento di Memory 2 Move Pro con un computer o un alimentatore. Questa funzione è operativa solo se il dispositivo è spento.

Uso mediante la connessione LAN: collegate un'estremità del vostro cavo RJ45 a Memory 2 Move Pro e l'altra estremità a una porta libera del vostro router. Ora attivate la funzione DHCP di Memory 2 Move Pro per un'assegnazione automatica dell'indirizzo IP.



Uso senza fili: collegate Memory 2 Move Pro con il vostro router senza fili, come descritto nelle seguenti istruzioni d'uso, per accedere a Internet in modalità Wi-Fi.



3. DOTAZIONE

- Memory 2 Move Pro
- cavo USB 3.0
- CD
- Istruzioni per l'uso
- Alimentatore (KTEC – KSAS0060500100VEU – 5V / 1A)

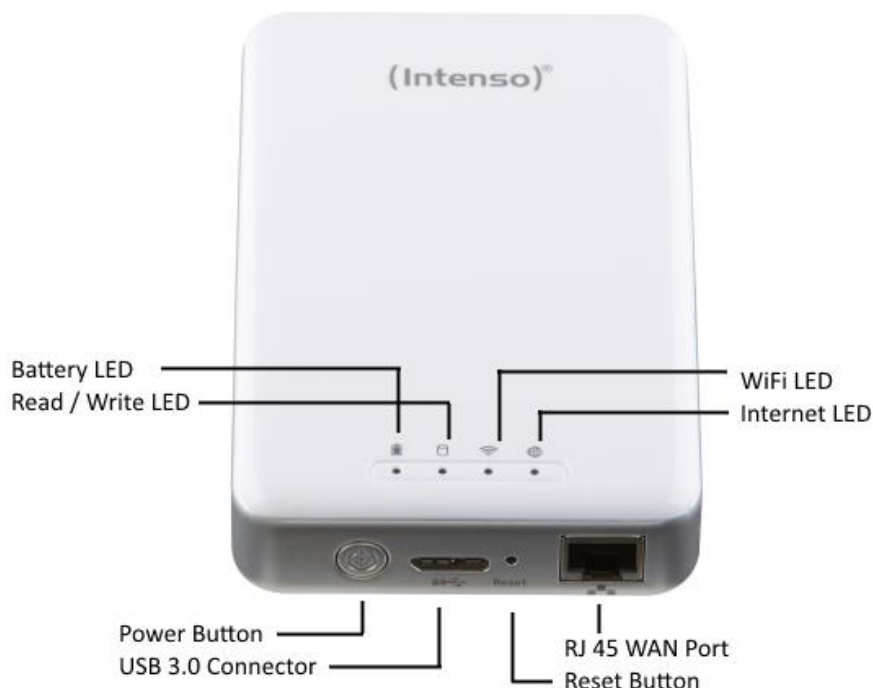
4. DATI TECNICI

- Dimensioni: 130 mm (L) X 83mm (L) X 26mm (A)
- Wi-Fi:
 - Standard: 802.11 b/g/n,
 - Frequenza: 2.4 GHZ
- Velocità di trasmissione: 300Mbps
- Interfaccia di rete: 100Mbps Ethernet RJ45
- Porta USB: micro USB 3.0, per trasferimento dati e carica dell'accumulatore
- Capacità dell'accumulatore: 3000mAh
- Temperatura operativa: la temperatura operativa ottimale è compresa tra 5°C e 35°C

5. EQUISITI MINIMI

- Connessione Internet
- Requisiti di sistema:
 - o Windows: XP/Vista/Windows 7/8 / 8.1 / 10
 - o Mac: OS X 10.7.0 e versioni più recenti
 - o Inoltre: Fedora 12 (Linux) e versioni più recenti
- Browser:
 - o Windows: Internet Explorer 9 e versioni più recenti
 - o Mac: Safari 5.0 e versioni più recenti
 - o Inoltre: Firefox 3.5 e versioni più recenti
- Router oppure switch

6. RAFFIGURAZIONE DELLE PARTI DEL PRODOTTO



7. USCITE DISPONIBILI

7.1 PORTA RJ45 WAN

- Modalità router: Memory 2 Move Pro funziona come un router normalmente in commercio e può trasmettere indirizzi IP al computer, usufruendo della connessione WLAN.
- Modalità WLAN: consente la connessione a una rete già esistente.

7.2 INTERFACCIA MICRO USB 3.0

La porta USB 3.0 consente di trasferire rapidamente i dati e può essere utilizzata per caricare la batteria integrata, dopo il collegamento di Memory 2 Move Pro con un computer o un alimentatore. Questa funzione è operativa solo se il dispositivo è spento.

7.3 SPIA LED

LED di alimentazione:

- Spento: il dispositivo è spento.
- Luce verde: la batteria è completamente carica.
- Luce verde lampeggiante in modo rapido: è in corso lo spegnimento del dispositivo.
- Luce verde lampeggiante in modo lento: è in corso la ricarica del dispositivo.
- Luce rossa: carica dell'accumulatore sotto il 30%
- Luce rossa lampeggiante in modo rapido: l' accumulatore è quasi scarico

HDD LED:

- Lampeggiante: Attività di lettura/scrittura
- Luce costante: Collegamento con il PC
- LED spento: HDD non si trova nella modalità sleep

LED Wi-Fi blu:

- Tremolante: avvio del processo di inizializzazione.
- Il LED non è acceso: il dispositivo è spento o non riceve corrente elettrica
- Sempre acceso:
 - o il processo di inizializzazione è concluso
 - o Modalità stand-by: è possibile collegare dispositivi.

Internet LED:

- LED spento: Apparecchio spento o assenza di corrente
- Lampeggia in verde: Inizia il processo di inizializzazione
- Luce verde costante: Processo di inizializzazione completato
Pronto per l'uso.

8. BACK DALLE SCHEDE SD

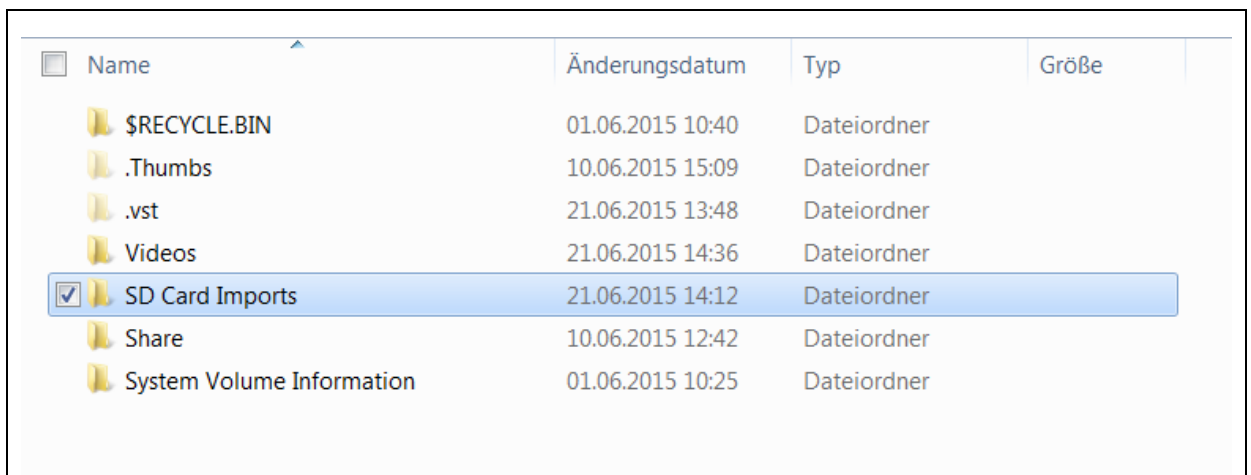
La preghiamo di rispettare i seguenti passaggi per eseguire il backup dei dati salvati sulla scheda SD di Memory 2 Move Pro.

- 1.) La preghiamo di avviare Memory 2 Move Pro e di attendere che l'apparecchio sia pronto all'uso.
- 2.) Inserisca dunque la scheda SD nello slot per schede di Memory 2 Move Pro.
- 3.) Ora preme brevemente sul bottone di avviamento per due volte per avviare la procedura di backup.

Avviso: Fino a che lampeggia il LED bianco di Memory 2 Move Pro, i Suoi dati vengono copiati dalla scheda SD sulla memoria di Memory 2 Move Pro. Non elimini mai la scheda SD dall'apparecchio durante una procedura di backup attiva. Si potrebbero causare dei danni e perdere dunque dei dati.

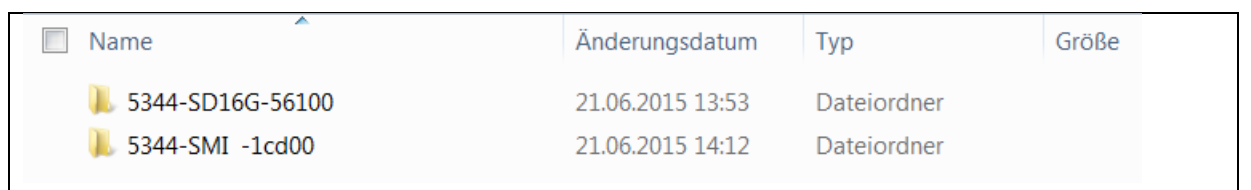
Schema di posizionamento dei backup:

- 1.) Sul supporto dati di Memory 2 Move Pro trova i file backup della scheda SD nella cartella "SD Card Backup".



Name	Änderungsdatum	Typ	Größe
\$RECYCLE.BIN	01.06.2015 10:40	Dateiordner	
.Thumbs	10.06.2015 15:09	Dateiordner	
.vst	21.06.2015 13:48	Dateiordner	
Videos	21.06.2015 14:36	Dateiordner	
<input checked="" type="checkbox"/> SD Card Imports	21.06.2015 14:12	Dateiordner	
Share	10.06.2015 12:42	Dateiordner	
System Volume Information	01.06.2015 10:25	Dateiordner	

- 2.) Se esegue il backup di più di una scheda SD su Memory 2 Move Pro, per ogni scheda viene creata una cartella apposita, cosa che permette di gestire separatamente i singoli backup.



Name	Änderungsdatum	Typ	Größe
5344-SD16G-56100	21.06.2015 13:53	Dateiordner	
5344-SMI -1cd00	21.06.2015 14:12	Dateiordner	

- 3.) In aggiunta all'interno delle cartelle delle schede SD, per ogni giorno in cui ha eseguito un backup viene creata una cartella apposita. Si esegue sempre il backup di tutti i dati salvati sulla scheda SD. Se esegue un backup dei dati della Sua scheda SD il 1.e l'8 giugno, può paragonare tra loro sia i dati originali del 1. sia quelli modificati dell'8 giugno nelle singole cartelle.

Name	Änderungsdatum	Typ	Größe
2015-06-01	31.12.2011 23:42	Dateiordner	
2015-06-08	21.06.2015 14:05	Dateiordner	

- 4.) Se in un giorno esegue diversi backup, a partire dal secondo backup si salvano solo i dati aggiunti e le copie dei dati modificati nel frattempo nella cartella della giornata attuale.

Name	Änderungsdatum	Typ	Größe
IMG_4861(1).JPG	21.06.2015 14:46	JPEG-Bild	7.619 KB
IMG_4861.CR2	21.06.2015 14:12	CR2-Datei	25.922 KB
IMG_4861.JPG	21.06.2015 14:44	JPEG-Bild	5.199 KB
IMG_4862.CR2	21.06.2015 14:12	CR2-Datei	24.604 KB
IMG_4862.JPG	21.06.2015 14:12	JPEG-Bild	6.823 KB
IMG_4863.CR2	21.06.2015 14:12	CR2-Datei	22.746 KB

9. USO DEL PC O DEL MAC

9.1 STABILIRE UNA CONNESSIONE WLAN CON UN PC

Accendere il dispositivo Wi-Fi premendo il pulsante di accensione sul lato anteriore del dispositivo stesso.

Attivare la funzione WLAN sul PC e nella barra delle applicazioni in basso a destra fare clic sull'icona WLAN. Si visualizza ora il messaggio:



Selezionare la rete con il nome "Memory2Move-XXXX".

Nota: la password predefinita è "intenso1". Dopo aver stabilito la connessione, inserite per la vostra sicurezza una nuova password.

Dopo aver stabilito la connessione al vostro dispositivo Wi-Fi, installate il software client in dotazione nel seguente modo:

Per collegare il dispositivo Wi-Fi al vostro computer, utilizzate il tool in dotazione "Wi-Fi Finder" sul CD driver fornito. Il software cerca automaticamente il dispositivo Wi-Fi nella vostra rete.

Basta fare doppio clic sull'icona e seguire le istruzioni sullo schermo.



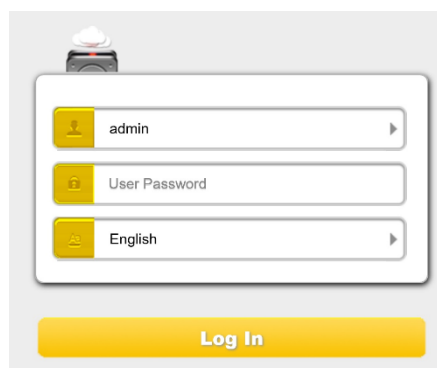
9.2 WI-FI FINDER PER PC

Avviare l'applicazione con un doppio clic sul link "Wi-Fi Finder". Il software cerca automaticamente Memory 2 Move Pro (vedere schermata) nella rete collegata.



Nota: se "M2M" non dovesse essere presente nell'elenco delle reti collegate, fare clic su "Aggiorna" per effettuare una nuova ricerca del dispositivo Wi-Fi.

Selezionare il Memory 2 Move Pro dalla lista, poi cliccare su "log in" per entrare nell'interfaccia web



Inserite il vostro nome utente e la password

Nome utente: admin

Password: 00000

Nota: Dopo aver stabilito la connessione, inserite per la vostra sicurezza una nuova password.

9.2.1 IL MIO ARCHIVIO

Selezionando la voce del menu “Il mio archivio” si visualizza l’immagine qui sotto. Per stabilire la connessione servitevi dei seguenti dati di accesso:

Nome utente: admin

Password: 00000

Nota: dopo aver stabilito la connessione, inserite per la vostra sicurezza una nuova password.



9.3 STABILIRE UNA CONNESSIONE SENZA FILI CON UN MAC

Accendere il dispositivo Wi-Fi premendo il pulsante di accensione sul lato anteriore del dispositivo stesso. Attendere alcuni minuti finché il LED smette di lampeggiare. Attivare la funzione WLAN sul PC e, nella barra delle applicazioni in basso a destra, fare clic sull’icona WLAN. Selezionare la rete con il nome “Memory2Move-XXXX”.

Nota: la password predefinita è “**intenso1**”. Dopo aver stabilito la connessione, inserite per la vostra sicurezza una nuova password.

Dopo aver stabilito la connessione al vostro dispositivo Wi-Fi, installate il software client in dotazione nel seguente modo:

Per collegare il dispositivo Wi-Fi al vostro computer, utilizzate il tool in dotazione “Wi-Fi Finder” sul CD driver fornito. Il software cerca automaticamente il dispositivo Wi-Fi nella vostra rete.

Basta fare doppio clic sull'icona e seguire le istruzioni sullo schermo.



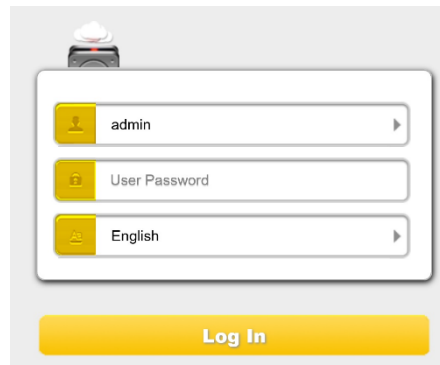
9.3.1 WI-FI FINDER PER MAC

Avviare l'applicazione con un doppio clic sul link “Wi-Fi Finder”. Il software cerca automaticamente Memory 2 Move Pro (vedere schermata) nella rete collegata.



Nota: se “M2M” non dovesse essere presente nell’elenco delle reti collegate, fare clic su “Aggiorna” per effettuare una nuova ricerca del dispositivo Wi-Fi.

Selezionare il Memory 2 Move Pro dalla lista, poi cliccare su "log in" per entrare nell'interfaccia web



Inserite il vostro nome utente e la password

Nome utente: admin

Password: 00000

Nota: Dopo aver stabilito la connessione, inserite per la vostra sicurezza una nuova password.

9.3.2 IL MIO ARCHIVIO

Selezionando la voce del menu "Il mio archivio" si visualizza l'immagine qui sotto. Per stabilire la connessione servitevi dei seguenti dati di accesso:

Nome utente: admin

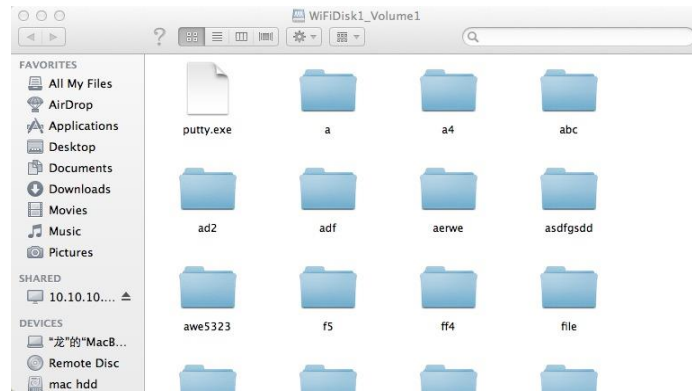
Password: 00000

Nota: Dopo aver stabilito la connessione, inserite per la vostra sicurezza una nuova password.



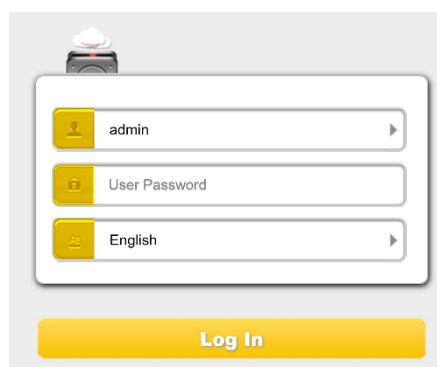
È possibile creare, cancellare, copiare, modificare, rinominare o spostare directory e cartelle in Memory 2 Move Pro.

Inoltre è possibile scambiare dati tra il MAC e Memory 2 Move Pro (caricamento/scaricamento).



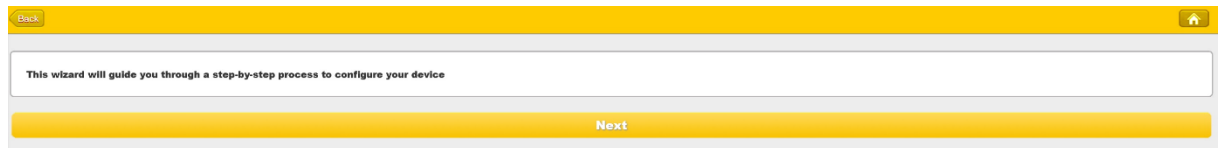
9.4 CONFIGURAZIONE DI MEMORY 2 MOVE PRO

Utilizzare il software come sopra descritto per stabilire un collegamento con il dispositivo Wi-Fi e accedere come amministratore all'interfaccia di connessione con il web. Ora è possibile configurare il dispositivo.



Procedura guidata

In occasione del primo utilizzo del dispositivo, dopo l'accesso si visualizza una "Procedura guidata" che vi consente di definire facilmente tutte le impostazioni.



Nota: premendo sulla X (a destra in alto) si esce dalla procedura guidata e vengono rilevate tutte le impostazioni di fabbrica come impostazioni standard.

Fare clic sul pulsante "Successivo" per configurare il dispositivo.

Stabilire l'accesso a Internet

.. creando la connessione a un'altra rete disponibile.

Sono disponibili due opzioni di accesso a Internet. Nelle impostazioni standard è definito l'accesso tramite cavo (vedere l'immagine in alto).

- A. Accesso senza fili (WLAN)
Collegare M2M a un altro router WLAN per connettersi a Internet.

- B. Accesso tramite cavo (LAN)
Collegare M2M a una porta disponibile sul lato posteriore del router per collegarsi a un'altra rete.

Accesso WLAN:

The screenshot shows the 'Internetzugriff' configuration page. The 'LAN' mode is selected. Under 'LAN Modus', 'Dynamische IP' is selected with a yellow checkmark. Below, there are fields for IP-Adresse (172.16.20.68), Subnetzmaske (255.255.0.0), Gateway (172.16.0.1), Pri DNS Server (172.16.0.14), and Sek DNS Server (172.16.0.43). At the bottom, there are two yellow buttons: 'Weiter' and 'Überspringen'.

SSID: inserire il nome SSID della rete oppure fare clic su “Nuova scansione” per cercare automaticamente tutte le reti.

Password: inserire la password per la rete locale senza fili selezionata.

Indirizzo IP: -selezionando “Automatico” la rete assegna automaticamente un indirizzo IP.
-selezionando “IP statico” dovrete inserire manualmente la rete tramite la quale desiderate collegarvi.

Nota: con un clic su X (in altro a destra) si esce dal menu LAN.

Nota: se non dovesse essere possibile stabilire un collegamento con un'altra rete, chiedete al vostro amministratore di rete delucidazioni sulle direttive valide nel vostro caso!

Accesso cablato LAN:

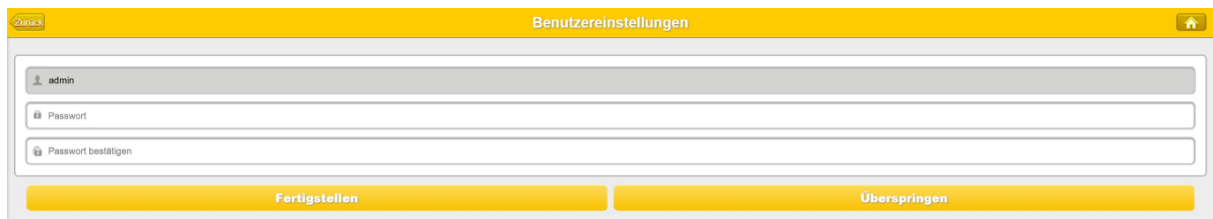
Nelle impostazioni predefinite è stato selezionato “IP dinamico”. È quindi possibile assegnare un indirizzo IP, con un clic sulla freccia gialla e selezionando l'opzione “IP statico”.

Impostazioni Wi-Fi e LAN

The screenshot shows the 'Wi-Fi & LAN' settings page. At the top, there is a yellow header with 'Zurück' on the left and 'Wi-Fi & LAN' in the center, and a home icon on the right. Below the header, there is a section titled 'SSID verstecken' with a toggle switch set to 'on'. The main configuration area includes several fields: 'SSID' (Memory2MovePro-ED68), 'Wi-Fi-Modus' (11b/g/n), 'Passwort' (Intenso1), 'MAC-Adresse' (00:1C:C2:1D:ED:68), 'IP-Adresse' (10.10.10.254), 'Subnetmaske' (255.255.255.0), 'Region' (Germany), 'Kanal' (auto), and 'Sicherheit' (Mixed WPA/WPA2-PSK). At the bottom, there are two yellow buttons: 'Weiter' and 'Überspringen'.

- **SSID:** inserire il nome della rete. Nelle impostazioni predefinite è indicata “Memory2Move-XXXX”. Il nome SSID può comprendere al massimo 32 caratteri.
- **Canale:** inserire qui il canale tramite il quale il dispositivo Wi-Fi deve trasmettere e ricevere. L’impostazione predefinita è “Auto”. Il canale viene definito automaticamente dal dispositivo. È possibile, tuttavia, definire manualmente il canale di trasmissione e ricezione. Sono disponibili da 1 a 13 canali.
- **Modalità Wi-Fi:** la modalità standard predefinita per la connessione senza fili è: 802.11/b/g/n. È possibile anche stabilire manualmente le modalità: 11Mbps (802.11b), 54 Mbps (802.11g) o 150Mbps (802.11n).
- **Protezione:** come default è selezionata la codifica “WPA/WPA2-PSK mista”. È possibile scegliere tra le seguenti tipologie di codifica: nessuna codifica, WPA-PSK, WPA2-PSK, WPA/WPA2-PSK mista.
- **Password:** a seconda del tipo di codifica è necessario inserire una password con almeno 8 e al massimo 63 caratteri.
- **Indirizzo IP:** l’indirizzo IP preimpostato è: 10.10.10.254 con subnet mask 255.255.255.0. È possibile modificarlo manualmente .

Fare clic su “Successivo” per impostare la password di amministratore. Con un clic su “Ignora” si rinuncia a definire una nuova password e si rileva quella esistente, predefinita.



Zurück Benutzereinstellungen

admin

Passwort

Passwort

Passwort bestätigen

Fertigstellen Überspringen

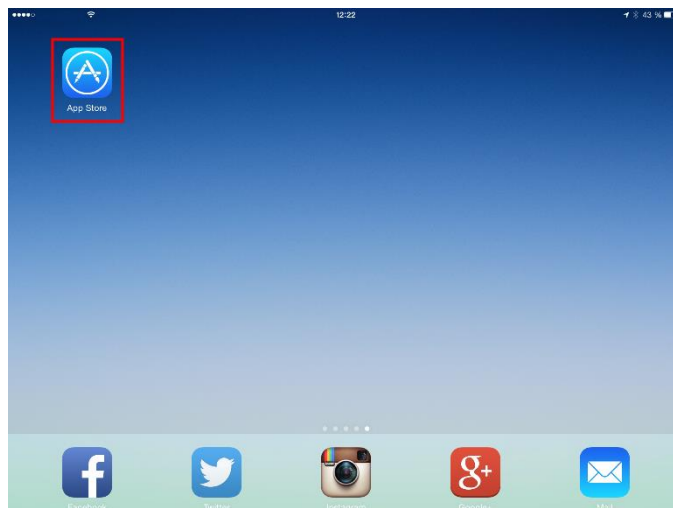
Al termine della procedura guidata, viene riavviato il sistema. Questa procedura richiede due minuti. La notifica vi informa dello stato attuale.

You have successfully configured your device and the system is rebooting. Please wait 2 minutes. Remaining 116 seconds ...
If you are unable to reconnect the device, please use the client tool to re-search.

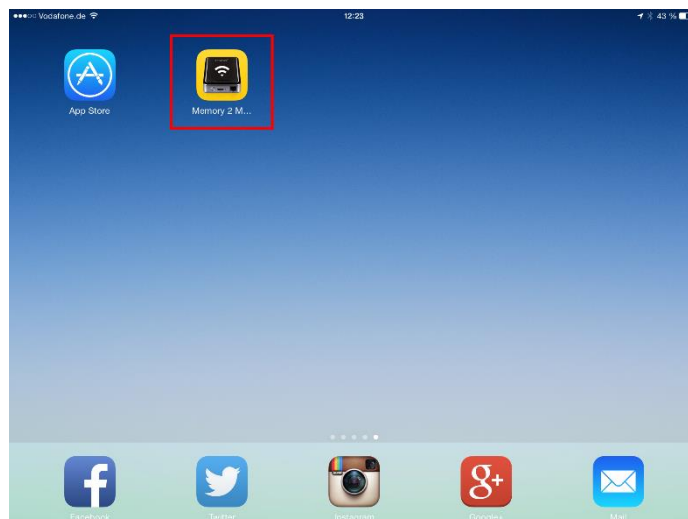
10.UTILIZZO DI APPARECCHI MOBILI

10.1 INSTALLAZIONE DELLA APP MEMORY 2 MOVE PRO PER IOS

Fare clic sull'icona App Store sulla vostra schermata principale, come raffigurato nell'immagine seguente. Ricercare la app gratuita "Memory 2 Move Pro" e seguire le istruzioni per l'installazione.

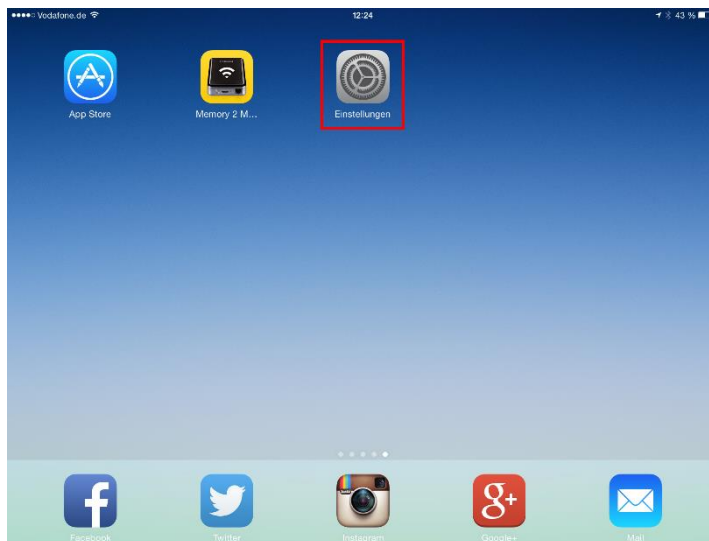


- Una volta conclusa l'installazione, l'icona della app "Memory 2 Move Pro" si visualizza sulla schermata principale (vedere l'immagine seguente).



10.2 CONNESSIONE SENZA FILI CON IPHONE/IPAD

- Accendere Memory 2 Move Pro. Attendere qualche minuto fino alla conclusione dell'inizializzazione del dispositivo. Il LED Wi-Fi blu smette di lampeggiare, una volta terminata l'inizializzazione.
- Fare clic sull'icona "Impostazioni", come raffigurato nell'immagine seguente.



- Fare clic sulla voce del menu "Wi-Fi". Nell'elenco delle reti Wi-Fi si dovrebbe ora visualizzare la rete "Memory2Move-XXXX" .
Fare clic su questa rete, come raffigurato nell'immagine seguente. Se nel procedimento 8.4. "Impostazioni Wi-Fi e Lan" avete stabilito una password, inseritela ora.



- Una volta selezionata "Memory2Move-XXXX", compare una casella di spunta in corrispondenza di SSID e il logo Wi-Fi si visualizza nell'angolo in alto, a sinistra.

10.3 LOGIN DELL'UTENTE (IOS)

Fare clic sul logo “Memory 2 Move Pro” per avviare l'applicazione, come raffigurato nell'immagine seguente.



Inserire la password di amministratore stabilita durante la configurazione (predefinita: 00000). La password è necessaria solo per il primo login. Il dispositivo memorizza l'inserimento e nel secondo login non è necessario indicare nuovamente la password.

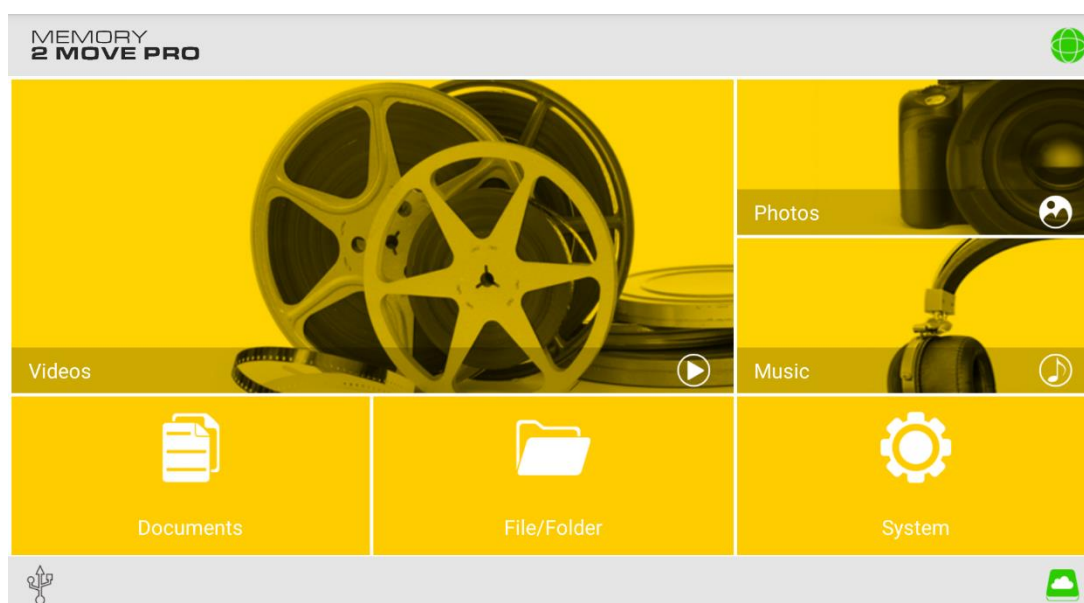
**MEMORY
2 MOVE PRO**

User Name

Password

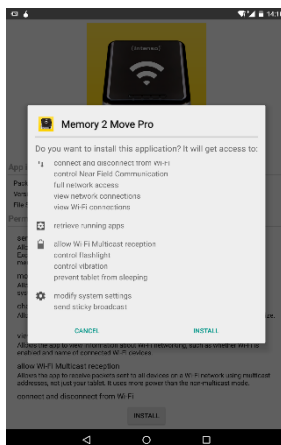
Remember password

Una volta inserita correttamente la password si viene guidati automaticamente al menu “Memory 2 Move Pro”. Questo è l'accesso diretto al disco rigido.

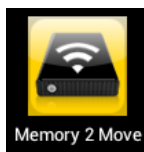


10.4 INSTALLAZIONE DELLA APP MEMORY 2 MOVE PRO PER ANDROID

- Aprire “Google Playstore” oppure “App Center” e ricercare la app gratuita “Memory 2 Move Pro”.
- Seguire le istruzioni per l’installazione, come rappresentato nell’immagine seguente.

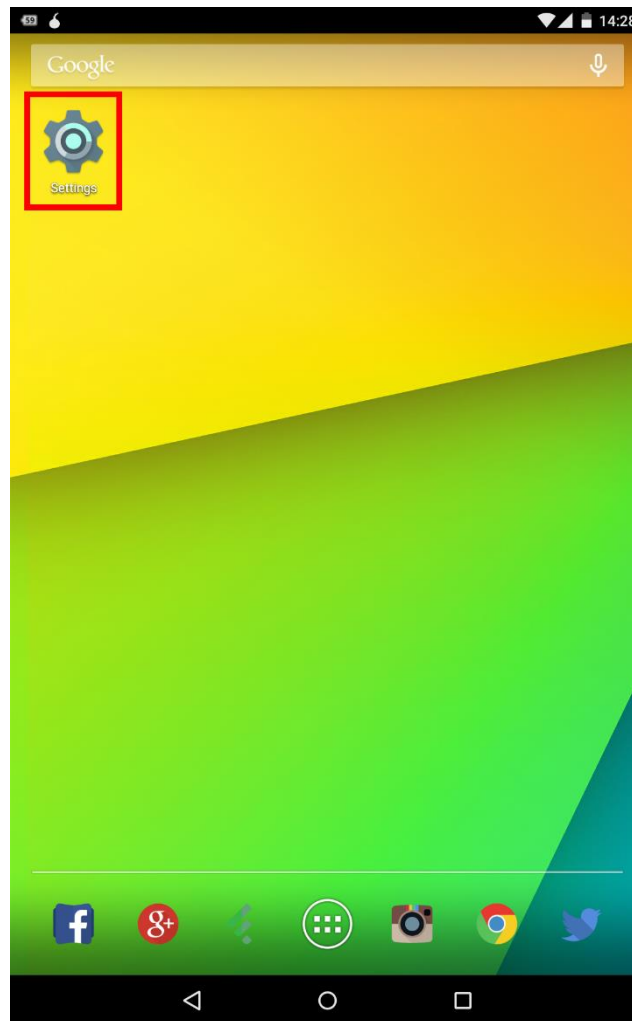


- Una volta conclusa l’installazione, l’icona della app “Memory 2 Move Pro” si visualizza sulla schermata principale (vedere l’immagine seguente).



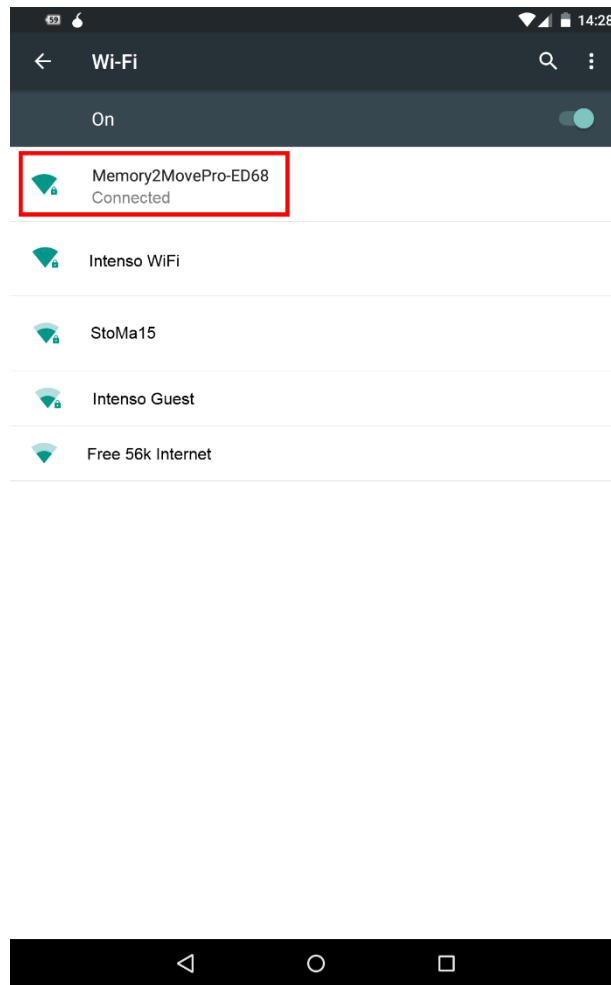
10.5 CONNESSIONE SENZA FILI CON IL VOSTRO DISPOSITIVO ANDROID

- Accendere Memory 2 Move Pro. Attendere qualche minuto fino alla conclusione dell'inizializzazione del dispositivo. Il LED Wi-Fi blu smette di lampeggiare, una volta terminata l'inizializzazione.
- Fare clic sull'icona "Impostazioni", come raffigurato nell'immagine seguente.



- Attivare la funzione Wi-Fi, spostando verso destra il "pulsante virtuale".

Nell'elenco delle reti Wi-Fi si dovrebbe ora visualizzare la rete "Memory2Move-XXXX". Fare clic su questa rete, come raffigurato nell'immagine seguente. Se nel procedimento 8. "Impostazioni Wi-Fi e Lan " avete stabilito una password, inseritela ora.



- Una volta collegato il dispositivo con il disco rigido Wi-Fi, compare in SSID la parola “Collegato”.

10.6 LOGIN UTENTE (ANDROID)

- Fare clic sulla app con il logo “Memory 2 Move Pro” per avviare l’applicazione, come raffigurato nell’immagine seguente.



- Inserire la password di amministratore stabilita durante la configurazione (predefinita: 00000). La password è necessaria solo per il primo login. Il dispositivo memorizza l’inserimento e nel secondo login non è necessario indicare nuovamente la password.

MEMORY 2 MOVE PRO

User Name

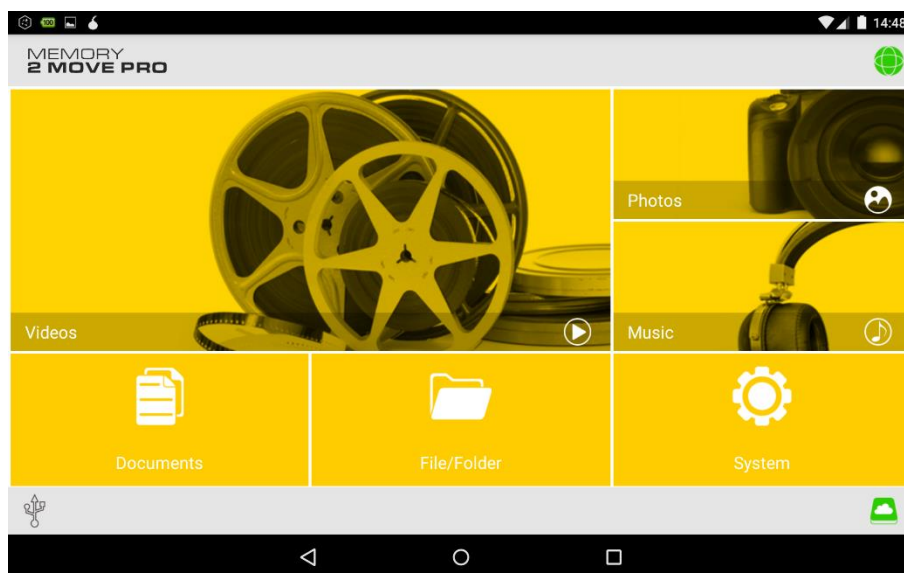
Password

Remember password

Cancel

OK

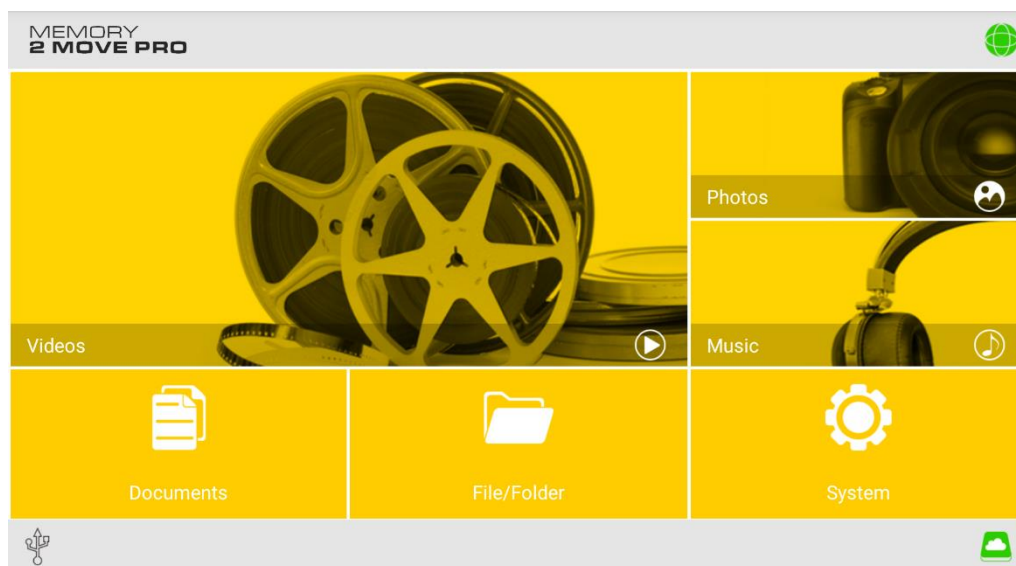
- Una volta inserita correttamente la password, si viene guidati automaticamente al menu "Memory 2 Move Pro". Questo è l'accesso diretto al disco rigido.





11.FUNZIONI DI BASE

11.1 UTILIZZO PER DISPOSITIVI IOS

Una volta stabilito il collegamento, si viene guidati automaticamente al menu “Memory 2 Move Pro”. Questo è l’accesso diretto al disco rigido. Il menu “Il mio dispositivo” ci consente di accedere al dispositivo che si utilizza per connettersi a Memory 2 Move Pro.

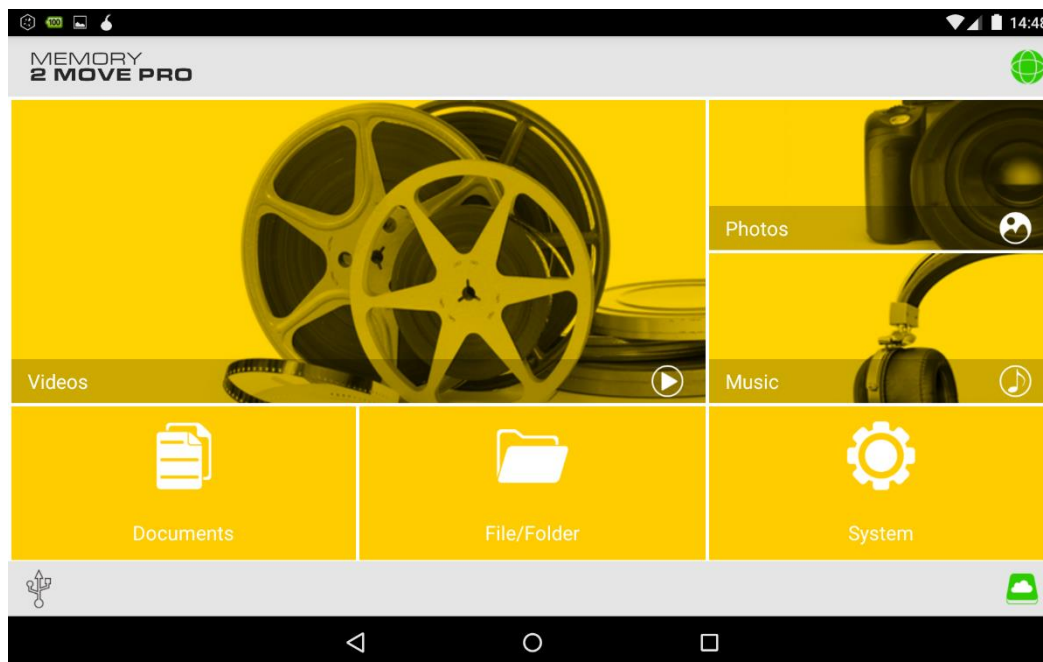




	Il simbolo di internet viene visualizzato in verde, se si ha un collegamento internet.
	Il simbolo WiFi HDD viene visualizzato in verde, quando si ha un collegamento attuale con il dispositivo.

11.2 UTILIZZO PER DISPOSITIVI ANDROID

Una volta stabilito il collegamento, si viene guidati automaticamente al menu “Memory 2 Move Pro”, con accesso diretto al disco rigido Wi-Fi. Il menu “Il mio dispositivo” ci consente di accedere al dispositivo che si utilizza per connettersi a Memory 2 Move Pro.

Sono disponibili per la selezione le seguenti voci del menu:

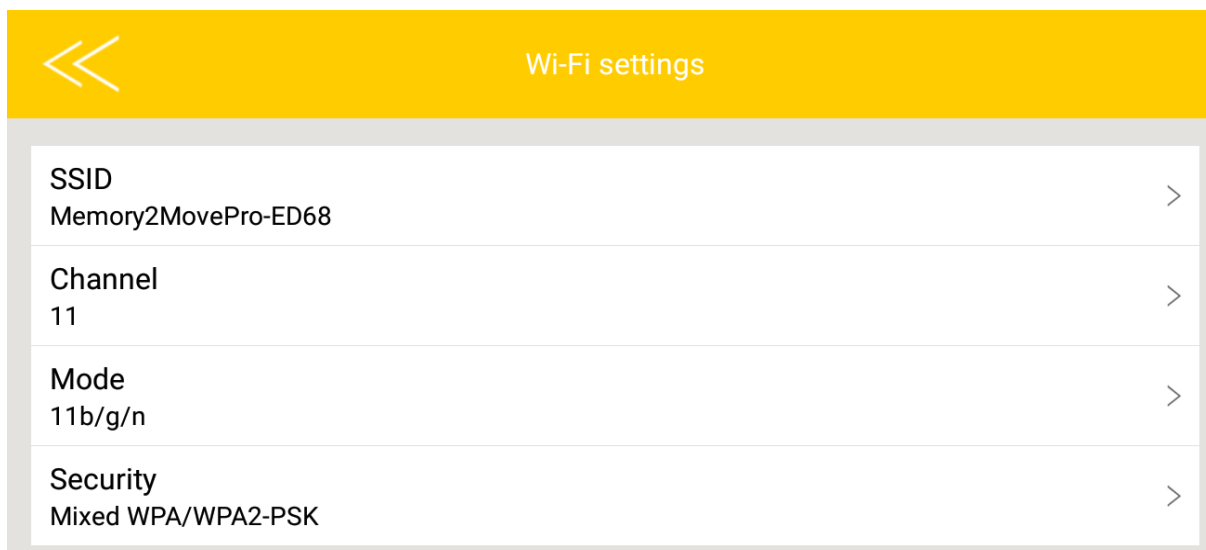


	Il simbolo di internet viene visualizzato in verde, se si ha un collegamento internet.
	Il simbolo WiFi HDD viene visualizzato in verde, quando si ha un collegamento attuale con il dispositivo.

11.3 IMPOSTAZIONI WI-FI (IOS E ANDROID)

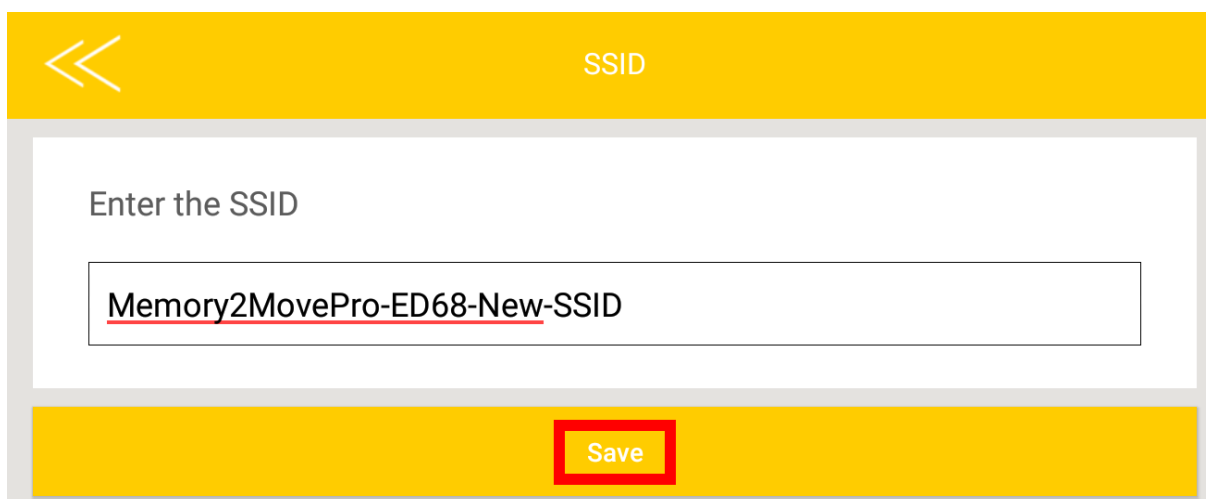
11.3.1 INTERFACCIA IMPOSTAZIONI WI-FI

Fare clic su per modificare le impostazioni Wi-Fi: questa opzione compare con un clic su “Il mio dispositivo Wi-Fi” .



11.3.2 MODIFICA DEL NOME DEL DISPOSITIVO

Fare clic sul pulsante > per modificare il nome.



Dopo aver inserito un nuovo nome, compare in alto a destra il pulsante “Incolla”/”Imposta”. Fare clic su questo pulsante per salvare la modifica.

11.3.3 PROTEZIONE

Nelle impostazioni Wi-Fi HDD compaiono le opzioni di protezione: Il disco rigido Wi-Fi supporta i seguenti formati per la protezione dei dati: WPA-PSK, WPA2-PSK, WPA/WPA2-PSK mista. Se si desidera aggiungere un altro codice di sicurezza, vi viene richiesta una password per la rete senza fili.

Selezionare quindi, in alto a destra, il pulsante “Imposta” oppure “Incolla” per memorizzare la password.

Security

None

WPA-PSK

WPA2-PSK

Mixed WPA/WPA2-PSK ✓

Enter the password

.....

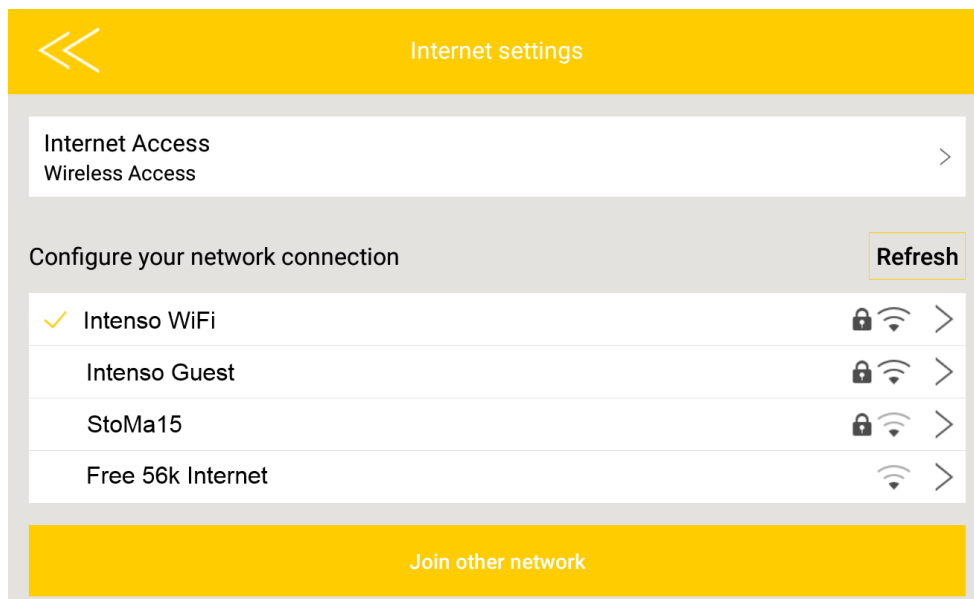
Show password

Password must be any combination of letters and numbers, length is 8-63 characters.

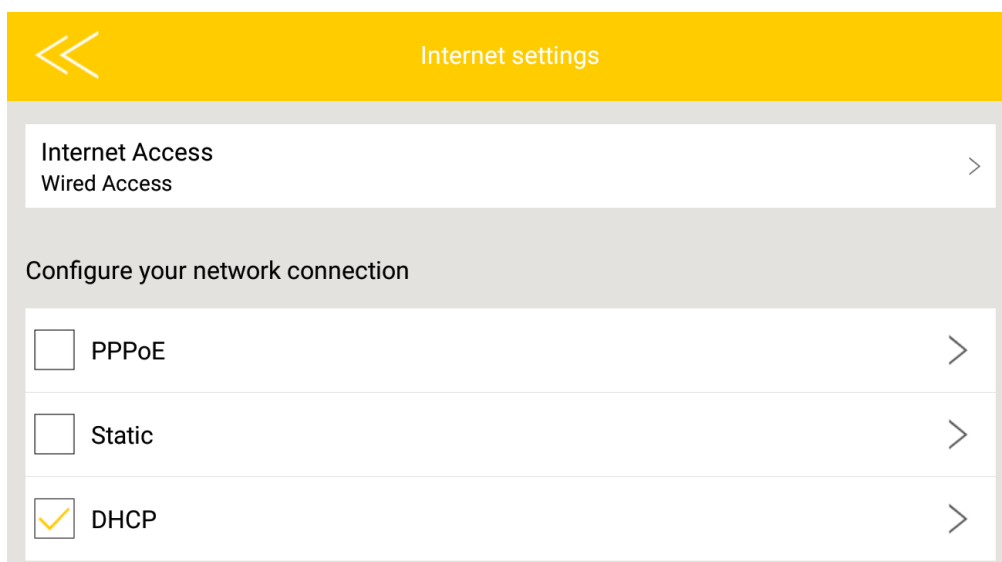
Save

11.3.4 ACCESSI INTERNET

Nella schermata delle impostazioni Internet si visualizzano gli accessi a Internet. È possibile selezionare un accesso cablato (wired) oppure senza fili (wireless). Il collegamento senza fili si trova al centro della seguente schermata delle impostazioni Internet:



Se selezionate la variante con accesso cablato, dovete prima configurare la rete di connessione.



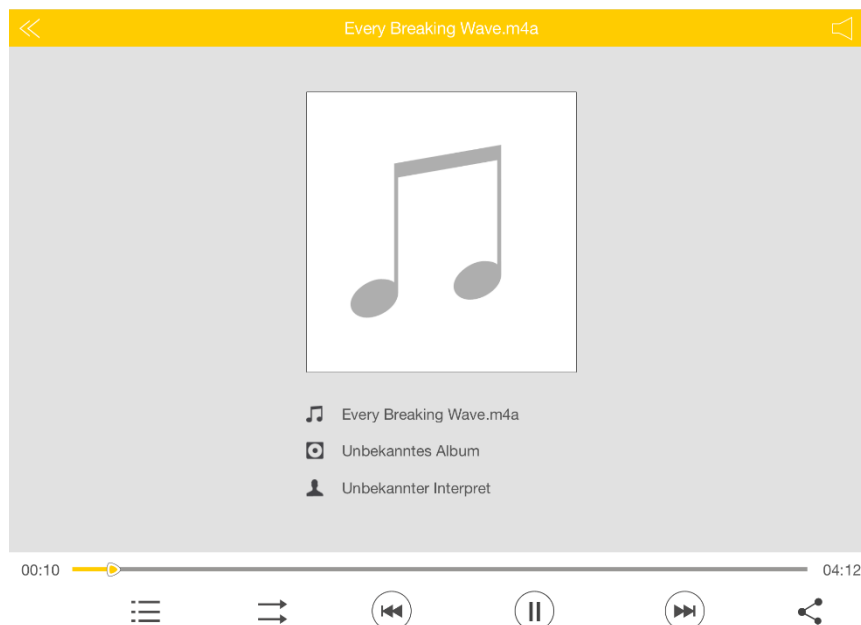
Dopo aver effettuato la selezione, fare clic su “Salva”. Il sistema chiede di effettuare il riavvio con un clic su “OK”.

11.4 ESECUZIONE DEI FILE MUSICALI/AUDIO (IOS / ANDROID)

Suggerimento: vi consigliamo di creare alcune cartelle per salvare i file musicali/audio. Questo facilita l'utilizzo e l'organizzazione del vostro disco rigido Wi-Fi.

I file musicali/audio possono essere eseguiti indipendentemente dal menu attuale e dalla posizione in cui sono salvati ("Memory 2 Move Pro" oppure "Il mio dispositivo").


A questo scopo basta ricercare il file. Con un click sul file selezionato, questo viene eseguito.








Nota: per altre informazioni sui formati supportati consultate le istruzioni d'uso del vostro dispositivo iOS.

⏮ - Fare clic su questo tasto per rieseguire dall'inizio il file audio. Con un doppio clic viene eseguito il file audio precedente.

⏭ - Fare clic su questo tasto per passare al file audio successivo.

▶ - Fare clic su questo tasto per eseguire il file audio. Fare clic sul tasto Pausa  per arrestare/interrompere temporaneamente l'esecuzione del file audio.

Vi sono 4 modalità di esecuzione:

- a.  Ripetizione del file attuale: il file attualmente eseguito viene ripetuto. Si interrompe l'esecuzione, premendo .
- b.  - Esecuzione casuale di tutti i file audio della cartella attuale.
- c.  - Esecuzione della cartella attuale: i file musicali o audio vengono eseguiti, senza essere ripetuti.
- d.
- e.  - Esecuzione della cartella attuale. I file audio vengono eseguiti secondo la sequenza e non ripetuti.

Nota: tenere premuto il pulsante di avanzamento e spostatelo a destra o a sinistra per avanzare o tornare indietro in un file audio.

Suggerimento: è possibile uscire dal lettore musicale in ogni momento. L'esecuzione del file audio proseguirà in background.















11.5 ESECUZIONE DI FILMATI/VIDEO



11.5.1 IOS

Suggerimento: vi consigliamo di creare alcune cartelle per salvare i file video/i filmati. Questo facilita l'utilizzo e l'organizzazione del vostro disco rigido Wi-Fi.

I file video/i filmati possono essere eseguiti indipendentemente dal menu attuale e dalla posizione in cui sono salvati ("Memory 2 Move Pro" oppure "Il mio dispositivo").





A questo scopo basta ricercare il file. Con un clic sul file selezionato, questo viene eseguito.

Videos			
All Files	Top 25		My Favorites
	1984.mov 10.1MB	2015/08/07 11:30:18	
	Change.mov 11.5MB	2015/08/07 11:30:24	
	dja.mov 10.1MB	2015/08/07 11:30:34	
	HDD-Test.mov 10.4MB	2015/08/07 11:30:12	
	Intenso_Testsieger.MOV 12.3MB	2015/08/07 11:30:03	
	Preis-Leistung-Sieger_Intenso.mov 10.4MB	2015/08/07 11:30:08	
	Quality-First.mov 9.9MB	2015/08/07 11:30:40	

	M2M Pro		iPad
---	---------	---	------

Nota: per altre informazioni sui formati supportati consultate le istruzioni d'uso del vostro dispositivo iOS.

Di norma l'esecuzione del video avviene con orientamento orizzontale. Le possibilità sono le seguenti:

1.  - Tenere premuto questo tasto per ritornare indietro durante l'esecuzione del file video.
2.  - Tenere premuto questo tasto per avanzare durante l'esecuzione del file video.
3.  - Fare clic su questo tasto per eseguire il file video/proseguire l'esecuzione.
4.  - Fare clic su questo tasto per interrompere l'esecuzione del file video.

11.5.2 ANDROID

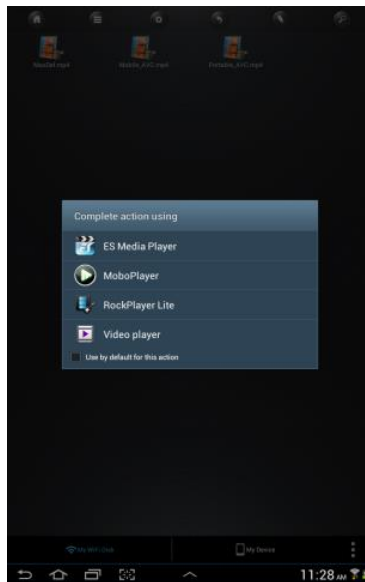
Suggerimento: vi consigliamo di creare alcune cartelle per salvare i file video/i filmati. Questo facilita l'utilizzo e l'organizzazione del vostro disco rigido Wi-Fi.

I file video/i filmati possono essere eseguiti indipendentemente dal menu attuale e dalla posizione in cui sono salvati ("Memory 2 Move Pro" oppure "Il mio dispositivo").

A questo scopo basta ricercare il file. Con un clic sul file selezionato, questo viene eseguito.

Nota: l'utilizzo e le possibilità di impostazione per l'esecuzione dei file video dipendono dal tipo di lettore di filmati installato sul vostro Android.

Consultate le istruzioni d'uso del vostro lettore di filmati per ottenere ulteriori informazioni.



11.6 VISUALIZZAZIONE DI IMMAGINI

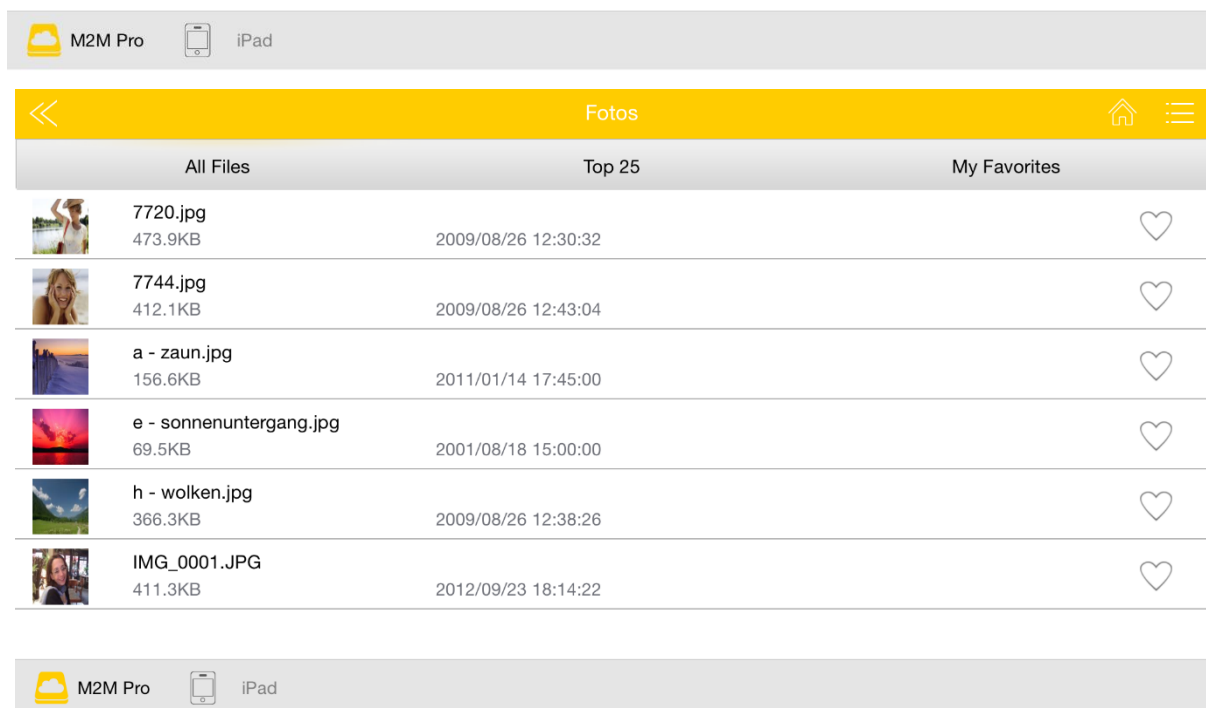
11.6.1 IOS

Suggerimento: vi consigliamo di creare alcune cartelle per salvare le immagini su Memory 2 Move Pro. Questo facilita l'utilizzo e l'organizzazione del vostro disco rigido Wi-Fi.

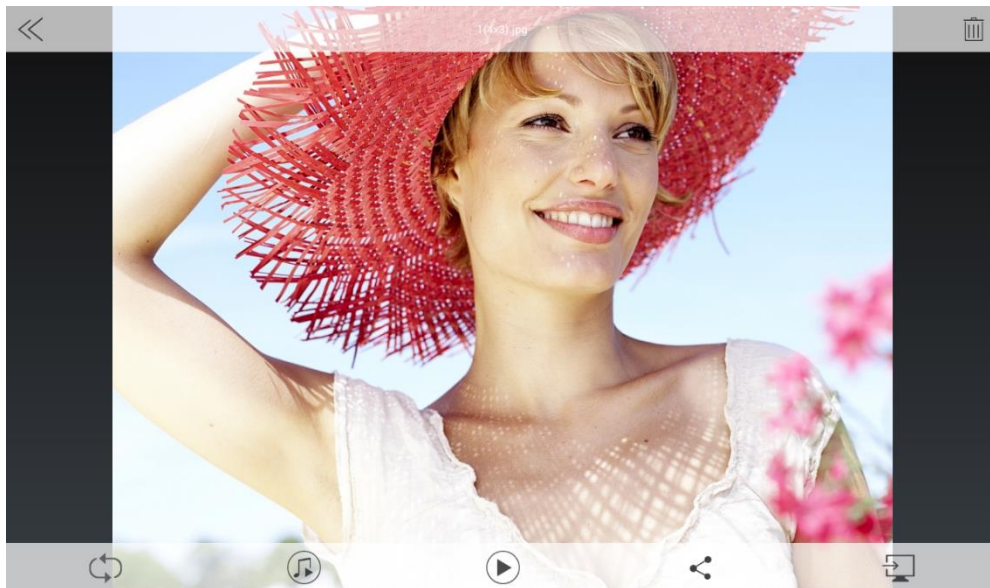
Nota: il disco rigido Wi-Fi supporta i seguenti formati di immagine: .jpg, .tiff, .gif e .bmp

I file si visualizzano nella panoramica delle miniature oppure nell'elenco, come rappresentato qui sotto.

Tutte le immagini in formati non supportati vengono visualizzate come miniature, a titolo di esempio, o come icone.





Fare clic su un file qualsiasi per aprire una presentazione di immagini in sequenza. Se il menu non si apre direttamente, fare clic un'altra volta sull'immagine per visualizzarla (vedere la raffigurazione qui sopra).



Per la presentazione sono a vostra disposizione le seguenti funzioni:

Passare con il dito sul display da destra a sinistra o da sinistra a destra per regolare manualmente la visualizzazione e premere il tasto Play ► per avviare automaticamente la presentazione.

- Fare clic sul tasto Pausa || per interrompere temporaneamente la presentazione. Premere nuovamente il tasto Pausa per riprendere la presentazione.
- Fare clic sul tasto ⇌ per visualizzare le foto una volta o per ripetere l'intera cartella
- Fare clic sul tasto Indietro << per ritornare alla voce precedente del menu.

Si può aggiungere la musica di sottofondo, eseguendo la riproduzione delle immagini dei slide. Fare clic sul bottone  per avviare la musica di sottofondo. Per interrompere la musica di sottofondo, fare clic sul seguente bottone .

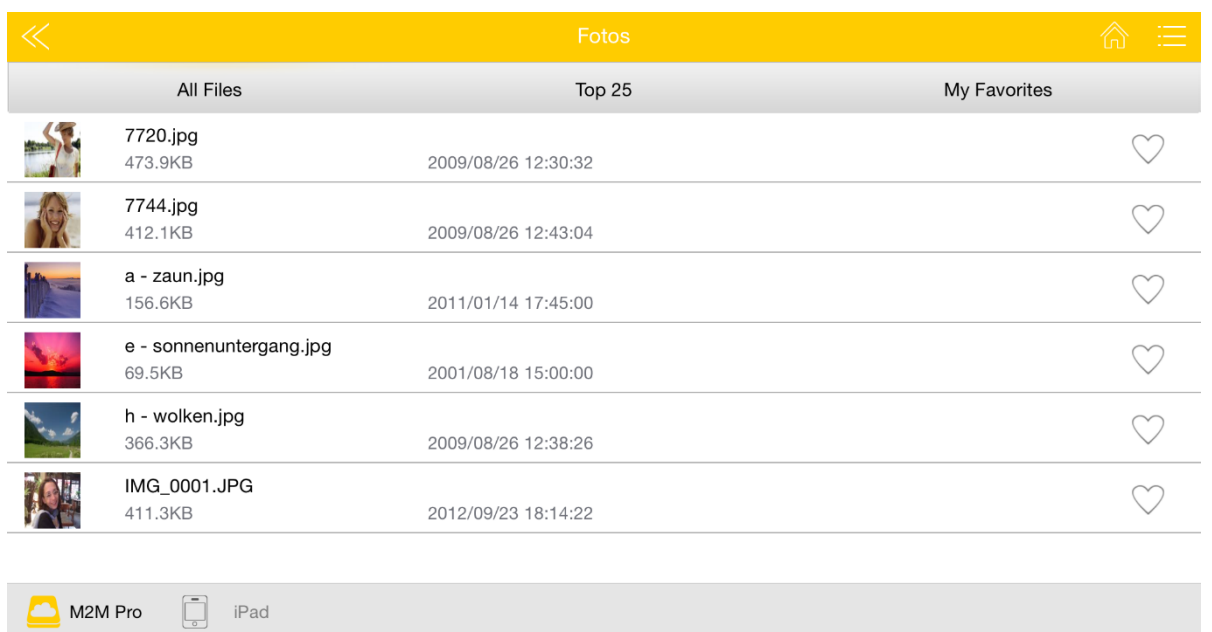
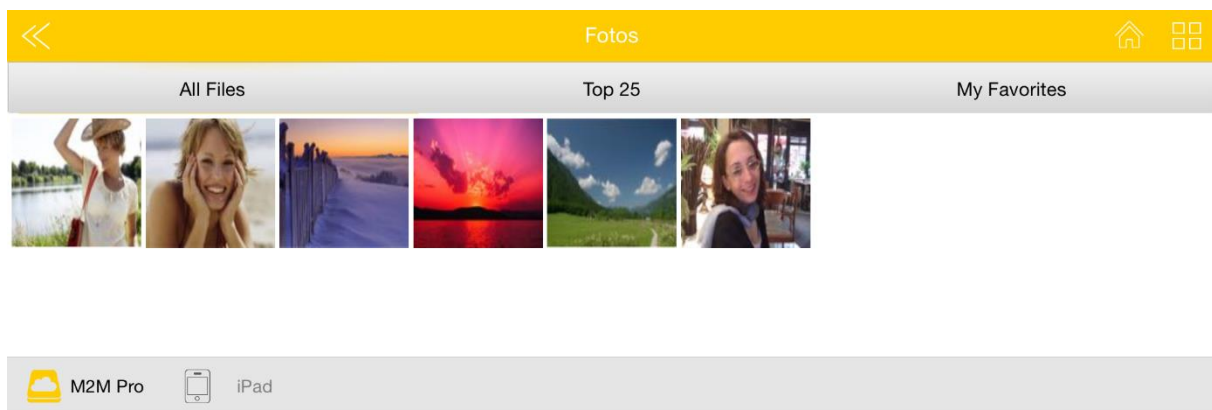
11.6.2 ANDROID

Suggerimento: vi consigliamo di creare alcune cartelle per salvare le immagini. Questo facilita l'utilizzo e l'organizzazione del vostro disco rigido Wi-Fi.

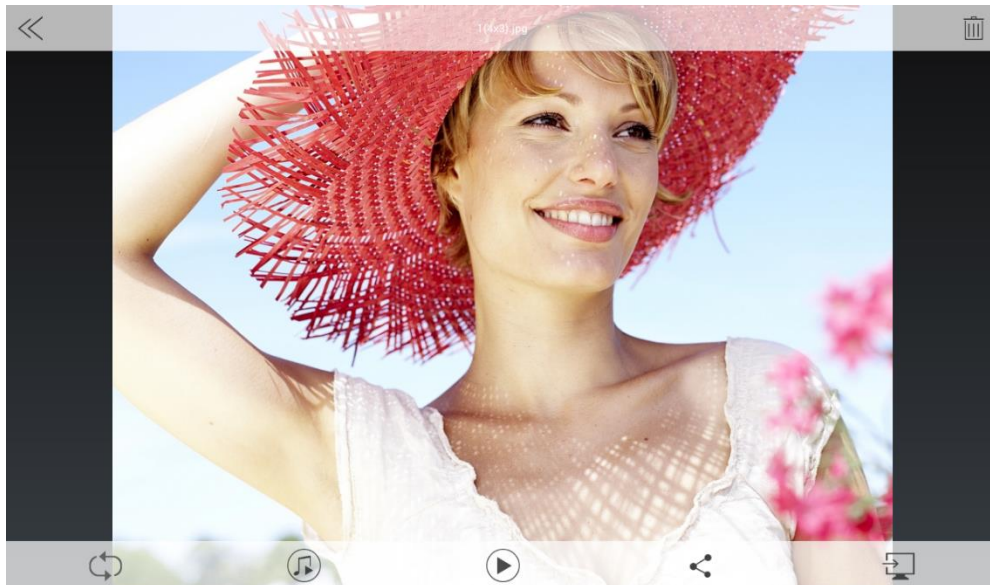
Nota: il disco rigido Wi-Fi supporta i seguenti formati di immagine: .jpg, .tiff, .gif e .bmp

I file si visualizzano nella panoramica delle miniature oppure nell'elenco, come rappresentato qui sotto.


Tutte le immagini in formati non supportati vengono visualizzate come miniature, a titolo di esempio, o come icone.






Fare clic su un file qualsiasi per aprire una presentazione di immagini in sequenza. Se il menu non si apre direttamente, fare clic un'altra volta sull'immagine per visualizzarla (vedere la raffigurazione qui sopra).





Per la presentazione sono a vostra disposizione le seguenti funzioni:

Passare con il dito sul display da destra a sinistra o da sinistra a destra per regolare manualmente la visualizzazione e premere il tasto Play  per avviare automaticamente la presentazione.

- Fare clic sul tasto Pausa  per interrompere temporaneamente la presentazione. Premere nuovamente il tasto Pausa per riprendere la presentazione.
- Fare clic sul tasto  per visualizzare le foto una volta o per ripetere l'intera cartella
- Fare clic sul tasto  per ritornare alla schermata precedente.

La musica di sottofondo può essere aggiunta mentre si riproducono le immagini dei slide.

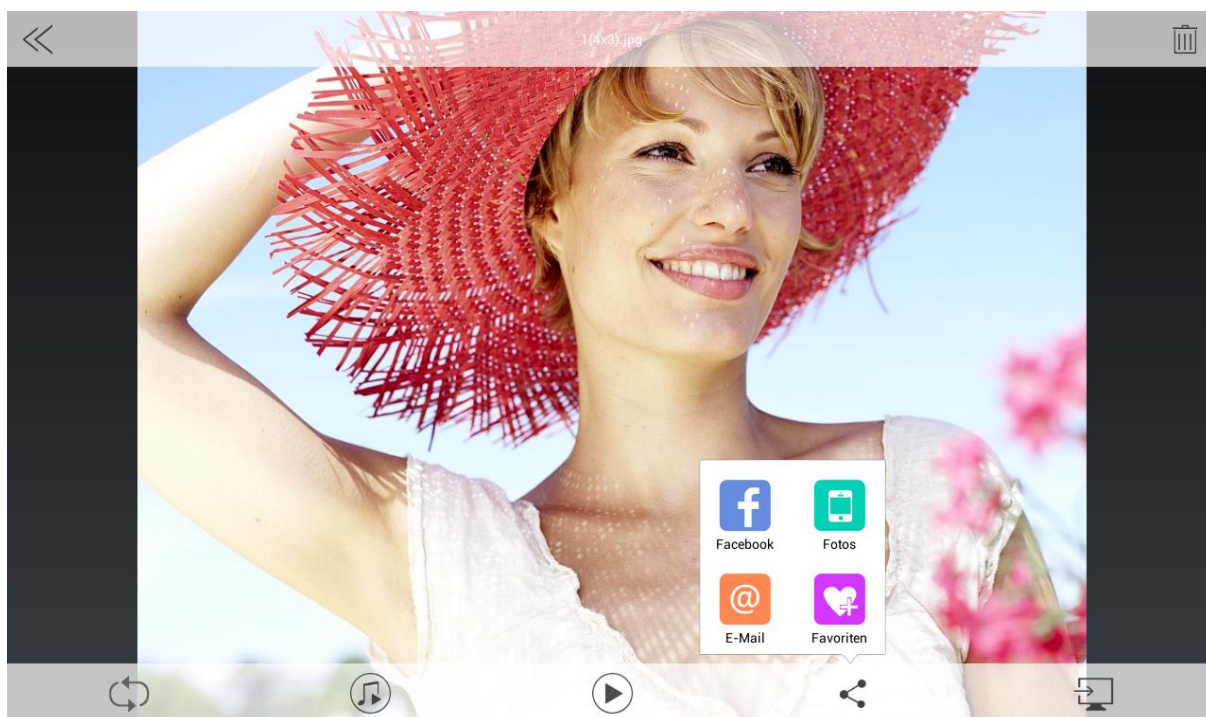
Fare clic sul tasto  per avviare la musica di sottofondo. Per interrompere la musica di sottofondo fare clic sul tasto .


11.7 CONDIVISIONE DI IMMAGINI

11.7.1 IOS

Avete diverse possibilità di condividere le immagini con la vostra famiglia e i vostri amici, ad es. per e-mail, memorizzandole nell'album fotografico del dispositivo utilizzato oppure caricandole su Facebook.

Nota: per la condivisione delle immagini per e-mail o tramite i social media è necessario disporre di un collegamento Internet.



- Fare clic sul tasto  situato nella parte inferiore della schermata per mostrare le quattro opzioni disponibili per condividere le vostre foto e/o immagini.

- E-Mail - Fare clic qui per avviare la app standard per l'invio tramite e-mail e selezionare le immagini da allegare.

Vodafone.de 18:53 90 %

Abbrechen Neue E-Mail Senden

An:

Kopie/Blindkopie,

Betreff:

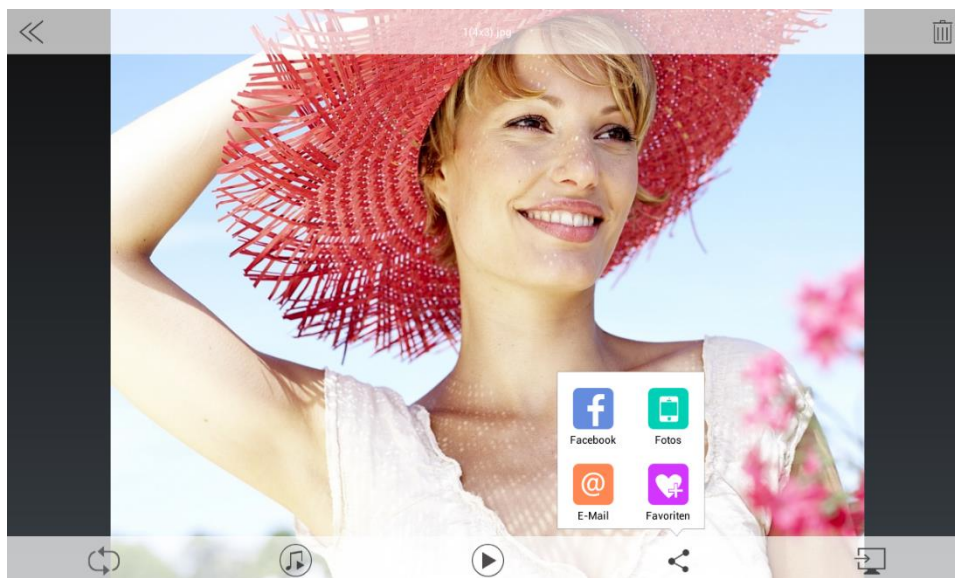



- Aggiungi a foto: fare clic su questa opzione per aggiungere l'immagine selezionata all'album fotografico del dispositivo utilizzato.
- Carica su Facebook: facendo clic su questa opzione si viene guidati automaticamente alla schermata di accesso a Facebook. È necessario aver installato in precedenza la app di Facebook sul dispositivo. Si deve disporre anche di un profilo Facebook.

11.7.2 ANDROID

Le diverse possibilità di condividere le immagini dipendono dalle varie app installate sul vostro dispositivo.

Nota: per la condivisione delle immagini per e-mail o tramite i social media è necessario disporre di un collegamento Internet.

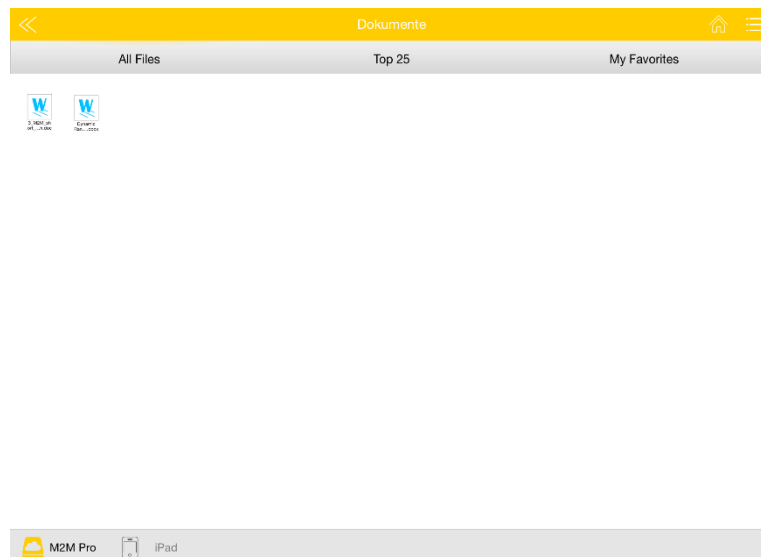



- Fare clic sul tasto  situato sulla parte inferiore della schermata per visualizzare le 4 opzioni disponibili per condividere le vostre foto e/o immagini.


11.8 APRIRE/VISUALIZZARE I DOCUMENTI

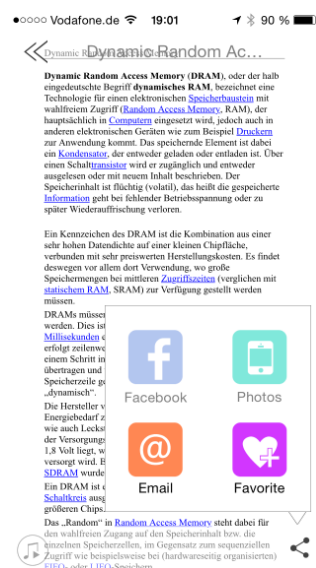
11.8.1 IOS

La app “Memory 2 Move Pro” supporta i file Keynote, Numbers, Page, Excel, PowerPoint e Word, nonché .pdf e .txt.



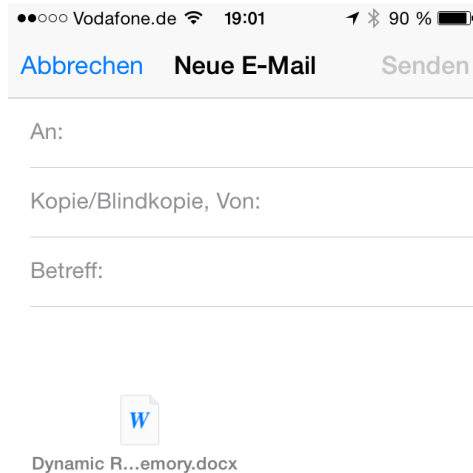
È sufficiente fare clic sul file per aprirlo e visualizzarlo. I formati supportati vengono aperti automaticamente. Fare clic sul tasto “Indietro”  per ritornare al menu precedente

oppure fare clic sul tasto  per inviare le immagini per e-mail, come qui sotto raffigurato.



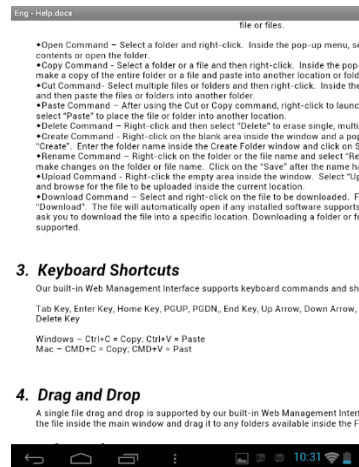
Nota: per l’invio di e-mail è necessaria una connessione Internet.

Fare clic sul tasto “E-mail”. La app standard per le e-mail viene avviata automaticamente e il documento selezionato viene inviato come allegato.



11.8.2 ANDROID


Per aprire i documenti sul vostro dispositivo Android, è sufficiente sfiorare il file. Questo si aprirà grazie a un programma standard o a una app da voi installata (cfr. l'immagine qui sotto).

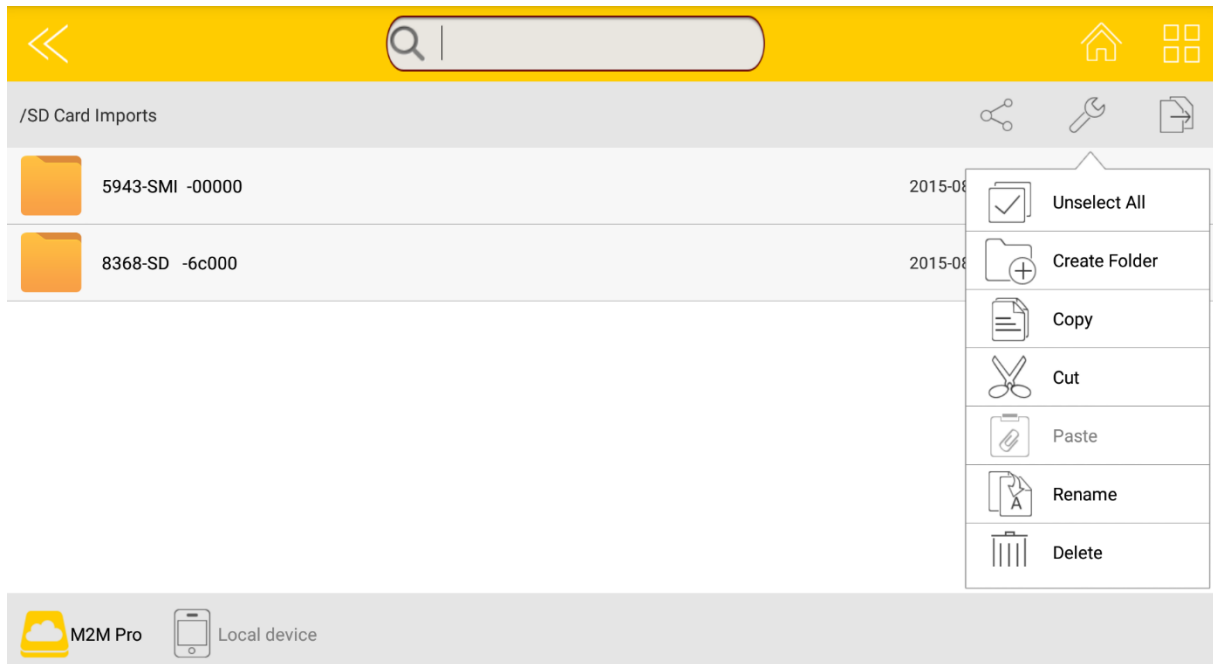


Per inviare il documento come allegato consultate le istruzioni del programma con il quale è stato aperto il documento.



Nota: per l'invio di e-mail è necessaria una connessione Internet.

11.9 COPY, DELETE, DOWNLOAD, UPLOAD FUNCTIONS (IOS AND ANDROID)

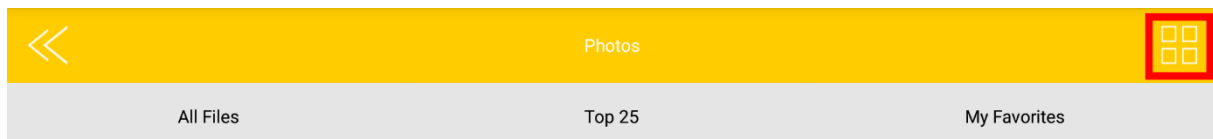
Selezionare i vostri file additando l'icoma. Appare dunque un segno di spunta. Aprire il menu di explorer, additando il tasto .



Sono disponibili le seguenti opzioni: selezionare tutto, creare cartella, copiare, tagliare, incollare, rinominare ed eliminare.

Potete anche condividere i file, additando il tasto . Additando il tasto  vedete lo stato corrente del trasferimento dei file.

11.10 OPZIONI DI SUDDIVISIONE – FORMATO DI VISUALIZZAZIONE:



1) Suddivisione sulla base del tempo:

- a) iniziando con l'elemento più recente
- b) iniziando con l'elemento meno recente

2) Suddivisione per nome:

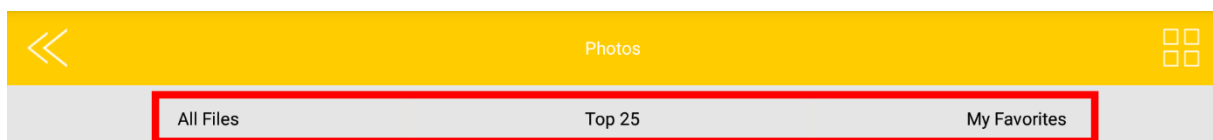
- a) iniziando con la lettera a
- b) iniziando con la lettera z

3) Suddivisione per formato di file:

- a) iniziando con la lettera a
- b) iniziando con la lettera z

I file esistenti possono essere visualizzati sotto forma di lista o con immagini miniatura.

11.11 OPZIONI DI SELEZIONE DEI FILE:



1.) Tutti i file: visualizzazione di tutti i file esistenti

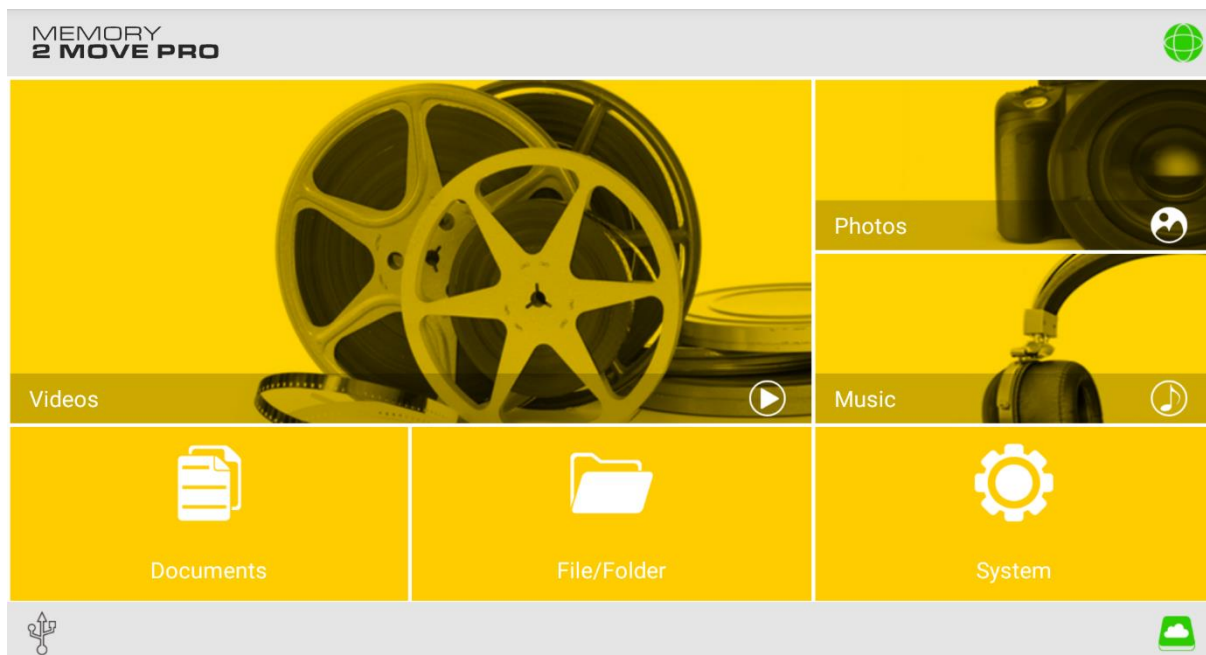
2.) Top 25: visualizzazione dei 25 file selezionati più spesso.

3.) I preferiti: selezionando il cuore rosso vicino al nome del file, potete aggiungere singoli file ai vostri file preferiti.

12. FUNZIONI WEB MANAGEMENT

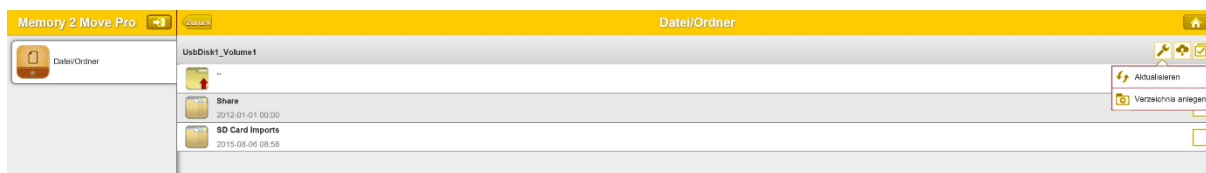
Per configurare il dispositivo Wi-Fi, utilizzate il software “Wi-Fi Finder” per collegarsi a Memory 2 Move Pro. In alternativa potete aprire il vostro browser e nella riga degli indirizzi inserire l’IP 10.10.10.254, se l’indirizzo predefinito non è stato modificato.








Visualizzazione del menu principale:



12.1 FUNZIONE EXPLORER

Mediante questa interfaccia è possibile copiare i dati su Memory 2 Move Pro e trasferire i file da Memory 2 Move Pro sul PC. Inoltre è possibile creare, copiare, denominare o cancellare cartelle, proprio come su avviene normalmente sul PC.



 Refresh	Aggiorna - Fare clic su questo pulsante per aggiornare la schermata di visualizzazione.
	Carica - Fare clic su questo pulsante per caricare i file sul dispositivo.
 Create Folder	Crea - Per creare una cartella su Memory 2 Move Pro. Il nome della cartella può contenere al massimo 26 caratteri.
 Copy	Copia – Per copiare i file in un'altra cartella.
	Mostra tutti i file in una volta
 Delete	Cancella - Per eliminare i file dal dispositivo.
 Rename	Rinomina – Per modificare il nome del file.

12.2 INFORMAZIONI

Qui sono disponibili informazioni sull'hardware, lo stato della rete e lo spazio in memoria.

12.2.1 DISPOSITIVO

Qui sono disponibili informazioni come il nome del dispositivo, il numero di serie, il fornitore, il modello e la CPU.

12.2.2 ARCHIVIAZIONE

Qui sono disponibili informazioni sull'unità integrata, sulla capacità totale, sul produttore del disco rigido e sulla capacità disponibile in memoria.

12.2.3 RETE

Qui sono disponibili informazioni dettagliate sullo stato attuale della rete, come l'indirizzo di rete, lo stato Internet o il nome della rete attuale Wi-Fi (SSID).

12.3 IMPOSTAZIONI

12.3.1 UTENTE

Nel menu delle impostazioni fare clic sul link, per modificare le impostazioni per l'amministratore. La password deve contenere almeno 5 e al massimo 32 caratteri. Con un clic sul pulsante "Salva" si confermano le modifiche.

La password dell'amministratore predefinita è: 00000

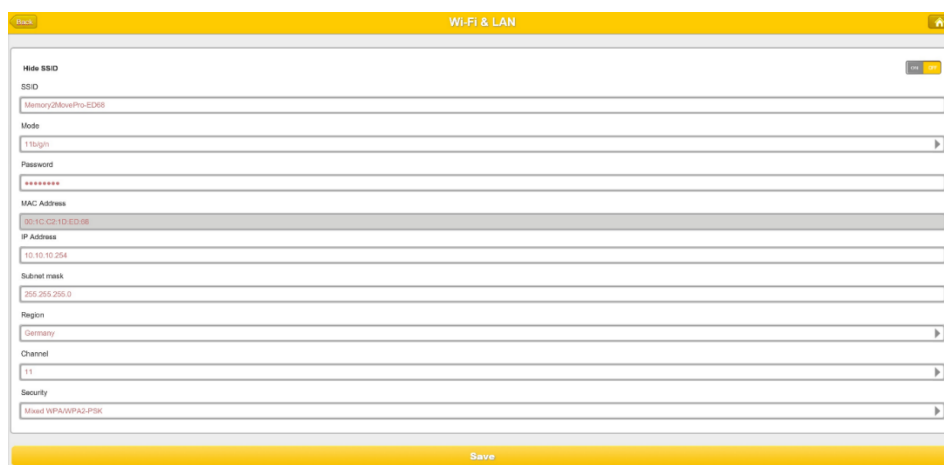
12.4 RETE

12.4.1 NOME HOST

Il nome host appartiene a un apparecchio che è collegato a una rete. Il nome può essere scelto liberamente. L'unico requisito è che il nome cominci con una lettera, seguita da una combinazione di lettere e numeri. Sono necessari almeno 2 e al massimo 8 caratteri.

12.4.2 WI-FI E LAN

Tutte le impostazioni di rete possono essere organizzate secondo le vostre esigenze. Sono disponibili le seguenti opzioni:



The screenshot shows the 'Wi-Fi & LAN' configuration page. It includes the following fields and options:

- Hide SSID:** A checkbox with a 'Yes' button.
- SSID:** A text input field containing 'Memory2/MovePro-ED06'.
- Mode:** A dropdown menu set to '11b/g/n'.
- Password:** A text input field with masked characters (*****).
- MAC Address:** A text input field containing '90:1C:C2:1D:ED:06'.
- IP Address:** A text input field containing '10.10.10.254'.
- Subnet mask:** A text input field containing '255.255.255.0'.
- Region:** A dropdown menu set to 'Germany'.
- Channel:** A dropdown menu set to '11'.
- Security:** A dropdown menu set to 'Mixed WPA/WPA2-PSK'.

A 'Save' button is located at the bottom of the page.

- **SSID:**
inserire il nome della rete. Nelle impostazioni predefinite è indicata “Memory2Move-XXXX”. Per il nome SSID sono necessari 32 caratteri al massimo.
- **Canale Wi-Fi:**
inserire qui il canale tramite il quale il dispositivo Wi-Fi deve trasmettere e ricevere. L'impostazione predefinita è “Auto”. Il canale viene definito automaticamente dal dispositivo. È possibile, tuttavia, definire manualmente il canale di trasmissione e ricezione. Sono disponibili da 1 a 13 canali.
- **Modalità Wi-Fi:**
la modalità standard predefinita per la connessione senza fili è: 802.11/b/g/n. È possibile anche stabilire manualmente le modalità: 11Mbps (802.11b), 54 Mbps (802.11g oppure 150Mbps (802.11n).
- **Protezione:**
non è predefinito alcun tipo di protezione. È possibile scegliere tra le seguenti tipologie di codifica: nessuna codifica, WPA-PSK, WPA2-PSK, Mixed WPA/WPA2-PSK.
- **Password:**
a seconda del tipo di codifica, è necessario inserire una password con almeno 8 e al massimo 63 caratteri.
- **Indirizzo IP:**
l'indirizzo IP preimpostato è: 10.10.10.254 con subnet mask 255.255.255.0. È possibile modificarlo manualmente.

12.4.3 SERVER DHCP

Il Dynamic Host Configuration Protocol (DHCP) è un protocollo di rete che consente a un server di assegnare indirizzi IP dinamici a computer collegati. Nelle impostazioni predefinite è stato attivato Protocollo DHCP. Questa opzione può venire disattivata, se necessario, ed è possibile assegnare manualmente gli indirizzi IP.

12.4.4 ACCESSO A INTERNET

Stabilire l'accesso a Internet

.. creando la connessione a un'altra rete disponibile.

Sono disponibili due opzioni di accesso a Internet. Nelle impostazioni standard è definito l'accesso tramite cavo (vedere l'immagine in alto).

A. Accesso senza fili (WLAN)

Collegare M2M a un altro router WLAN per connettersi a Internet.

B. Accesso tramite cavo (LAN)

Collegare M2M a una porta disponibile sul lato posteriore del router per collegarsi a un'altra rete.

Accesso cablato LAN:

nelle impostazioni predefinite è stato selezionato "IP dinamico". È quindi possibile assegnare un indirizzo IP, con un clic sulla freccia gialla e selezionando l'opzione "IP statico".

Accesso WLAN:

SSID:

inserire il nome SSID della rete oppure fare clic su "Nuova scansione" per cercare automaticamente tutte le reti.

Password:

inserire la password per la rete locale senza fili selezionata.

Indirizzo IP:

- Selezionando "Automatico" la rete assegna automaticamente un indirizzo IP.

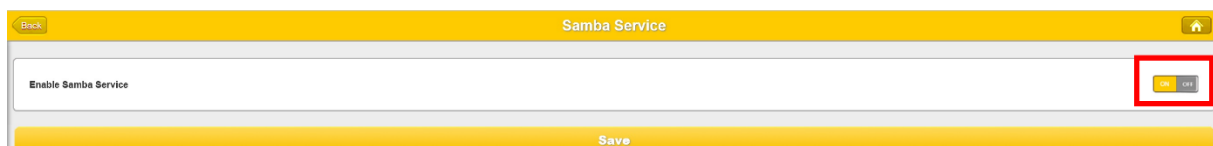
-Selezionando "IP statico" dovrete inserire manualmente la rete tramite la quale desiderate collegarvi.

Nota: se non dovesse essere possibile stabilire un collegamento con un'altra rete, chiedete al vostro amministratore di rete delucidazioni sulle direttive valide nel vostro caso.

12.5 SERVIZI

12.5.1 SAMBA

L'accesso e lo scambio di dati sono molto semplici grazie a Windows File Service | Samba (Mac). Questo servizio è attivato per default (vedere la schermata).



12.5.2 SERVER MEDIA



Funzioni:

Qui potete attivare / disattivare il servizio DLNA: acceso / spento. Potete anche cambiare directory.

- 1.) Premete la freccia sulla destra di "DLNA Directory".

DLNA Directory

WiFiDisk1_Volume1/Share

- 2.) Selezionare OK per cambiare directory.
- 3.) Selezionate la directory preferita e premete OK.



12.5.3 IMPOSTAZIONI ORA

Esiste la possibilità di impostare manualmente un fuso orario e di eseguire una sincronizzazione temporale automatica.

Se avete deciso di eseguire la selezione manuale di un fuso orario, potete fare clic sulla freccia gialla vicino alla casella "Fuso orario" e selezionare dalla voce del menu il fuso orario, a seconda della località. Se si seleziona la sincronizzazione temporale automatica, l'orario viene aggiornato ogni volta che ci si collega a Internet.

Opzioni per la sincronizzazione dell'orario:

Frequenza: ogni giorno, ogni due giorni, ogni tre giorni.... È possibile scegliere intervalli di sincronizzazione fino a 7 giorni.

È possibile rinunciare alla sincronizzazione oraria automatica in ogni momento e selezionare invece l'opzione "Rileva ora PC". In tal caso viene rilevata l'ora del vostro PC: i due dispositivi visualizzano dunque la stessa ora.

12.5.4 AGGIORNAMENTO FIRMWARE:

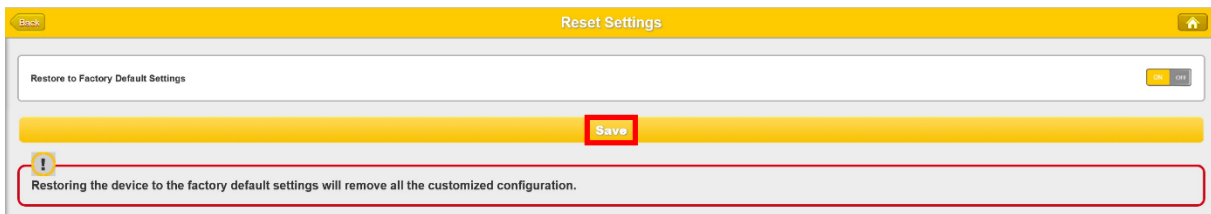
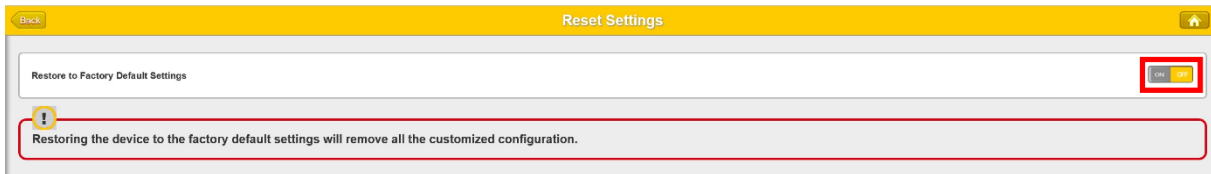
Se sul sito www.intenso.de è disponibile l'aggiornamento del firmware vi preghiamo di eseguire le seguenti operazioni.

- 1.) Scaricare il firmware sul proprio computer.
- 2.) Fare clic sul pulsante "Aggiorna" e cercare l'aggiornamento del firmware appena scaricato sul PC. Selezionare il file "Apri" per proseguire.
- 3.) Sotto il pulsante "Aggiorna" si visualizza il numero della versione del firmware al quale il dispositivo deve essere aggiornato. Fare clic su "Salva" in basso, a destra, nella schermata per avviare la procedura di aggiornamento del firmware.
- 4.) Durante il processo di aggiornamento compare un messaggio di avvertimento che fornisce informazioni sullo stato attuale del processo stesso.

Una volta avvenuto l'aggiornamento, il dispositivo viene riavviato automaticamente e si visualizza la schermata di login.

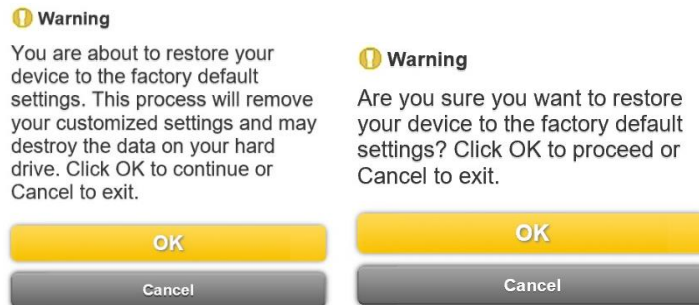
12.5.5 RESET

Una volta resettato il dispositivo alle impostazioni di fabbrica, tutte le impostazioni stabilite vengono cancellate e si ripristinano nuovamente le impostazioni predefinite.



Per selezionare il reset alle impostazioni di fabbrica, fare clic sul pulsante rotondo. Fare clic sul pulsante “Salva” per avviare la procedura. Per escludere fraintendimenti, confermare la selezione nei seguenti messaggi di avvertimento.

Durante il processo compare il seguente messaggio che fornisce informazioni sullo stato del processo stesso.



Nota: dopo il reset del dispositivo viene resettata anche la password dell'amministratore. Si ripristina dunque la password predefinita.

Premete semplicemente il tasto rotondo dopo “Resettare alle impostazioni standard di fabbrica”: fare clic sul tasto “salvare” per continuare.

Viene visualizzata la finestra del messaggio di avvertimento. “Memory 2 Move Pro” si riavvia automaticamente dopo il completamento del reset alle impostazioni standard di fabbrica. Vedi la schermata qui di seguito.

13. LICENZA INFORMAZIONE

Notice of GNU GENERAL PUBLIC LICENSE and LESSER GENERAL PUBLIC LICENSE

Dear Customer,

If interested, you and any third party can download the source code of used GPL / LGPL from Intenso Webpage <http://www.intenso.de> . The source code of the desired product is available to anyone on the selection of valid product category and the desired device. In the product details you will find the entry "drivers". Open this menu to download the corresponding GPL / LGPL code. For a fee of 35 € (delivery to another country as Germany), it is also possible to obtain this code by postal delivery. More information about the GPL/LGPL-Licence can you find on following website www.gnu.org

GNU GENERAL PUBLIC LICENSE

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc.

51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that

refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

- a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
- b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
- c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

- 4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.
- 5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.
- 6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the

Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by

the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

one line to give the program's name and an idea of what it does.

Copyright (C) yyyy name of author

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA.

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) year name of author

Gnomovision comes with ABSOLUTELY NO WARRANTY; for details

type `show w'. This is free software, and you are welcome

to redistribute it under certain conditions; type `show c'

for details.

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

*Yoyodyne, Inc., hereby disclaims all copyright
interest in the program `Gnomovision'
(which makes passes at compilers) written
by James Hacker.*

signature of Ty Coon, 1 April 1989

Ty Coon, President of Vice

ÍNDICE

1.	Índice	4
2.	Funções do produto	4
3.	Material fornecido	6
4.	Especificações técnicas	6
5.	Requisitos mínimos	6
6.	Panorâmica do produto	7
7.	Ligações disponíveis	7
7.1	RJ45 WAN Port	7
7.2	Interface Micro USB 3.0	7
7.3	Indicação LED	8
8.	Proteção de Cartões SD (Cópia backup).....	9
9.	Utilização de um PC ou MAC.....	11
9.1	Estabelecimento de uma ligação Wireless LAN a um PC	11
9.2	PC WiFi Finder	12
9.2.1	Meu armazenamento.....	13
9.3	Estabelecimento de uma ligação Wireless LAN a um MAC.....	14
9.3.1	MAC WiFi Finder	15
9.3.2	Meu armazenamento.....	16
9.4	Configuração do Memory 2 Move Pro	17
10.	Utilização de dispositivos móveis.....	21
10.1	Instalação da aplicação iOS Memory 2 Move Pro.....	21
10.2	Ligação sem fios ao iPhone/iPad.....	22
10.3	Login do utilizador (iOS)	23
10.4	Instalação da aplicação Android Memory 2 Move Pro	25
10.5	Ligação sem fios a um dispositivo Android	25
10.6	Login do utilizador (Android).....	27
11.	Funções básicas.....	29

11.1	Utilização para dispositivos iOS.....	29
11.2	Utilização para dispositivos Android	30
11.3	Definições Wi-Fi (iOS e Android).....	31
11.3.1	Interface de definições Wi-Fi	31
11.3.2	Mudar o nome do dispositivo	31
11.3.3	Segurança.....	32
11.3.4	Acessos à Internet	32
11.4	Reproduzir ficheiros de música / áudio (IOS / Android).....	34
11.5	Reproduzir filmes / vídeos	35
11.5.1	iOS	35
11.5.2	Android.....	37
11.6	Reprodução de ficheiros de imagem	38
11.6.1	iOS	38
11.6.2	Android.....	40
11.7	Partilha de ficheiros de imagem.....	42
11.7.1	iOS	42
11.7.2	Android.....	43
11.8	Abrir/exibir documentos.....	44
11.8.1	iOS	44
11.8.2	ndroid.....	46
11.9	CopIAR, ELIMINAR, OPÇÕES DE Download E Upload (iOS E Android)	47
11.10	OPÇÕES DE ORDENAÇÃO – FORMATO DE EXIBIÇÃO:	48
11.11	OPÇÕES DE SELEÇÃO DO FICHEIRO:.....	48
12.	Funções de gestão WEB	49
12.1	Função Explorer	49
12.2	Informações	50
12.2.1	Informações sobre o dispositivo	50
12.2.2	Informações sobre a memória	50

12.2.3	Informações sobre a rede	50
12.3	Definições.....	51
12.3.1	Utilizador.....	51
12.4	Rede	51
12.4.1	Host Name.....	51
12.4.2	Wi-Fi & LAN	51
12.4.3	Servidor DHCP	53
12.4.4	Definições da Internet.....	53
12.5	Serviços	54
12.5.1	Samba.....	54
12.5.2	Servidor de Multimédia.....	54
12.5.3	Definições da hora	55
12.5.4	Atualização do firmware	55
12.5.5	Reset.....	56
13.	licença informação	57

1. ÍNDICE

TOCPanorâmica geral do produto

O Memory 2 Move Pro permite-lhe um acesso sem fios aos seus vídeos, músicas, fotos e dados, com vista a transferi-los (stream) para o seu iPad®, iPhone®, Tablet PC, smartphone e portátil – sem um emaranhado de cabos desnecessário.

Graças ao disco rígido integrado deixa de se preocupar com o espaço limitado dos seus dispositivos móveis e a porta USB 3.0 incorporada permite uma transferência de dados rápida e simples.

Para assegurar a melhor mobilidade possível, o Memory 2 Move Pro dispõe de uma bateria recarregável. Para a carregar, pode simplesmente ligar o dispositivo ao seu computador através de uma porta USB livre, ao mesmo tempo que copia os seus ficheiros para o disco rígido. Num piscar de olhos o dispositivo estará pronto a usar. Mesmo durante o processo de carregamento é possível aceder ao Memory 2 Move Pro.

2. FUNÇÕES DO PRODUTO

- Transferência de ficheiros média através de uma ligação Wi-Fi para até 5 utilizadores em simultâneo.
- Acesso aos seus ficheiros de música, vídeo e fotos através de uma aplicação gratuita para iOS e Android.
- Duração da bateria até 5 horas*.
- Acesso à Internet através de ligação RJ45 opcional (ligação LAN) ou por rede sem fios 802.11 b/g/n padrão
- Suporta formatação NTFS e FAT32
- Suporta troca de dados multiplataforma através da ligação LAN entre Windows, Mac, iOS e Linux.
- Suporta aplicações do utilizador nas mais diferentes plataformas, incluindo Windows/Mac/Linux/iPad/iPhone/Android

*A duração exata da bateria depende das aplicações e configurações usadas.

Utilização como disco externo: A porta USB 3.0 integrada permite uma transferência mais rápida de dados e consegue carregar a bateria interna, desde que o Memory 2 Move Pro esteja conectado a um computador ou fonte de alimentação. No entanto, apenas funciona quando o dispositivo está apagado.

Utilização através da ligação LAN: Para isso, ligue uma extremidade do seu cabo RJ45 ao Memory 2 Move Pro e a outra à porta livre do seu router. Agora, ative a função DHCP no seu Memory 2 Move Pro para uma atribuição automática do endereço IP.



Utilização sem fios: Ligue o Memory 2 Move Pro ao seu router sem fios tal como é descrito no manual que se segue, para conseguir aceder à Internet por Wi-Fi.



3. MATERIAL FORNECIDO

- Memory 2 Move Pro
- Cabo USB 3.0
- CD
- Manual de instruções
- Fonte de alimentação (KTEC – KSAS0060500100VEU – 5V / 1A)

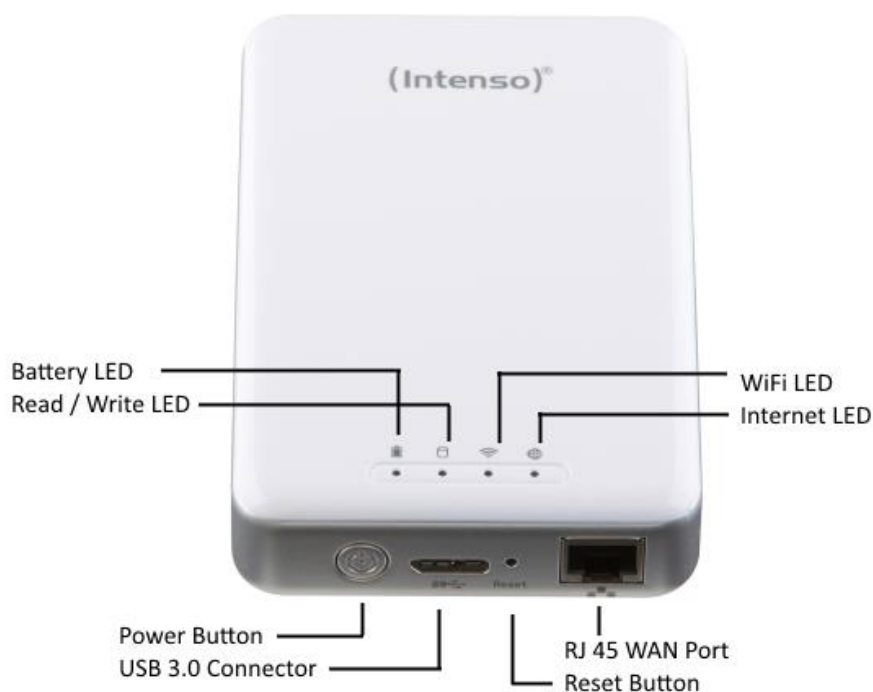
4. ESPECIFICAÇÕES TÉCNICAS

- Dimensões : 130 mm (C) X 83mm (L) X 26mm (A)
- Wi-Fi:
 - Padrão: 802.11 b/g/n,
 - Frequência: 2.4 GHZ
 - Taxas de transferência: 300Mbps
- Interface de rede: 100Mbps Ethernet RJ45
- Porta USB: Micro USB 3.0, para transferência de dados e carregamento da bateria
- Capacidade da bateria: 3000mAh
- Temperatura de serviço: A temperatura de serviço ideal encontra-se entre 5 °C e 35 °C

5. REQUISITOS MÍNIMOS

- Ligação à Internet
- Requisitos do sistema:
 - o Windows: XP/Vista/Windows 7/8 / 8.1 / 10
 - o Mac: OS X 10.7.0 e superior
 - o Outros: Fedora 12 (Linux) e superior
- Navegador de Internet para PC
 - o Windows: Suporta Internet Explorer 9 e superior
 - o Mac: Suporta Safari 5.0 e superior
 - o Outros: Firefox 3.5 e superior
- Router ou Switch

6. PANORÂMICA DO PRODUTO



7. LIGAÇÕES DISPONÍVEIS

7.1 RJ45 WAN PORT

- A. Modo Router: O Memory 2 Move Pro funciona como um router convencional e pode atribuir endereços IP a computadores que estejam conectados por WLAN.
- B. Modo WLAN: Permite uma ligação a uma rede já existente.

7.2 INTERFACE MICRO USB 3.0

A porta USB 3.0 integrada permite uma transferência mais rápida de dados e consegue carregar a bateria interna, desde que o Memory 2 Move Pro esteja conectado a um computador ou fonte de alimentação. No entanto, apenas funciona quando o dispositivo está apagado.

7.3 INDICAÇÃO LED

LED de energia:

- Apagado: O dispositivo está desligado.
- Sempre aceso – verde: A bateria está completamente carregada.
- A piscar rapidamente - verde: O dispositivo está a desligar.
- A piscar lentamente - verde: O dispositivo está a carregar.
- Sempre aceso - vermelho: Carga da bateria inferior a 30%
- A piscar rapidamente - vermelho: Carga da bateria crítica

HDD LED:

- Piscar: Ler/escrever atividades
- Luz Contínua Ligado ao PC
- LED desligado HDD no modo de suspensão

LED Wi-Fi - azul:

- Intermitente: O processo de inicialização está a ser iniciado.
- LED não acende: O dispositivo está desligado ou sem abastecimento de energia
- Sempre aceso:
 - o Processo de inicialização concluído
 - o Modo de prontidão - os dispositivos podem ser ligados.

LED de Internet:

- LED Desligado: O dispositivo está desligado ou não alimentado
- Piscar a verde: Inicia o processo de Inicialização
- Luz verde contínua: Processo de inicialização concluído Pronto para utilizar.

8. PROTEÇÃO DE CARTÕES SD (CÓPIA BECKUP)

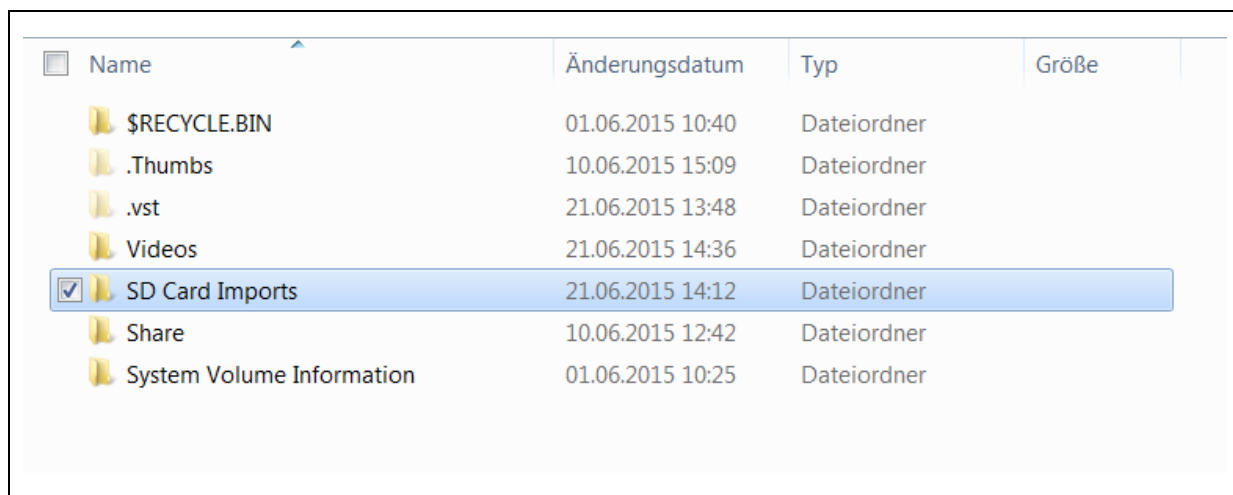
Queira realizar os passos que se seguem para proteger os dados guardados no seu cartão SD, no Memory 2 Move Pro.

- 1.) Inicie o Memory 2 Move Pro e aguarde para que o dispositivo fique pronto para utilizar.
- 2.) Introduza o cartão SD na ranhura do cartão Memory 2 Move Pro.
- 3.) De seguida, prima curtamente no botão de alimentação duas vezes para iniciar a cópia de segurança.

Indicação: Desde que o LED branco no Memory 2 Move Pro pisque, os seus dados são copiados do cartão SD para a memória do Memory 2 Move Pro. Nunca remova o cartão SD do dispositivo enquanto é feita uma cópia de segurança ativa. Tal pode danificar e subsequentemente provocar perdas de dados.

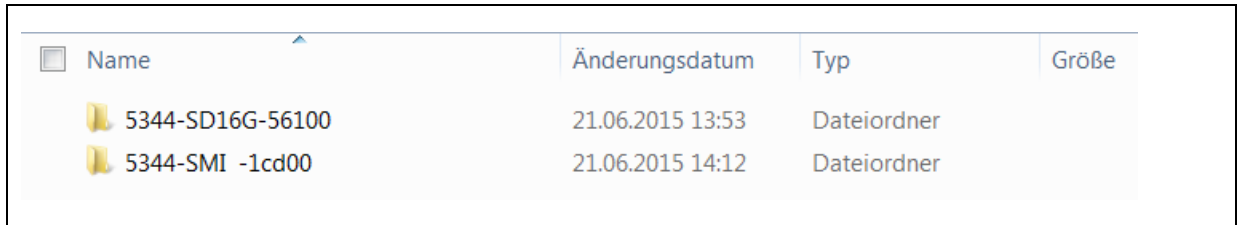
Diagrama do Pedido de Cópia de Segurança:

- 1) Pode encontrar os dados de cópia de segurança do cartão SD na pasta "Cópia de Segurança do Cartão SD", no apoio de dados do Memory 2 Move Pro.



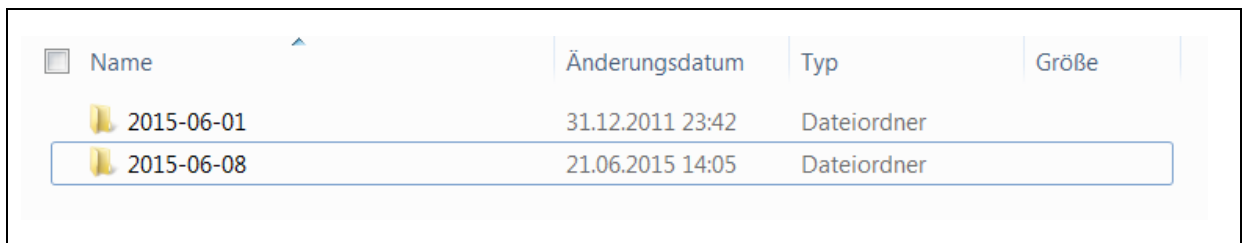
Name	Änderungsdatum	Typ	Größe
\$RECYCLE.BIN	01.06.2015 10:40	Dateiordner	
.Thumbs	10.06.2015 15:09	Dateiordner	
.vst	21.06.2015 13:48	Dateiordner	
Videos	21.06.2015 14:36	Dateiordner	
<input checked="" type="checkbox"/> SD Card Imports	21.06.2015 14:12	Dateiordner	
Share	10.06.2015 12:42	Dateiordner	
System Volume Information	01.06.2015 10:25	Dateiordner	

- 2.) Se proteger apenas um cartão SD no Memory 2 Move Pro para cada cartão, será criada uma pasta em separado. Tal dá-lhe a oportunidade de gerir as cópias de segurança em separado.



Name	Änderungsdatum	Typ	Größe
5344-SD16G-56100	21.06.2015 13:53	Dateiordner	
5344-SMI -1cd00	21.06.2015 14:12	Dateiordner	

- 3.) Além disso, na pasta do cartão SD por cada dia em que tiver executado a cópia de segurança, é criada uma pasta em separado. A cópia de segurança irá conter todos os dados guardados no cartão SD. Se efetuar uma cópia de segurança dos dados do seu cartão SD no dia 1 ou 8 de junho, pode comparar os dados originais do dia 1 de junho com os dados eventualmente modificados de 8 de junho em pastas individuais.



Name	Änderungsdatum	Typ	Größe
2015-06-01	31.12.2011 23:42	Dateiordner	
2015-06-08	21.06.2015 14:05	Dateiordner	

- 4.) Se executar várias cópias de segurança num dia, a partir da segunda cópia de segurança, apenas os novos dados e as cópias dos dados modificados serão guardados na pasta da data atual.



Name	Änderungsdatum	Typ	Größe
IMG_4861(1).JPG	21.06.2015 14:46	JPEG-Bild	7.619 KB
IMG_4861.CR2	21.06.2015 14:12	CR2-Datei	25.922 KB
IMG_4861.JPG	21.06.2015 14:44	JPEG-Bild	5.199 KB
IMG_4862.CR2	21.06.2015 14:12	CR2-Datei	24.604 KB
IMG_4862.JPG	21.06.2015 14:12	JPEG-Bild	6.823 KB
IMG_4863.CR2	21.06.2015 14:12	CR2-Datei	22.746 KB

9. UTILIZAÇÃO DE UM PC OU MAC

9.1 ESTABELECIMENTO DE UMA LIGAÇÃO WIRELESS LAN A UM PC

Ligue o dispositivo Wi-Fi premindo o botão Power (energia) na parte dianteira do dispositivo.

Ative a função WLAN no seu PC e clique no símbolo WLAN presente na parte inferior direita da barra de tarefas. Abre-se a seguinte indicação:



Selecione a rede com o nome "Memory2Move-XXXX".

Nota: A senha predefinida na entrega do equipamento é "**intenso1**". Depois de a ligação estar estabelecida, escolha uma nova senha por razões de segurança.

Depois de ter estabelecido com sucesso uma ligação ao seu dispositivo Wi-Fi, instale o Client Software fornecido tal como indicado a seguir:

Para ligar ao seu computador o dispositivo Wi-Fi conectado é necessário usar a Software Tool "WiFi Finder" fornecida que se encontra no CD do controlador em anexo. O software procura automaticamente na sua rede o dispositivo Wi-Fi ligado.

Basta clicar duas vezes no ícone e seguir as instruções no ecrã.



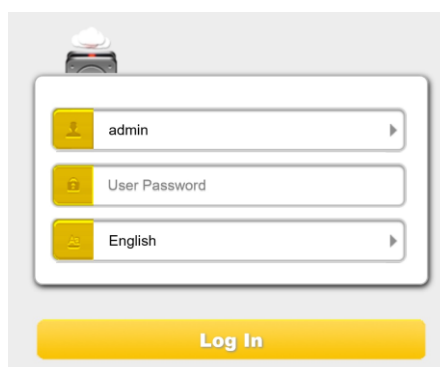
9.2 PC WIFI FINDER

Inicie a aplicação clicando duas vezes na ligação "WiFi Finder". O software procura automaticamente na rede conectada o Memory 2 Move Pro (veja screenshot).



Nota: Se o "M2M" não aparecer na lista de clientes conectados na rede, clique em "Atualizar", para procurar novamente o dispositivo Wi-Fi.

- 1.) Por favor, escolha Memória 2 Move no menu e clique em "Entrar" para se conectar à interface de administração web.



2.) Digite o nome de usuário ea senha associada

Nome de utilizador: admin

Senha: 00000

Nota: Depois de a ligação estar estabelecida, escolha uma nova senha por razões de segurança.

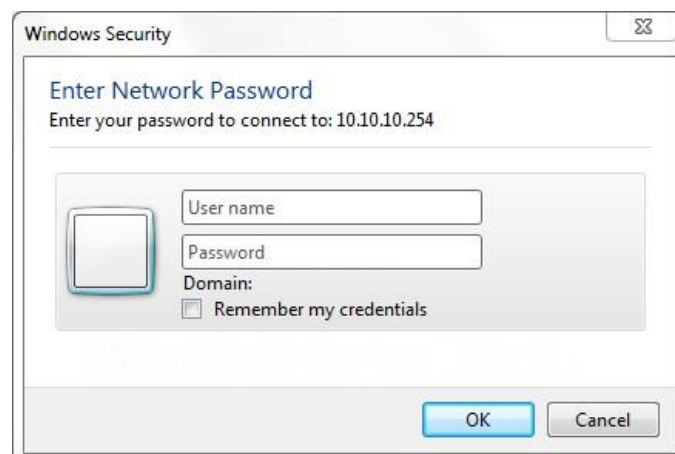
9.2.1 MEU ARMAZENAMENTO

Se seleccionar o item do menu "My Storage" ou "Meu armazen.", será exibida a imagem que se segue. Para se conectar corretamente, utilize os seguintes detalhes para login:

Nome de utilizador: admin

Senha: 00000

Nota: Depois de a ligação estar estabelecida, escolha uma nova senha por razões de segurança.



9.3 ESTABELECIMENTO DE UMA LIGAÇÃO WIRELESS LAN A UM MAC

Ligue o dispositivo Wi-Fi premindo o botão Power (energia) na parte dianteira do dispositivo. Aguarde alguns minutos, até o LED parar de piscar. Ative a função WLAN no seu PC e clique no símbolo WLAN presente na parte inferior direita da barra de tarefas. Selecione a rede com o nome "Memory2Move-XXXX".

Nota: A senha predefinida na entrega do equipamento é "intenso1". Depois de a ligação estar estabelecida, escolha uma nova senha por razões de segurança.

Depois de ter estabelecido com sucesso uma ligação ao seu dispositivo Wi-Fi, instale o Client Software fornecido tal como indicado a seguir:

Para ligar ao seu computador o dispositivo Wi-Fi conectado, é necessário usar a Software Tool "WiFi Finder" fornecida que se encontra no CD do controlador em anexo. O software procura automaticamente na sua rede o dispositivo Wi-Fi ligado.

Basta clicar duas vezes no ícone e seguir as instruções no ecrã.



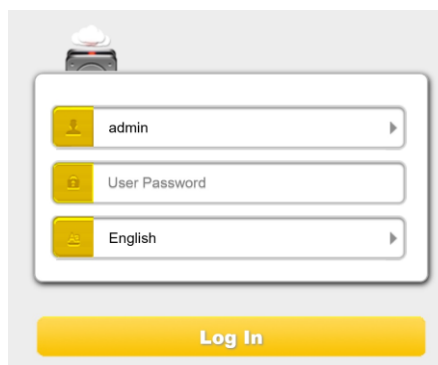
9.3.1 MAC WIFI FINDER

Clique duas vezes na ligação para iniciar a aplicação "WiFi Finder". O software procura automaticamente na rede conectada o Memory 2 Move Pro (veja screenshot).



Nota: Se o "M2M" não aparecer na lista de clientes conectados na rede, clique em "Atualizar", para procurar novamente o dispositivo Wi-Fi.

- 1.) Por favor, escolha Memória 2 Move no menu e clique em "Entrar" para se conectar à interface de administração web.



- 2.) Digite o nome de usuário ea senha associada

Nome de utilizador: admin

Senha: 00000

Nota: Depois de a ligação estar estabelecida, escolha uma nova senha por razões de segurança.

9.3.2 MEU ARMAZENAMENTO

Se selecionar o item do menu "My Storage" ou "Meu armazen.", será exibida a imagem que se segue. Para se conectar corretamente, utilize os seguintes detalhes para login:

Nome de utilizador: admin

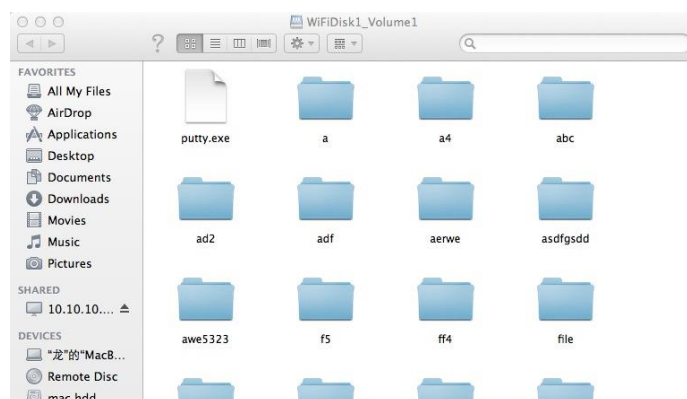
Senha: 00000

Nota: Depois de a ligação estar estabelecida, escolha uma nova senha por razões de segurança.



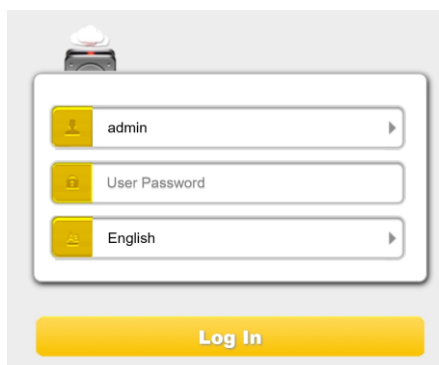
Pode criar, apagar, copiar, editar, mudar o nome e deslocar diretórios e pastas no Memory 2 Move Pro.

Além disso, é possível trocar dados (upload/download) entre o seu MAC e o Memory 2 Move Pro e vice-versa.



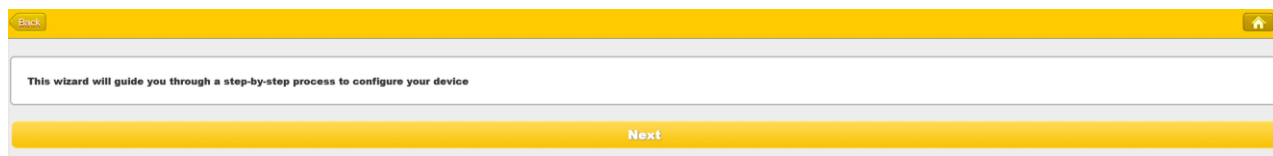
9.4 CONFIGURAÇÃO DO MEMORY 2 MOVE PRO

Utilize o PC Client Software, como descrito anteriormente, para estabelecer uma ligação ao dispositivo Wi-Fi e faça login como administrador na interface do administrador. Pode configurar agora o seu dispositivo.



Assistente inicial

Durante a primeira utilização do dispositivo e após um login correto inicia-se o chamado "Assistente de início", que lhe permite efetuar todas as configurações importantes com maior facilidade.



Nota: Se clicar no X (no lado superior direito no Assistente), sai do Assistente de início e todas as definições de fábrica serão assumidas como configurações padrão.

Clique no botão "Seguinte", para configurar o seu dispositivo.

Definição do acesso à Internet

. através do estabelecimento de uma ligação a uma outra rede disponível

Wi-Fi-Modus
LAN

Automatisch
Statische IP

SSID Neuer Scan

Intenso-WLAN
Intenso-Guest
StoMa15-WiFi

Anderes Netzwerk...

Passwort

Weiter Überspringen

Pode escolher entre 2 opções de acesso à internet disponíveis. Na configuração padrão está predefinido o acesso por cabo (tal como é visível na imagem em cima).

- A. Acesso sem fios (WLAN):
Ligue o M2M a um outro router WLAN, para conseguir uma ligação à Internet.
- B. Acesso com fio (LAN):
Ligue o M2M diretamente a uma porta disponível na parte traseira do seu router, para ligar a uma outra rede.

Acesso WLAN:

Internetzugriff

Wi-Fi-Modus
LAN

LAN Modus

PPPoE
Statische IP
Dynamische IP

IP-Adresse
172.16.20.68

Subnetzmaske
255.255.0.0

Gateway
172.16.0.1

Pri DNS Server
172.16.0.14

Sek DNS Server
172.16.0.43

Weiter Überspringen

- SSID: Introduza o nome do SSID da sua rede ou clique em "Nova procura", para procurar automaticamente todas as redes disponíveis
- Senha: Introduza a senha para a rede sem fios local.
- Endereço IP: -Se selecionar "Automático" a rede disponibiliza automaticamente um endereço IP.
-Se selecionar "IP estático" deve introduzir o seu endereço IP para a rede, à qual se pretende ligar.

Nota: Se clicar no X (do lado superior direito) pode sair do menu de opções LAN.

Nota: Se não conseguir estabelecer nenhuma ligação a uma outra rede, consulte o seu administrador de rede sobre as diretivas em vigor para o seu caso!

Clique em "Seguinte", para prosseguir com a configuração do Memory 2 Move Pro. Irá definir agora as definições de Wi-Fi e de LAN.

Acesso LAN:

Na configuração básica está selecionado o "IP dinâmico". Pode atribuir o endereço IP manualmente, clicando na seta amarela e selecionando a opção "IP estático".

The screenshot shows the 'Wi-Fi & LAN' configuration screen. At the top, there is a 'Zurück' (Back) button and a home icon. The main area is titled 'Wi-Fi & LAN' and contains several sections:

- SSID verstecken**: A toggle switch set to 'off'.
- SSID**: A text field containing 'Memory2MovePro-ED68'.
- Wi-Fi-Modus**: A dropdown menu set to '11b/g/n'.
- Passwort**: A text field containing 'intenso1'.
- MAC-Adresse**: A text field containing '00:1C:C2:1D:ED:68'.
- IP-Adresse**: A text field containing '10.10.10.254'.
- Subnetmaske**: A text field containing '255.255.255.0'.
- Region**: A dropdown menu set to 'Germany'.
- Kanal**: A dropdown menu set to 'auto'.
- Sicherheit**: A dropdown menu set to 'Mixed WPA/WPA2-PSK'.

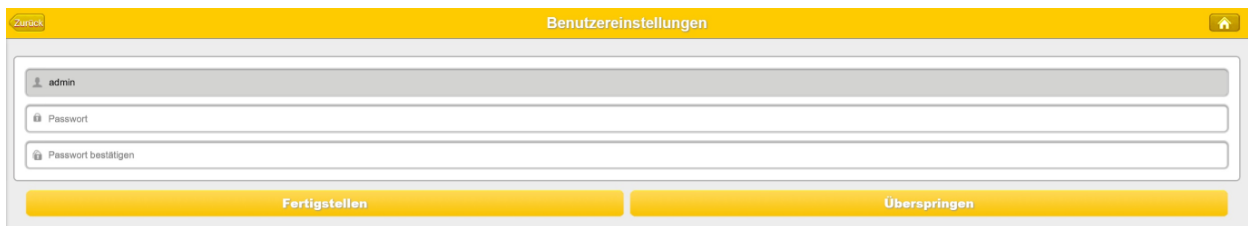
At the bottom, there are two yellow buttons: 'Weiter' (Next) and 'Überspringen' (Skip).

Definições Wi-Fi & LAN

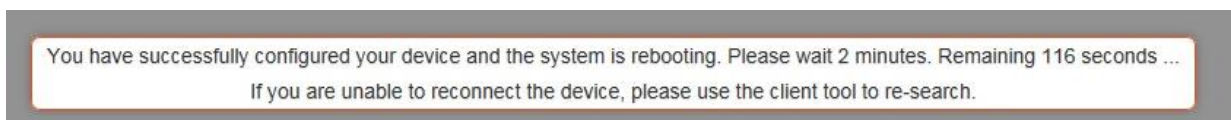
The screenshot shows the Wi-Fi & LAN configuration page. The title bar is yellow with 'Wi-Fi & LAN' in the center. Below the title bar, there's a 'Zurück' button on the left and a home icon on the right. The main content area is titled 'SSID verstecken' with a 'show' button. The configuration fields are: SSID (Memory2MovePro-ED68), Wi-Fi-Modus (11b/g/n), Passwort (intenso1), MAC-Adresse (00:1C:C2:1D:ED:68), IP-Adresse (10.10.10.254), Subnetmaske (255.255.255.0), Region (Germany), Kanal (auto), and Sicherheit (Mixed WPA/WPA2-PSK). At the bottom, there are two buttons: 'Weiter' and 'Überspringen'.

- **SSID:** Introduza aqui o nome da sua rede. Na configuração básica encontra-se aqui "Memory2Move-XXXX". 32 caracteres são o máximo possível para o nome SSID.
- **Canal:** Introduza aqui o canal, por onde o dispositivo Wi-Fi deve realizar o envio e a receção. A configuração básica é "Auto"- O canal é, neste caso, estabelecido automaticamente pelo dispositivo. Também pode determinar manualmente, por que canal se deve receber e enviar. Estão disponíveis os canais 1 a 13.
- **Modo Wi-Fi:** O padrão de rede sem fios predefinido é:
802.11/b/g/n. Também pode ajustar manualmente os modos 11Mbps (802.11b), 54 Mbps (802.11g) ou 150Mbps (802.11n).
- **Segurança:** No estado de fornecimento está selecionado WPA/WPA2-PSK combinada. Pode escolher entre os seguintes tipos de encriptação: Nenhuma encriptação, WPA-PSK, WPA2-PSK, WPA/WPA2-PSK combinada.
- **Senha:** De acordo com o tipo de encriptação, introduza uma senha com no mínimo 8 e no máximo 63 caracteres.
- **Endereço IP:** O endereço IP predefinido é: 10.10.10.254 com a máscara de sub-rede 255.255.255.0. Este endereço IP pode ser alterado manualmente.

Clique em "Seguinte", para determinar a senha do administrador. Se clicar em "Saltar", desiste de determinar uma nova senha e assume o que foi predefinido.



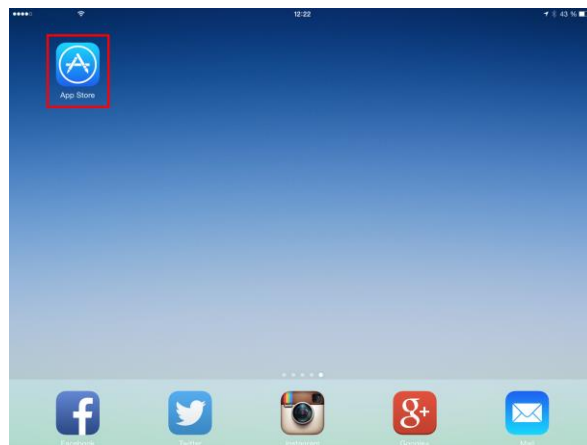
Depois de terminar o assistente de início, o sistema reinicia. Este processo demora 2 minutos. Pode consultar o estado atual na informação.



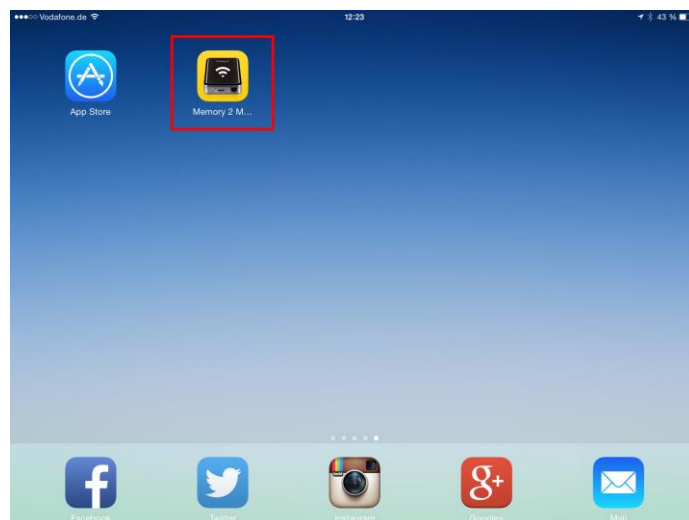
10. UTILIZAÇÃO DE DISPOSITIVOS MÓVEIS

10.1 INSTALAÇÃO DA APLICAÇÃO IOS MEMORY 2 MOVE PRO

1. Clique no ícone da aplicação no seu ecrã inicial, tal como se pode ver na seguinte imagem. Procure a aplicação gratuita "Memory 2 Move Pro" e siga as instruções de instalação no ecrã.

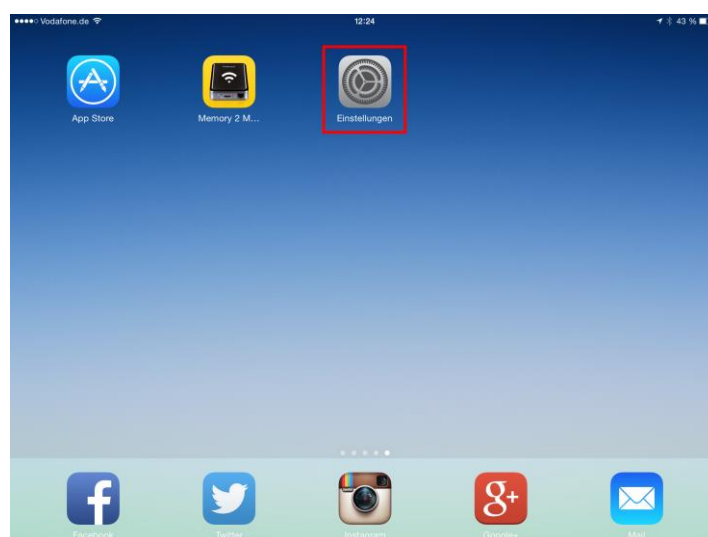


Assim que a instalação tiver sido concluída com sucesso, irá encontrar a aplicação "Memory 2 Move Pro" no ecrã inicial do seu dispositivo (veja a imagem seguinte).



10.2 LIGAÇÃO SEM FIOS AO IPHONE/IPAD

1. Ligue o Memory 2 Move Pro. Aguarde alguns minutos até a inicialização do dispositivo ter terminado. Isso é assinalado pelo LED Wi-Fi em azul, que começa a piscar depois de terminada a inicialização.
2. Clique no ícone das "Definições", tal como se pode ver na seguinte imagem.



3. Clique na opção do menu "Wi-Fi". Na lista das redes Wi-Fi existentes deve ser indicada a rede "Memory2Move-XXXX".

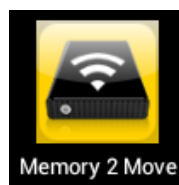
Clique nesta rede, tal como se pode ver na seguinte imagem. Se, no passo 8.4., em "Definições Wi-Fi & Lan" tiver estabelecido uma senha, introduza-a agora.



Assim que selecionar "Memory2Move-XXXX" surge um visto antes de SSID e o logótipo Wi-Fi é exibido no canto superior esquerdo do dispositivo.

10.3 LOGIN DO UTILIZADOR (IOS)

Clique no logótipo do "Memory 2 Move Pro" para abrir a aplicação, tal como é indicado na imagem.



Introduza a senha do administrador que atribuiu durante a configuração (definições de fábrica: 00000). A senha apenas é necessária no primeiro início de sessão (login). O dispositivo guarda a sua introdução de forma que no 2º login já não a solicita.

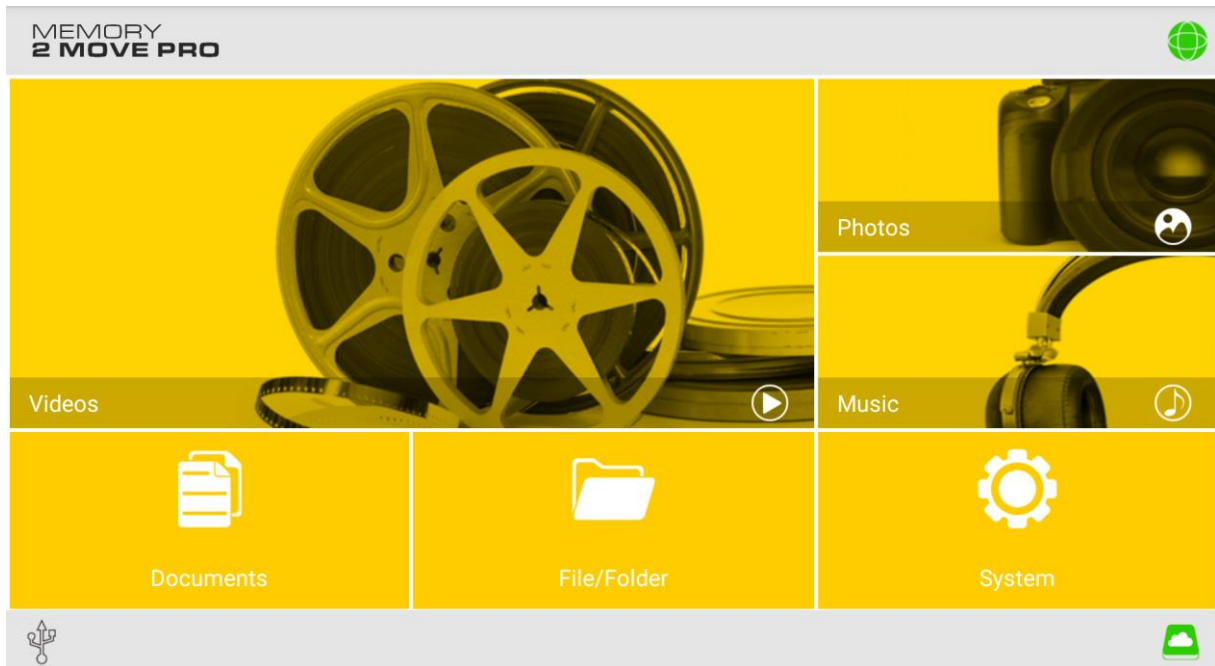
MEMORY 2 MOVE PRO

User Name

Password

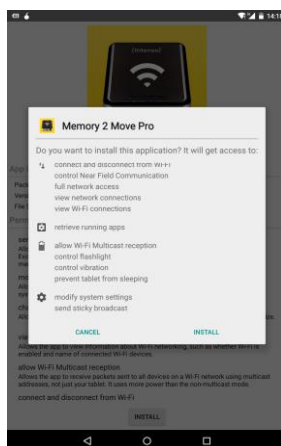
Remember password

Assim que a senha tiver sido introduzida corretamente, entra automaticamente no menu "Memory 2 Move Pro". É o seu acesso direto ao disco Wi-Fi.

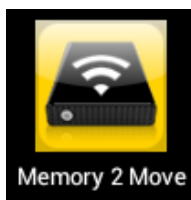


10.4 INSTALAÇÃO DA APLICAÇÃO ANDROID MEMORY 2 MOVE PRO

1. Abra o "Google Playstore" ou o "App Center" e procure a aplicação gratuita "Memory 2 Move Pro".
2. Siga as instruções de instalação no ecrã, tal como se pode ver na imagem que se segue.



3. Assim que a instalação tiver sido concluída com sucesso, irá encontrar a aplicação "Memory 2 Move Pro" no ecrã inicial do seu dispositivo (veja a imagem seguinte).



10.5 LIGAÇÃO SEM FIOS A UM DISPOSITIVO ANDROID

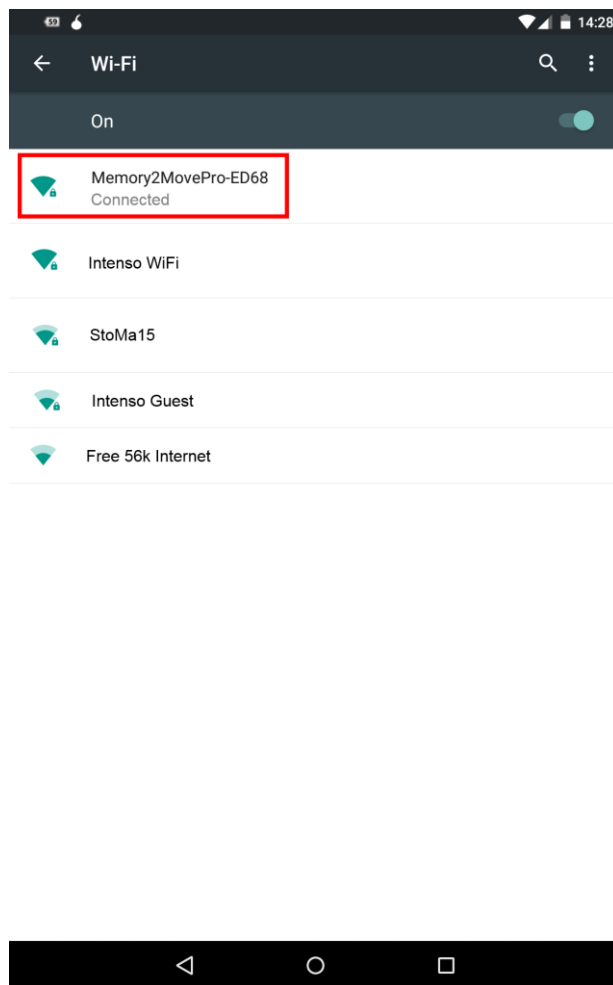
1. Ligue o Memory 2 Move Pro. Aguarde alguns minutos até a inicialização do dispositivo ter terminado. Isso é assinalado pelo LED Wi-Fi em azul, que começa a piscar depois de terminada a inicialização.

2. Clique no ícone das "Definições", tal como se pode ver na imagem que se segue.



3. Ative a função Wi-Fi, deslocando o "interruptor virtual" para a direita.

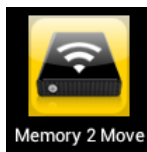
Na lista de redes Wi-Fi existentes deve ser indicada a rede "Memory2Move-XXXX". Clique nesta rede, tal como se pode ver na imagem que se segue. Se, no passo 8, em "Definições Wi-Fi & Lan" tiver estabelecido uma senha, introduza-a agora.



4. Se o dispositivo tiver sido conectado com sucesso ao disco Wi-Fi, surgirá a palavra “Ligado” no SSID.

10.6 LOGIN DO UTILIZADOR (ANDROID)

1. Clique no logótipo da aplicação “Memory 2 Move Pro”, para iniciar a aplicação (veja a imagem que se segue).



2. Introduza a senha do administrador que atribuiu durante a configuração (definições de fábrica: 00000). A senha apenas é necessária no primeiro início de sessão (login). O dispositivo guarda a sua introdução de forma que no 2º login já não a solicita.

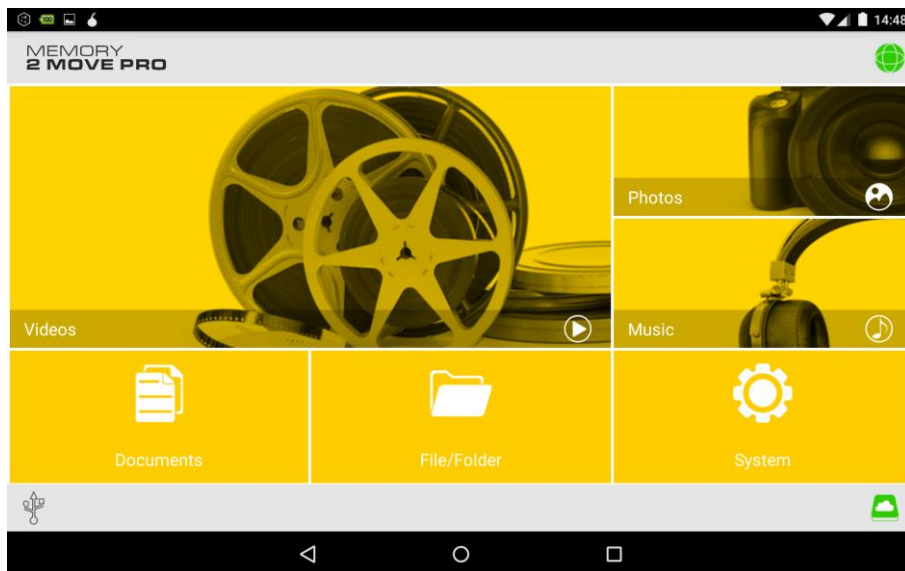
MEMORY 2 MOVE PRO

User Name

Password

Remember password

3. Assim que a senha tiver sido introduzida corretamente, entra automaticamente no menu "Memory 2 Move Pro". É o seu acesso direto ao disco Wi-Fi.



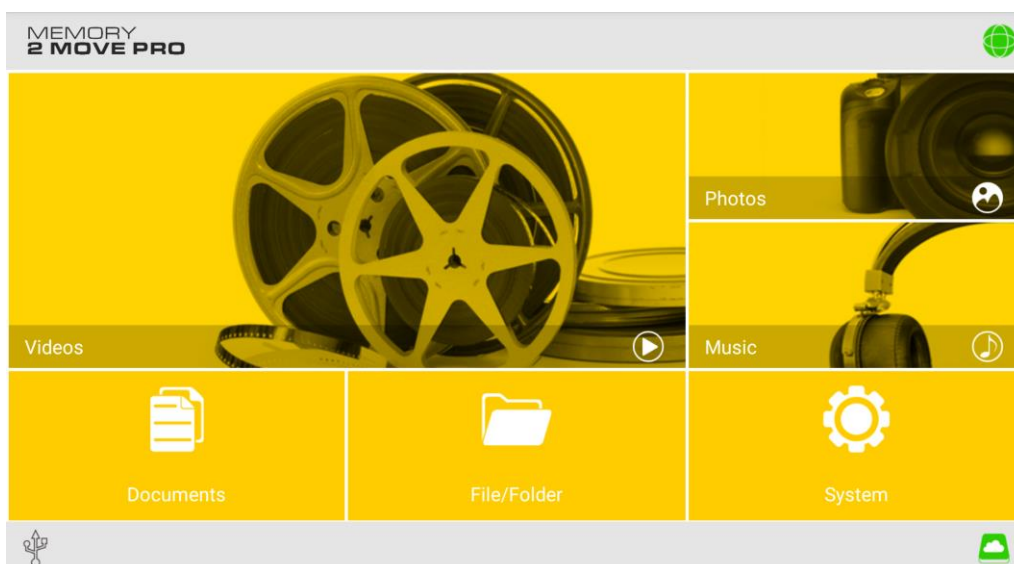
11.FUNÇÕES BÁSICAS





11.1 UTILIZAÇÃO PARA DISPOSITIVOS IOS

Assim que se tiver conectado corretamente ao "Memory 2 Move Pro", entra automaticamente no menu "Memory 2 Move Pro". É o seu acesso direto ao disco Wi-Fi. O menu "Meu Dispos" destina-se ao seu acesso ao dispositivo, que é utilizado atualmente para a ligação ao Memory 2 Move Pro.

Pode seleccionar os seguintes subpontos nos menus:

Menu principal "Meu Dispos" – Para a organização dos seus ficheiros estão disponíveis de fábrica as pastas "Documentos", "Música", "Fotos", "Vídeos" e "iPad"/ "iPhone".



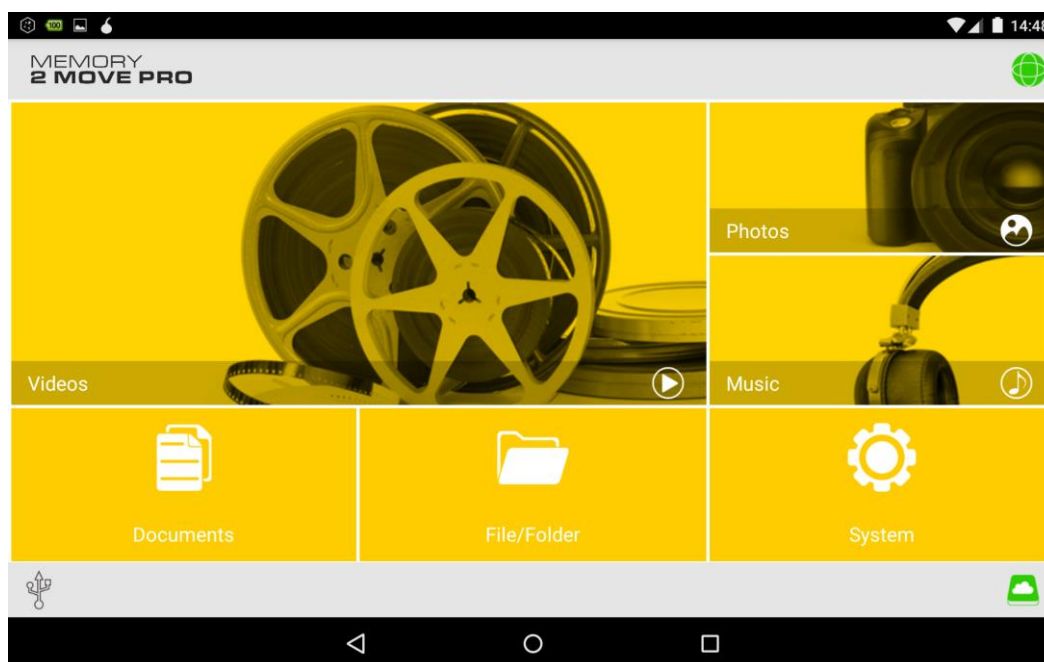
 	O símbolo da internet é apresentado a verde, se a ligação à internet tiver sido estabelecida.
 	O símbolo HDD do WiFi é apresentado a verde, se existir efetivamente uma ligação a este dispositivo.



11.2 UTILIZAÇÃO PARA DISPOSITIVOS ANDROID

Assim que se tiver conectado corretamente ao Memory 2 Move Pro, entra automaticamente no menu "Memory 2 Move Pro", sendo este o seu acesso direto ao disco Wi-Fi. O menu "Meu Dispos" destina-se ao seu acesso ao dispositivo utilizado atualmente para a ligação ao Memory 2 Move Pro.

Pode seleccionar os seguintes subpontos nos menus:

Menu principal "Meu Dispos" – Para a organização dos seus ficheiros estão disponíveis de fábrica as pastas "Documentos", "Música", "Fotos", "Vídeos" e "CartãoSD".

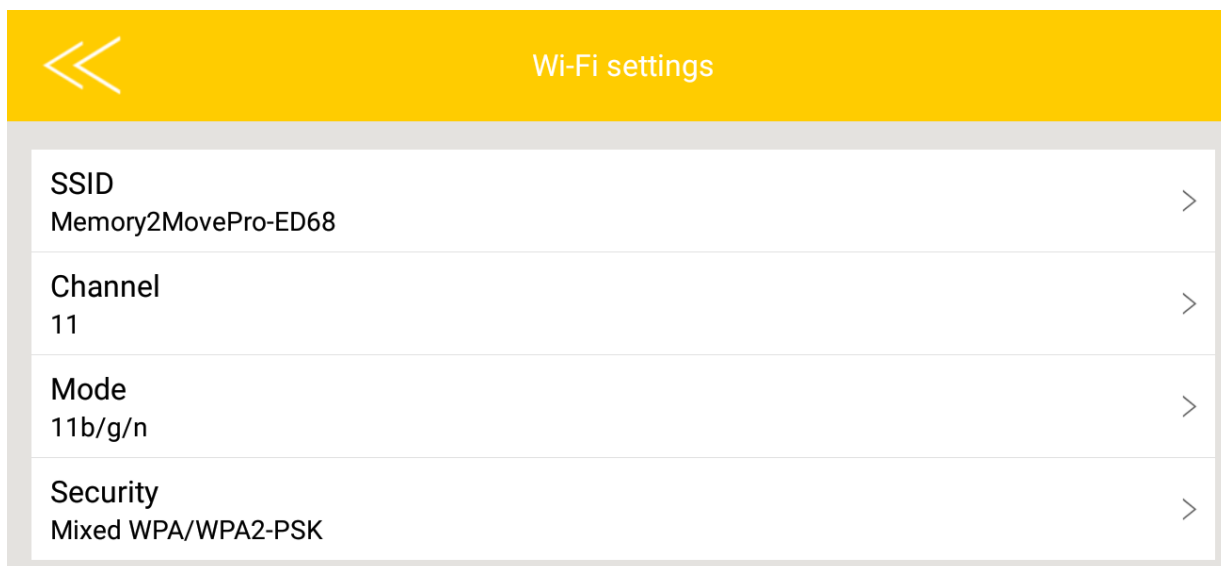


	O símbolo da internet é apresentado a verde, se a ligação à internet tiver sido estabelecida.
	O símbolo HDD do WiFi é apresentado a verde, se existir efetivamente uma ligação a este dispositivo.

11.3 DEFINIÇÕES WI-FI (IOS E ANDROID)

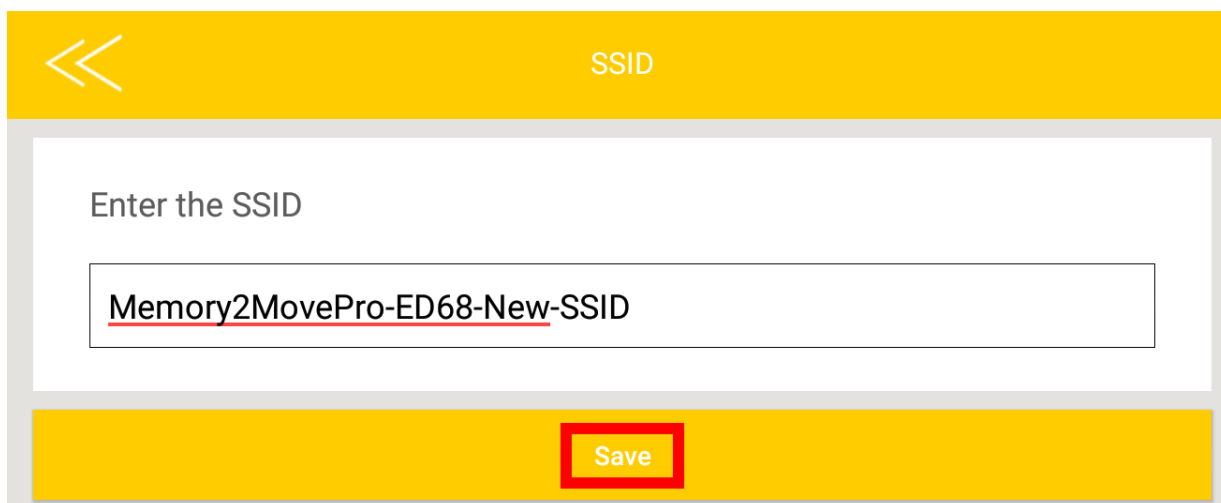
11.3.1 INTERFACE DE DEFINIÇÕES WI-FI

Clique em para alterar as definições de Wi-Fi. Esta propriedade apenas surge quando entra em "Meu dispositivo Wi-Fi".



11.3.2 MUDAR O NOME DO DISPOSITIVO

Clique no botão >, para alterar o nome.



11.3.3 SEGURANÇA

Nas definições Wi-Fi HDD surgem as opções de segurança: O disco Wi-Fi suporta os seguintes formatos de segurança: WPA-PSK, WPA2-PSK, WPA/WPA2-PSK combinada. Se desejar adicionar um novo código de segurança, será solicitado a introduzir uma senha da ligação sem fios.

Em seguida, selecione no lado superior direito o botão "Set" ou "Definir", para guardar o ajuste e a senha.

Security

None

WPA-PSK

WPA2-PSK

Mixed WPA/WPA2-PSK ✓

Enter the password

.....

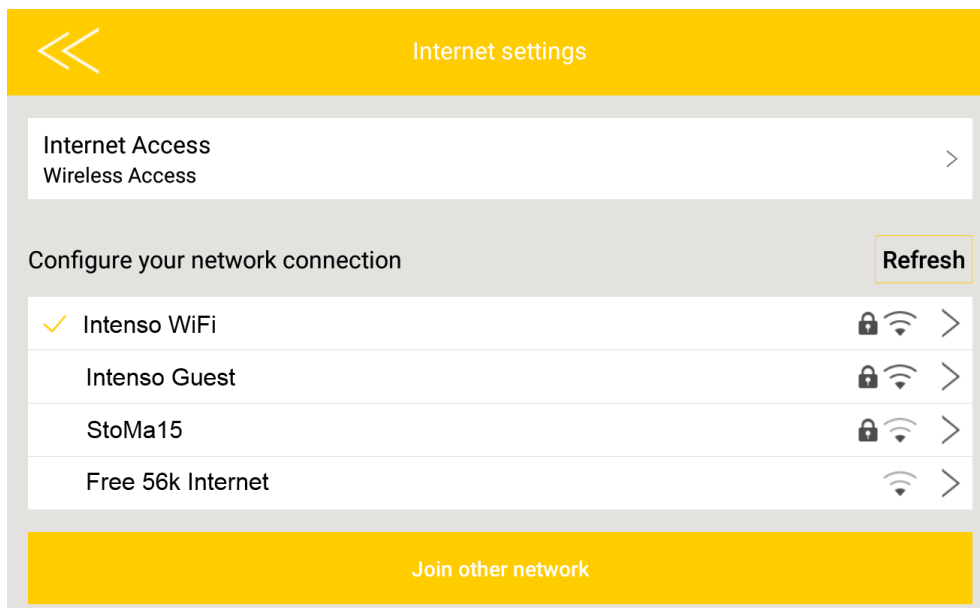
Show password

Password must be any combination of letters and numbers, length is 8-63 characters.

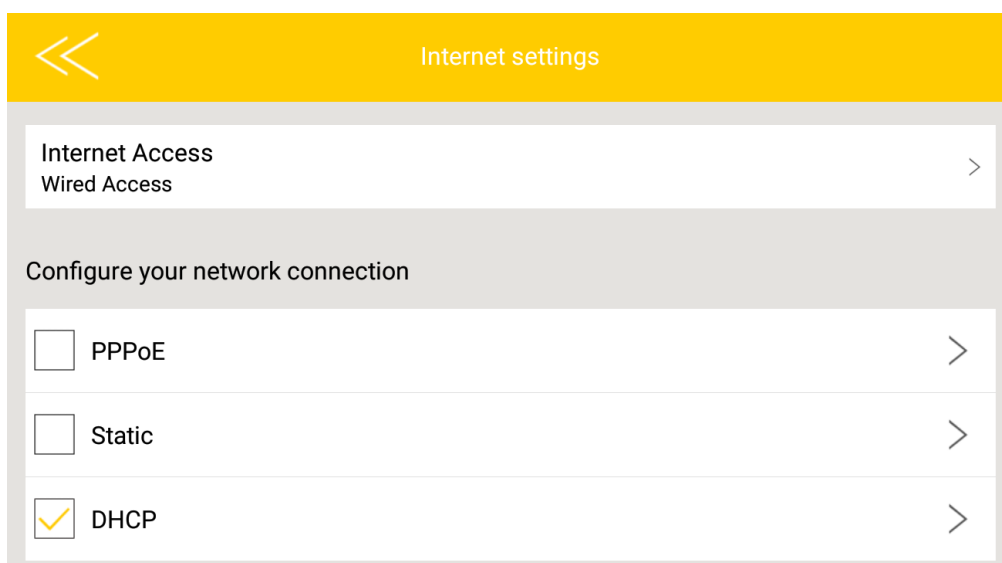
Save

11.3.4 ACESSOS À INTERNET

Nas Definições de Internet são exibidos os acessos à Internet. Pode selecionar entre acesso por cabo (wired) e sem fios (wireless). A ligação sem fios encontra-se nas Definições de Internet, no centro da seguinte imagem:



Se selecionar a variante com fios, deve configurar primeiro a rede à qual se ligou.



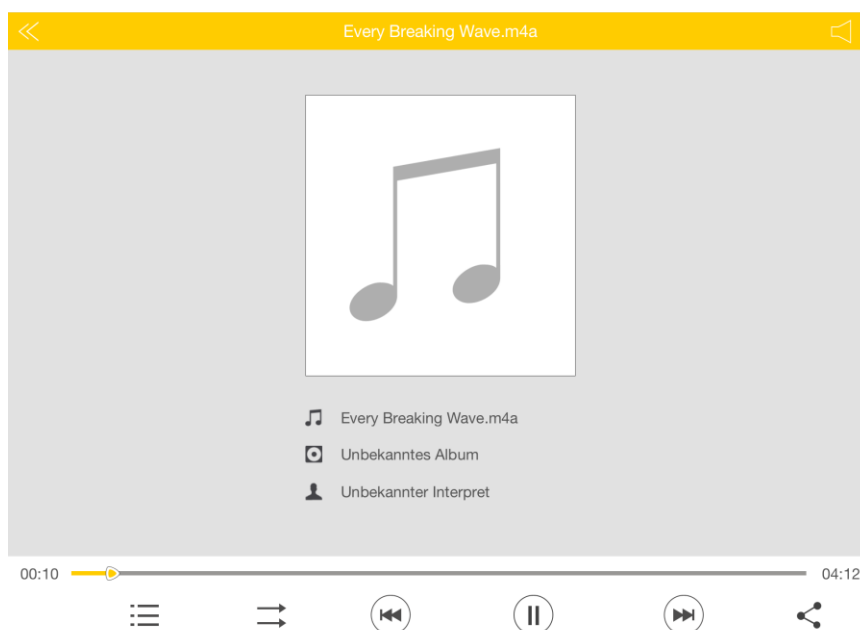
Depois de ter feito a sua seleção, clique em "Guardar", em seguida será solicitado a "reiniciar" o dispositivo, clique em "OK".

11.4 REPRODUZIR FICHEIROS DE MÚSICA / ÁUDIO (IOS / ANDROID)

Dica: Recomenda-se a criação de uma ou mais pastas para todos os seus ficheiros de música/áudio. Isso facilita a utilização e a organização do seu disco WiFi.

Os ficheiros de música ou de áudio podem ser reproduzidos independentemente do menu atual e do local na memória ("Memory 2 Move Pro" ou "Meu Dispos").

Para isso, basta procurar o ficheiro. Ao clicar no ficheiro desejado este é reproduzido automaticamente.








Nota: Para outras informações sobre os formatos de ficheiro suportados consulte o manual de instruções do seu dispositivo iOS.

⏮ - Clique neste botão para que o ficheiro atualmente em reprodução volte ao início . Se clicar nele duas vezes, será reproduzido o ficheiro anterior.

⏭ - Clique neste botão para passar para o próximo ficheiro de áudio.

▶ - Clique neste botão para iniciar a reprodução do ficheiro de áudio. Clique no botão de pausa ⏸ para interromper/pausar a reprodução.

Existem 4 modos de reprodução:

- a.  - Repetição do ficheiro atual: o ficheiro atualmente em reprodução é repetido. É interrompido se for acionado  .
- b.  - Reprodução aleatória de todos os ficheiros áudio que se encontram na pasta atual.
- c.  - Reproduzir pasta atual: a música ou os ficheiros de áudio serão reproduzidos e não repetidos.
- d.  - Repetição da pasta: os ficheiros de áudio presentes na pasta são repetidos na sequência e depois repetidos.

Nota: Mantenha o botão da indicação de avanço premido e desloque-o para a direita ou para a esquerda, para avançar ou retroceder dentro de um ficheiro de áudio.

Dica: Pode sair da interface do leitor de música quando quiser. A reprodução dos seus ficheiros de áudio prossegue em segundo plano.















11.5 REPRODUZIR FILMES / VÍDEOS



11.5.1 IOS

Dica: Recomenda-se a criação de uma ou mais pastas para todos os seus ficheiros de vídeo/filme. Isso facilita a utilização e a organização do seu disco Wi-Fi.

Os ficheiros de vídeo ou de filme podem ser reproduzidos independentemente do menu atual e do local na memória ("Memory 2 Move Pro" ou "Meu Dispos").





Para isso, basta procurar o ficheiro. Ao clicar no ficheiro desejado este é reproduzido automaticamente.

Videos			
All Files	Top 25	My Favorites	
	1984.mov 10.1MB	2015/08/07 11:30:18	
	Change.mov 11.5MB	2015/08/07 11:30:24	
	dja.mov 10.1MB	2015/08/07 11:30:34	
	HDD-Test.mov 10.4MB	2015/08/07 11:30:12	
	Intenso_Testsieger.MOV 12.3MB	2015/08/07 11:30:03	
	Preis-Leistung-Sieger_Intenso.mov 10.4MB	2015/08/07 11:30:08	
	Quality-First.mov 9.9MB	2015/08/07 11:30:40	

 M2M Pro  iPad

Nota: Para outras informações sobre os formatos de ficheiro suportados consulte o manual de instruções do seu dispositivo iOS.

Por padrão, está selecionada a reprodução de vídeo no formato de paisagem. Tem à sua disposição as seguintes opções de seleção:

1.  - Mantenha este botão premido para retroceder o ficheiro de vídeo durante a reprodução.
2.  - Mantenha este botão premido para avançar o ficheiro de vídeo durante a reprodução.
3.  - Clique neste botão para iniciar/avançar a reprodução do ficheiro de vídeo.
4.  - Clique neste botão para interromper a reprodução do ficheiro de vídeo.

11.5.2 ANDROID

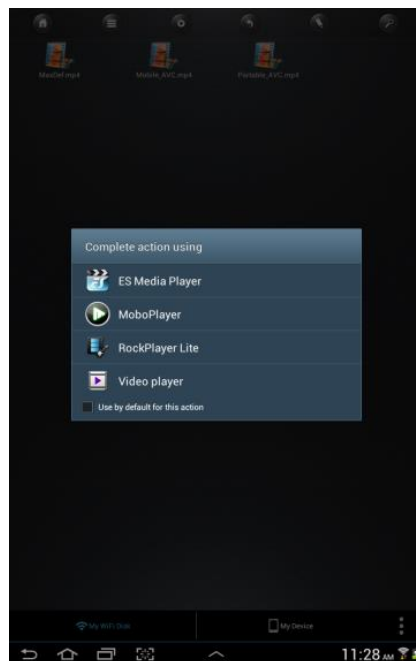
Dica: Recomenda-se a criação de uma ou mais pastas para todos os seus ficheiros de vídeo/filme. Isso facilita a utilização e a organização do seu disco Wi-Fi.

Os ficheiros de vídeo ou de filme podem ser reproduzidos independentemente do menu atual e do local na memória ("Memory 2 Move Pro" ou "Meu Dispos").

Para isso, basta procurar o ficheiro. Ao clicar no ficheiro desejado este é reproduzido automaticamente.

Nota: A operação e opções de ajuste da reprodução do vídeo variam de acordo com o leitor de filmes que está instalado no seu dispositivo Android.

Consulte o manual de instruções do seu leitor de filmes para saber informações sobre a operação.



11.6 REPRODUÇÃO DE FICHEIROS DE IMAGEM

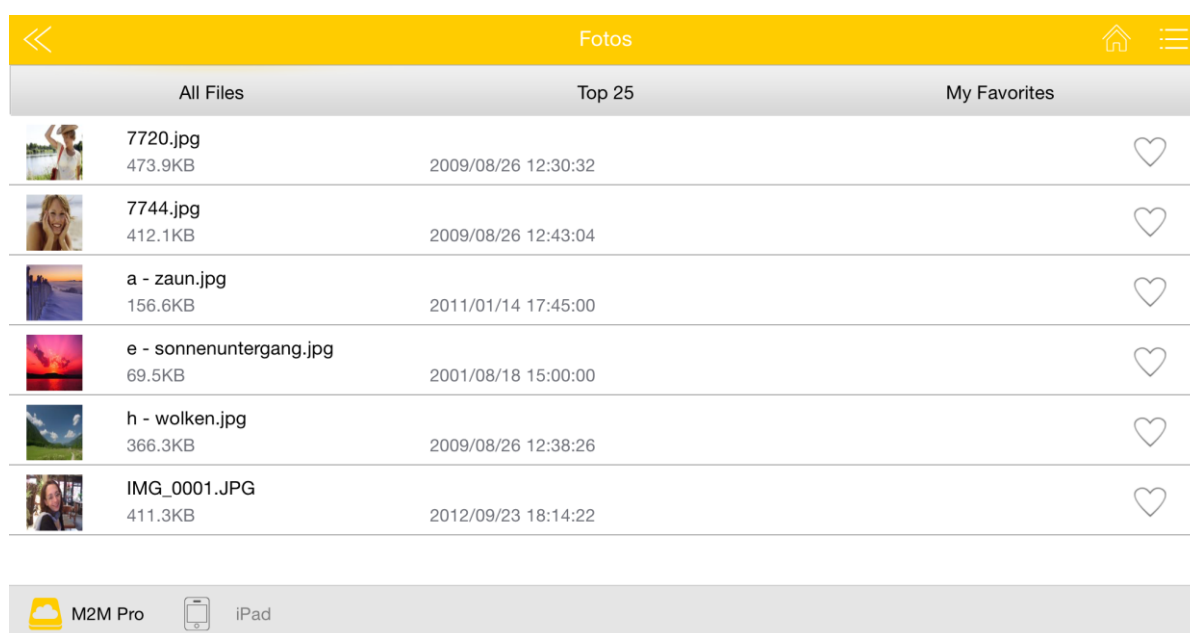
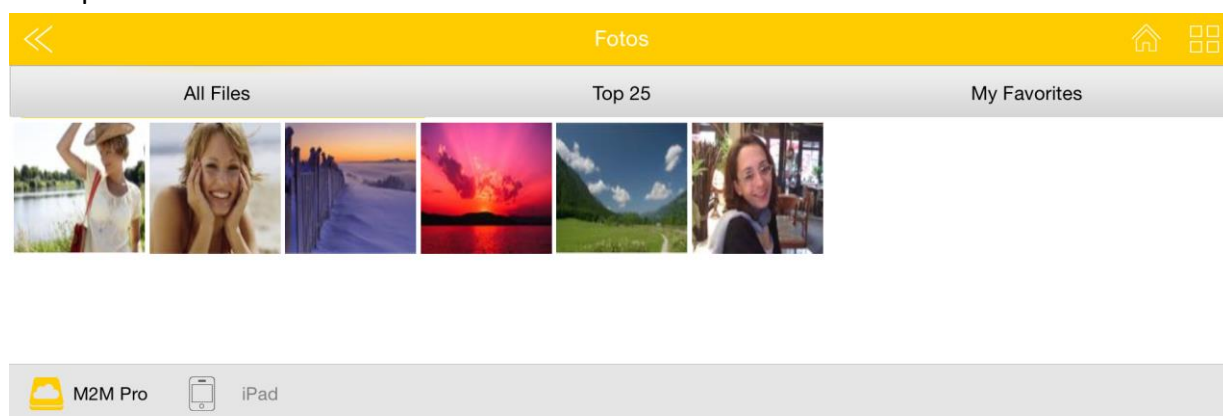
11.6.1 IOS

Dica: Recomenda-se a criação de uma ou mais pastas para todos os seus ficheiros de imagem no Memory 2 Move Pro. Isso facilita a utilização e a organização do seu disco Wi-Fi.

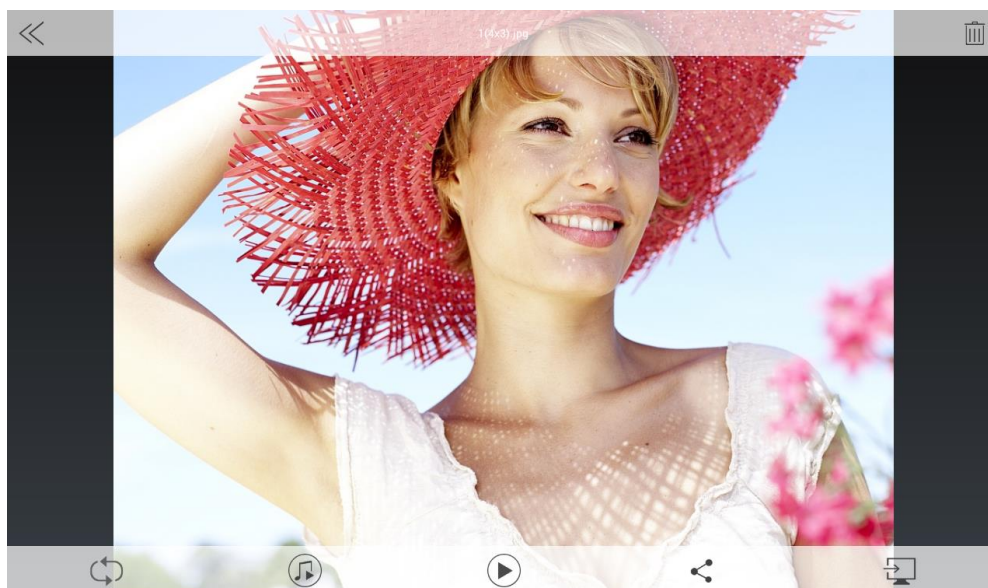
Nota O disco Wi-Fi suporta a reprodução dos seguintes formatos de imagem: .jpg, .tiff, .gif e .bmp

Os ficheiros de imagem suportados podem ser indicados numa vista geral de miniaturas ou numa lista, tal como se pode ver na imagem que se segue.

Todas as imagens em formatos não suportados são indicadas como vista de miniaturas exemplar ou como ícone.







Clique num ficheiro de imagem à escolha, para abrir a exibição de slides automática. Se a barra de menus não abrir imediatamente, clique uma 2ª vez na imagem, para que esta surja (veja na parte de cima, na imagem que se segue).





Na exibição de slides encontra as seguintes funções à escolha:

Passa com o dedo por cima do ecrã, da direita para a esquerda, ou da esquerda para a direita, para controlar manualmente a indicação da exibição de slides ou clique no botão

Play , para passar os slides automaticamente.

- Clique no botão Pause  para interromper a exibição de slides. A premir novamente o botão Pause continua a exibição de slides.
- Clique no botão  para reproduzir as Fotografias uma vez ou repetir a paste inteira
- Clique no botão  para regressar ao ecrã anterior.

A música de fundo pode ser adicionada com a apresentação de diapositivos a decorrer.

Clique no botão  para iniciar a música de fundo. Para parar a música de fundo, clique no botão .

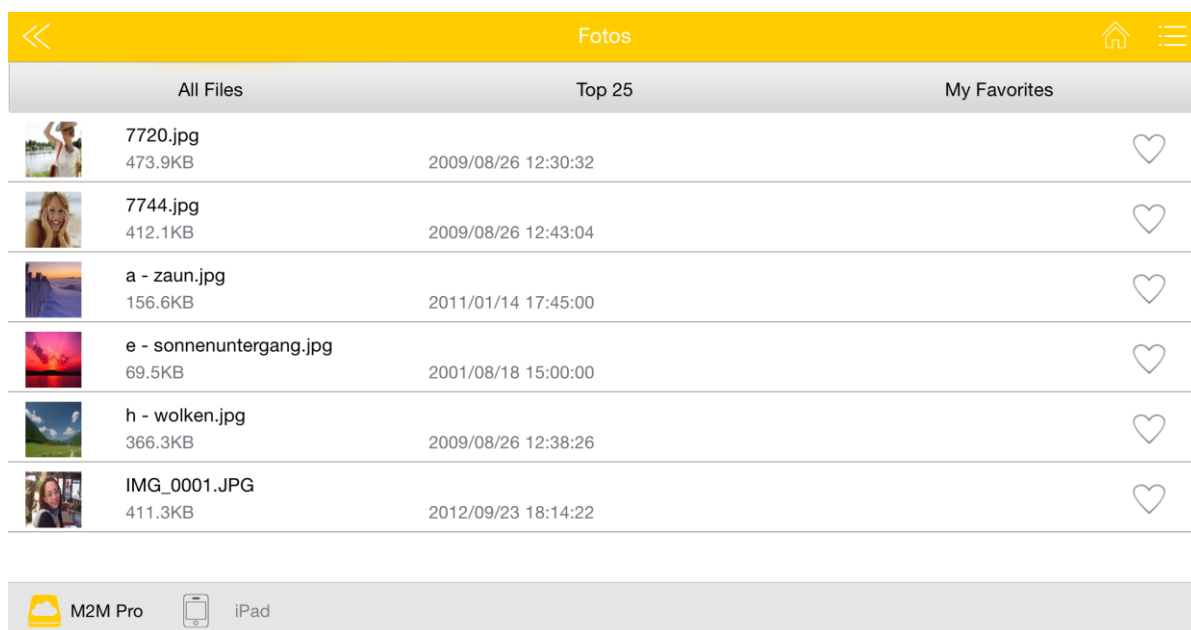
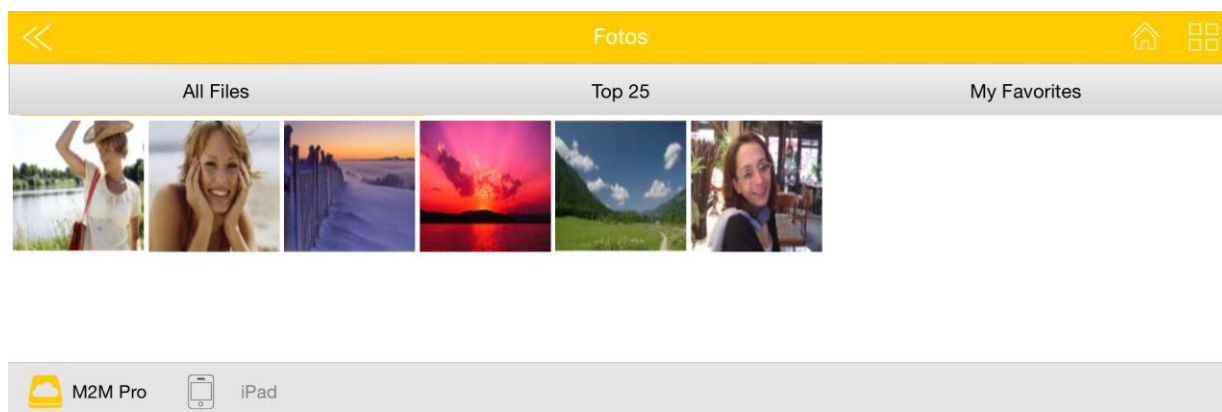
11.6.2 ANDROID

Dica: Recomenda-se a criação de uma ou mais pastas para todos os seus ficheiros de imagem. Isso facilita a utilização e a organização do seu disco Wi-Fi.

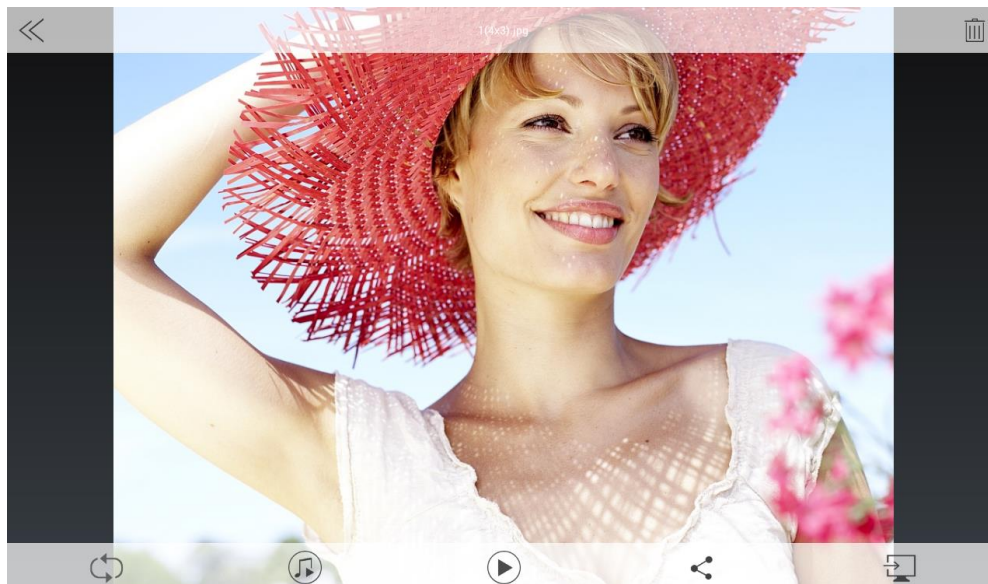
Nota O disco Wi-Fi suporta a reprodução dos seguintes formatos de imagem: .jpg, .tiff, .gif e .bmp

Os ficheiros de imagem suportados podem ser indicados numa vista geral de miniaturas ou numa lista, tal como se pode ver na imagem que se segue.

Todas as imagens em formatos não suportados são indicadas como vista de miniaturas exemplar ou como ícone.



Clique num ficheiro de imagem à escolha para abrir a exibição de slides automática. Se a barra de menus não abrir imediatamente, clique uma 2ª vez na imagem, para que esta surja (veja na parte superior direita, na imagem que se segue).





Na exibição de slides encontra as seguintes funções à escolha:

Passa com o dedo por cima do ecrã, da direita para a esquerda, ou da esquerda para a direita, para controlar manualmente a indicação da exibição de slides ou clique na tecla Play ► , para passar os slides automaticamente.

- Clique na tecla Pause || para interromper a exibição de slides. A premir novamente a tecla Pause continua a exibição de slides.
- Clique no botão ►► para reproduzir as Fotografias uma vez ou repetir a paste inteira
- Clique no botão ◀◀ para regressar ao ecrã anterior.

A música de fundo pode ser adicionada com a apresentação de diapositivos a decorrer.

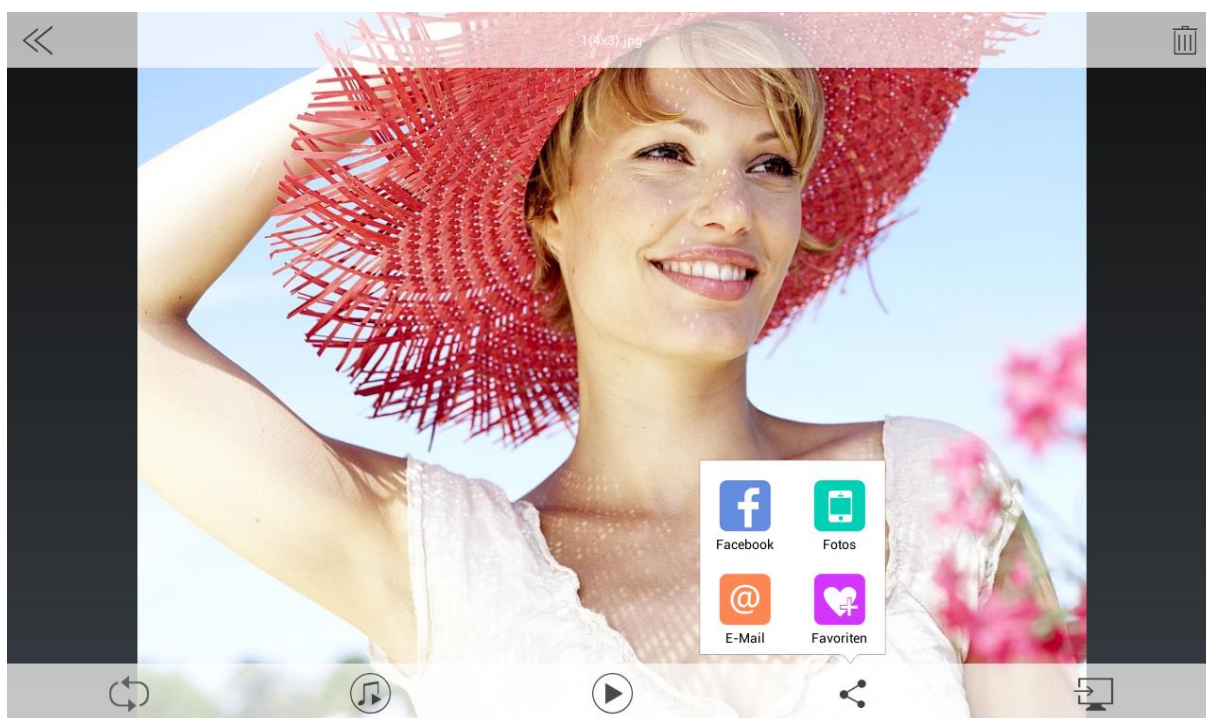
Clique no botão  para iniciar a música de fundo. Para parar a música de fundo, clique no botão .


11.7 PARTILHA DE FICHEIROS DE IMAGEM

11.7.1 IOS

Tem à sua disposição diferentes opções para partilhar as suas imagens com a sua família e os seus amigos, como por ex. por e-mail, por armazenamento no álbum de fotos do dispositivo utilizado ou através de um upload para o Facebook.

Nota: Para partilhar fotos por e-mail ou nas redes sociais necessita de uma ligação à Internet.



- Clique em  no canto superior direito do ecrã, para indicar três opções de partilha de ficheiros de imagem.
- 1) E-mail - Clique aqui, para iniciar a aplicação de e-mail padrão e seleccionar o ficheiro de imagem desejado como anexo.

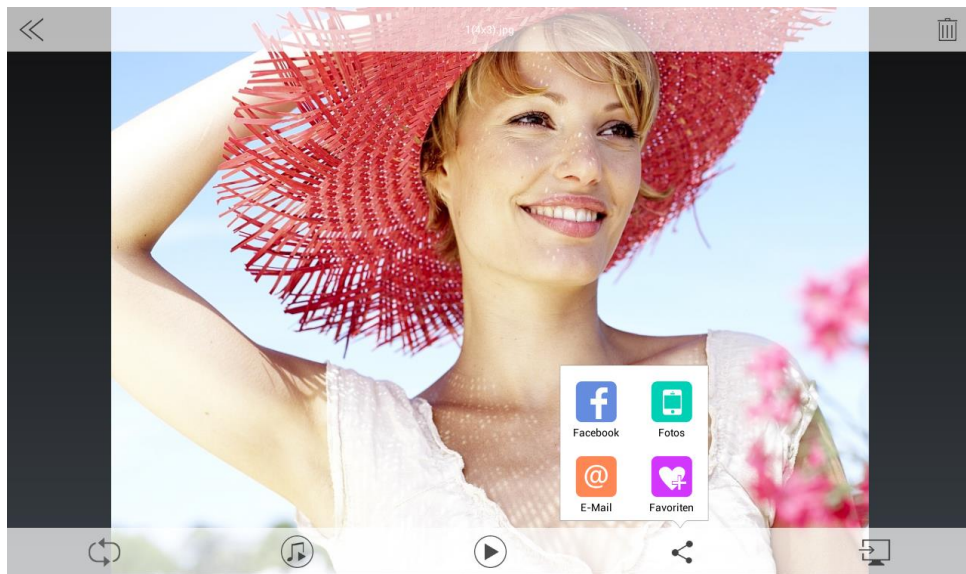



- 2) Adicionar ao álbum: Clique nesta opção para adicionar o ficheiro de imagem selecionado ao álbum de fotos do dispositivo usado.
- 3) Upload do Facebook: Clique nesta opção e será encaminhado automaticamente para a página de login do Facebook. Para isso é necessário que a aplicação do Facebook esteja instalada no seu dispositivo. E que tenha uma conta no Facebook.

11.7.2 ANDROID

As diferentes opções de partilha dos seus ficheiros de imagem dependem de diferentes aplicações que estão instaladas no seu dispositivo.

Nota: Para partilhar fotos por e-mail ou nas redes sociais necessita de uma ligação à Internet.

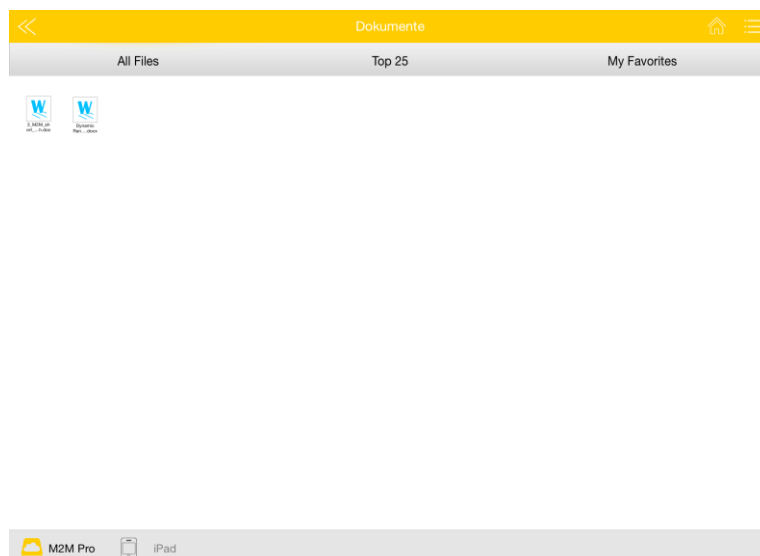



- 12 Clique no botão  situado ao fundo do ecrã, para que sejam mostradas as 4 opções disponíveis para partilhar as suas fotografias/imagens.

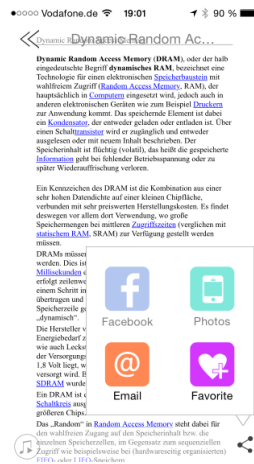
11.8 ABRIR/EXIBIR DOCUMENTOS

11.8.1IOS

A aplicação "Memory 2 Move Pro" suporta ficheiros de Keynote, Numbers, Page, Excel, PowerPoint e Word, bem como .pdf e .txt.

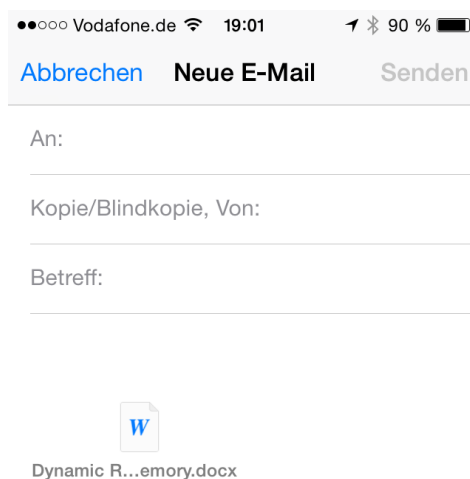


Para abrir e visualizar estes ficheiros, basta clicar no ficheiro desejado. Os formatos suportados são automaticamente abertos. Clique na tecla "Retroceder" << para voltar para o menu anterior ou clique na tecla  para enviar o ficheiro de imagem por e-mail, tal como se pode ver na imagem que se segue.



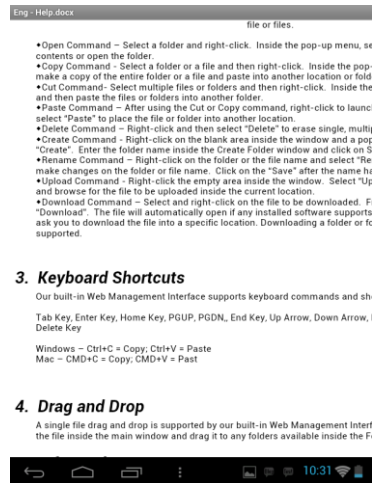
Nota: Para enviar e-mails é necessário uma ligação à Internet.

Clique na tecla "E-Mail". A aplicação padrão para e-mail inicia-se automaticamente e o documento seleccionado pode ser enviado como anexo.



11.8.2 ANDROID


Para abrir documentos no seu dispositivo Android, basta tocar no ficheiro desejado. Este abre-se automaticamente com um programa padrão ou uma aplicação instalada por si (comp. com a imagem que se segue).

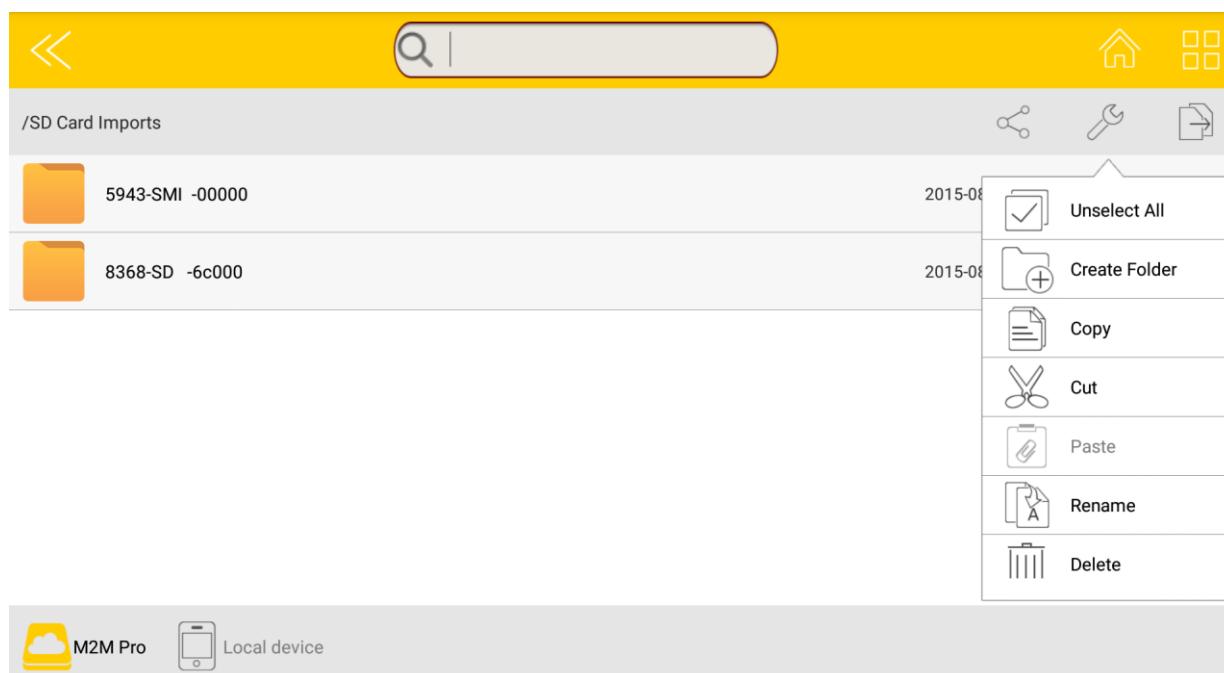


Para enviar o documento como anexo, consulte o manual do programa, com o qual abre o ficheiro.



Nota: Para enviar e-mails é necessário uma ligação à Internet.

11.9 COPIAR, ELIMINAR, OPÇÕES DE DOWNLOAD E UPLOAD (IOS E ANDROID)

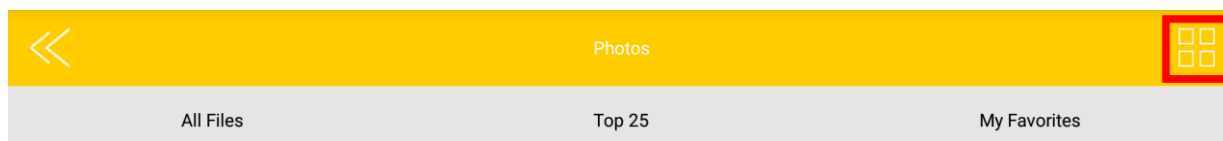
Basta escolher os ficheiros tocando no ícone para que um visto vermelho seja exibido e abrir o menu explorer, tocando no botão .



Estão disponíveis as opções seguintes: Selecionar Tudo, Criar Pasta, Copiar, Cortar, Colar, Mudar o Nome e Eliminar.

Pode ainda partilhar os ficheiros se tocar no botão . Tocar no botão  mostra-lhe o estado atual da transferência do ficheiro.

11.10 OPÇÕES DE ORDENAÇÃO – FORMATO DE EXIBIÇÃO:



1) Ordenado por hora:

- a) A começar pelo elemento mais recente
- b) A começar pelo elemento mais antigo

2) Ordenado por nome:

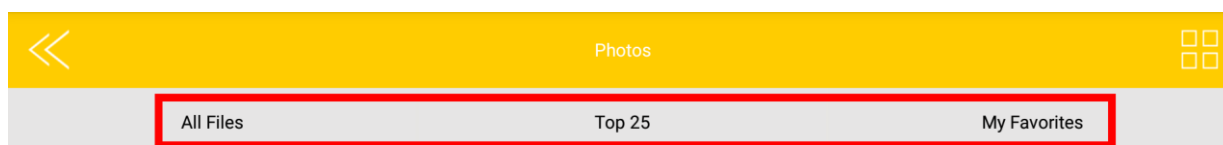
- a) A começar pela letra a
- b) A começar pela letra z

3) Ordenado por formato do ficheiro:

- a) A começar pela letra a
- b) A começar pela letra z

Os ficheiros existentes podem ser apresentados como uma lista ou miniaturas.

11.11 OPÇÕES DE SELEÇÃO DO FICHEIRO:



1.) Todos os ficheiros: exibição de todos os ficheiros existentes

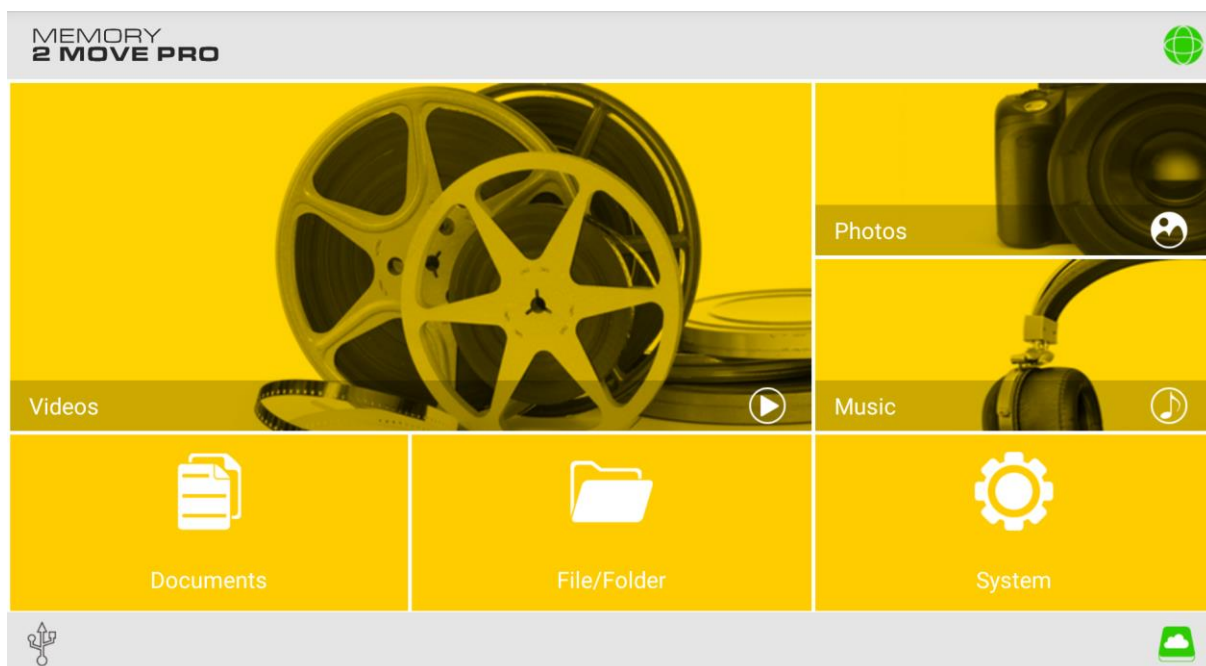
2.) Top 25: exhibe os 25 ficheiros mais frequentemente selecionados.

3.) Favoritos: ao selecionar o coração vermelho junto ao nome do ficheiro, pode adicionar ficheiros individuais aos seus favoritos.

12. FUNÇÕES DE GESTÃO WEB

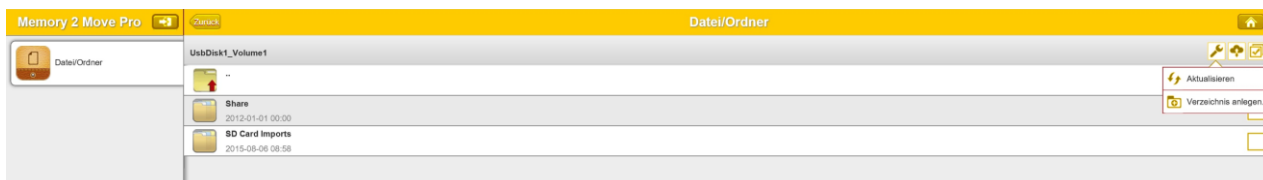
Para configurar o dispositivo WiFi, utilize o software "WiFi Finder", para se conectar ao Memory 2 Move Pro. Em alternativa, pode abrir o seu navegador da Internet e introduzir na barra de endereço o endereço IP 10.10.10.254, desde que o endereço definido de fábrica não tenha sido alterado.










Vista do menu principal:



12.1 FUNÇÃO EXPLORER

Através desta interface do administrador pode copiar dados para o Memory 2 Move Pro e copiar ficheiros do Memory 2 Move Pro para o PC utilizado. Além disso, pode criar, copiar, mudar o nome ou apagar ficheiros da mesma forma que costuma fazer no seu computador.



 Refresh	Atualizar – clique nesta tecla, para atualizar a vista do ecrã.
	Carregar – clique nesta tecla para carregar ficheiros para o dispositivo.
 Create Folder	Criar – para criar um diretório no Memory 2 Move Pro. O diretório deve conter, no máximo, 26 caracteres.
 Copy	Copiar – para copiar ficheiros para uma outra pasta.
 Cut	Botão cortar - para mover um ficheiro ou ficheiros de uma localização para outra
	Realçar todos os ficheiros de uma vez
 Delete	Apagar – para remover ficheiros do dispositivo.
 Delete	Mudar nome – para alterar o nome do ficheiro.
 Rename	Visualizador de fotos – esta tecla é usada para visualizar fotos.

12.2 INFORMAÇÕES

Aqui são exibidas informações detalhadas sobre o hardware, o estado da rede e o local na memória.

12.2.1 INFORMAÇÕES SOBRE O DISPOSITIVO

Aqui são exibidas informações, tais como o nome do dispositivo, o número de série, fabricante, número do modelo e carga da CPU.

12.2.2 INFORMAÇÕES SOBRE A MEMÓRIA

Aqui obtém informações sobre a unidade montada, tais como a capacidade total, o fabricante do disco rígido e o local disponível na memória.

12.2.3 INFORMAÇÕES SOBRE A REDE

São indicadas informações pormenorizadas sobre o estado atual da rede, tais como o endereço da rede, o estado da Internet ou o nome atual da rede Wi-Fi (SSID).

12.3 DEFINIÇÕES

12.3.1 UTILIZADOR

No menu definições clique na ligação, para alterar as definições do administrador. A senha deve ter, no mínimo, 5 e, no máximo, 32 caracteres. As alterações são assumidas quando clicar no botão "Guardar".

No estado de fornecimento a senha do administrador é a seguinte: 00000

Pode ainda personalizar as definições da conta Convidado: Ativar ou Desativar a conta.

12.4 REDE

12.4.1 HOST NAME

O Host Name pertence a um dispositivo, que está ligado a uma rede. Este nome fica à escolha do utilizador. A única condição é o nome começar por uma letra, seguido por uma combinação de letras e algarismos. São necessários, pelo menos, 2 e, no máximo, 8 caracteres.

12.4.2 WI-FI & LAN

Todas as definições de rede podem ser modificadas de acordo com as suas necessidades. Tem as seguintes opções à sua escolha:

- SSID: Introduza aqui o nome da sua rede. Na configuração básica encontra-se aqui "Memory2Move-XXXX". 32 caracteres é o máximo possível para o nome SSID.
- Canal Wi-Fi: Introduza aqui o canal, por onde o dispositivo Wi-Fi deve realizar o envio e a receção. A configuração básica é "Auto". O canal é, neste caso, estabelecido automaticamente pelo dispositivo. No entanto, também pode determinar manualmente, por que canal se deve receber e enviar. Estão disponíveis os canais 1 a 13.
- Modo Wi-Fi: O padrão de rede sem fios predefinido é: 802.11/b/g/n. Também pode ajustar manualmente os modos 11Mbps (802.11b), 54 Mbps (802.11g) ou 150Mbps (802.11n).
- Segurança: No estado de fornecimento não está seleccionado nenhum tipo de segurança. Pode escolher entre os seguintes tipos de encriptação: nenhum
Encriptação, WPA-PSK, WPA2-PSK, WPA/WPA2-PSK combinada.
- Senha: De acordo com o tipo de encriptação, introduza uma senha com pelo menos 8 e no máximo 63 caracteres.
- Endereço IP: O endereço IP predefinido é: 10.10.10.254 com a máscara de sub-rede 255.255.255.0. Este endereço IP pode ser alterado manualmente.

12.4.3 SERVIDOR DHCP

O Dynamic Host Configuration Protocol (DHCP) é um protocolo de rede, que permite a um servidor, atribuir endereços IP dinâmicos a computadores conectados. Na configuração básica, o protocolo DHCP está ativado. Se necessário, esta opção pode ser desativada e os endereços IP podem ser atribuídos manualmente.

Clique na tecla "Lista DHCP" e será exibida uma lista com todos os dispositivos conectados atualmente.

12.4.4 DEFINIÇÕES DA INTERNET

... através de outra ligação a uma rede disponível

Pode escolher entre duas opções de Acesso à Internet disponíveis – Por padrão, é selecionado o Acesso Sem Fios (conforme pode observar na imagem).

- A. Acesso wireless:** Ligar o dispositivo "M2M" a outra rede sem fios para ter acesso à internet.
- B. Acesso com fios:** Ligar diretamente o "M2M" à porta disponível na traseira do router para ligar a outra rede.

Selecionar o Acesso Sem Fios

- **Palavra-passe:** Digite a palavra-passe correta para aderir à ligação de internet sem fios selecionada.
- **Endereço IP:** Selecione DHCP ou atribua Manualmente um endereço IP
 - Ao selecionar DHCP, o anfitrião irá fornecer um endereço IP automático para ligação à internet.
 - Ao selecionar Manual, terá de atribuir manualmente um endereço IP para se ligar à internet.

Selecionar um Acesso Com Fios

Ao selecionar um Acesso Com Fios, o IP Dinâmico é selecionado como definição padrão. Pode atribuir manualmente o endereço de IP próprio, clicando na seta verde e selecionando a opção IP Estático.

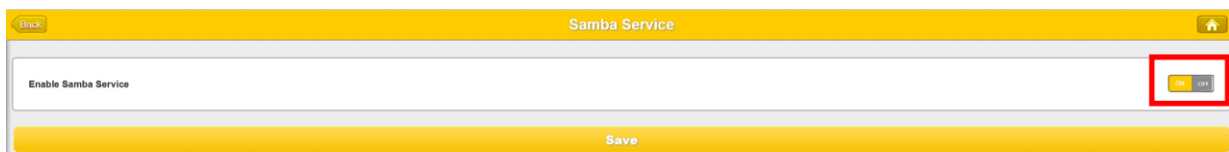
Clique no botão "X" se desejar cancelar e sair desta janela.

Nota: Se não conseguir ligar-se a outra rede, pergunte ao seu administrador de rede as diretrizes aplicáveis a si!

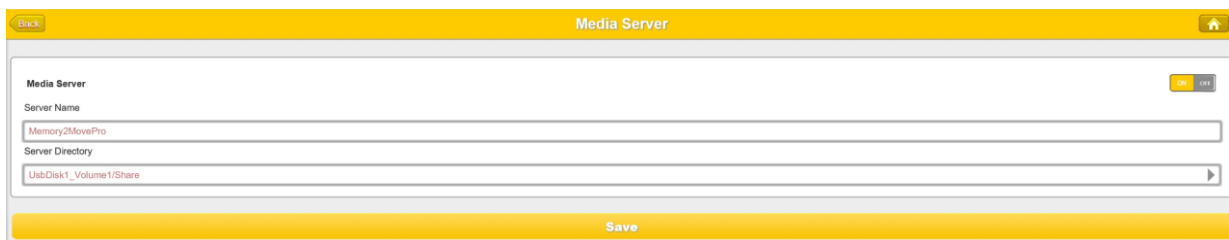
12.5 SERVIÇOS

12.5.1 SAMBA

O acesso e a transferência de dados são muito simples com o Windows File Service | Samba (Mac) Service. Este serviço já vem ativado de fábrica (veja o screenshot).



12.5.2 SERVIDOR DE MULTIMÉDIA



Funções:

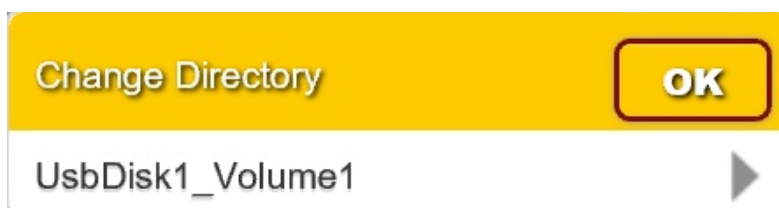
Aqui ativa/desativa o Serviço DLNA: Ligar/Desligar. Também pode alterar o diretório DLNA

- 1.) Prima a seta direita do Diretório DLNA.

DLNA Directory



- 2.) Escolha OK para alterar o diretório.
- 3.) Escolha o diretório preferido e prima OK.

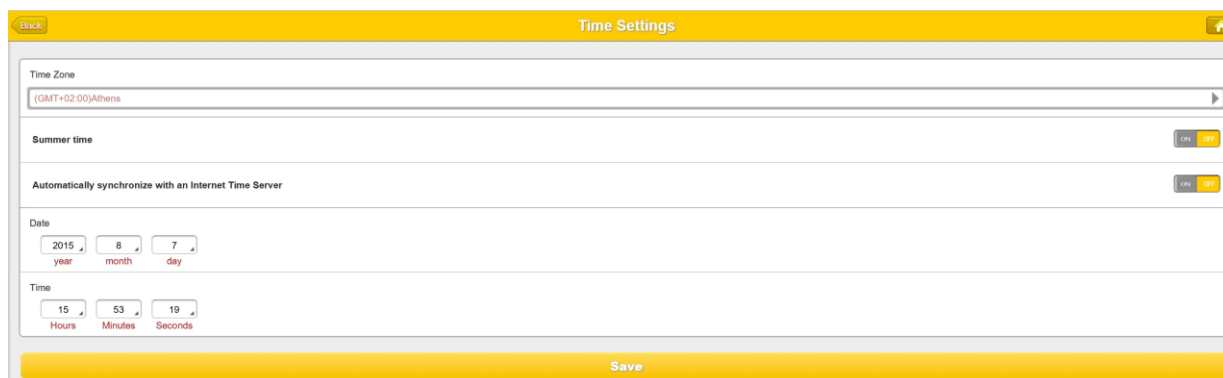


12.5.3 DEFINIÇÕES DA HORA

Pode escolher selecionar manualmente o fuso horário ou efetuar uma sincronização automática da hora.

Se escolher a seleção manual de um fuso horário, basta clicar na seta amarela ao lado da caixa "Fuso horário" e selecionar na opção do menu o fuso horário correspondente ao local de utilização.

Se selecionar a sincronização automática da hora, a hora é atualizada sempre que estiver conectado à Internet.



The screenshot shows the 'Time Settings' page. At the top, there is a yellow header with 'Back' and 'Time Settings' text, and a home icon. Below the header, there is a 'Time Zone' dropdown menu showing '(GMT+02:00)Athens'. Underneath, there are two toggle switches: 'Summer time' and 'Automatically synchronize with an Internet Time Server', both currently set to 'OFF'. Below these, there are date and time selection fields. The 'Date' section has dropdowns for 'year' (2015), 'month' (8), and 'day' (7). The 'Time' section has dropdowns for 'Hours' (15), 'Minutes' (53), and 'Seconds' (19). At the bottom of the form is a yellow 'Save' button.

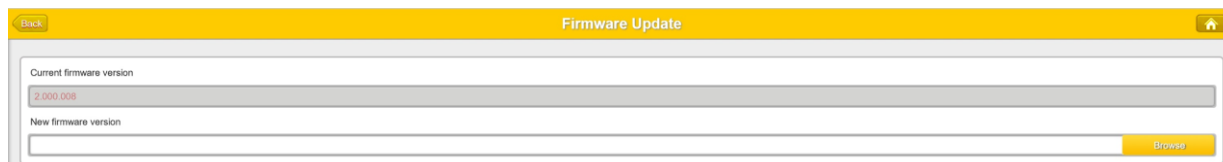
Opções para sincronização da hora:

Frequência: diariamente, de 2 em 2 dias, de 3 em 3 dias, .. Pode selecionar intervalos de sincronização até 7 dias.

A sincronização automática da hora pode ser desativada em qualquer momento e a opção "Assumir hora PC" é selecionada em seu lugar. Neste caso, a hora atual do seu PC é assumida de forma que ambos os dispositivos apresentam a mesma hora.

12.5.4 ATUALIZAÇÃO DO FIRMWARE

Se estiver disponível uma atualização do firmware em www.intenso.de, siga os seguintes passos, para executar a atualização do software.



The screenshot shows the 'Firmware Update' page. It has a yellow header with 'Back' and 'Firmware Update' text, and a home icon. Below the header, there are two input fields: 'Current firmware version' with the value '2.000.008' and 'New firmware version'. To the right of the 'New firmware version' field is a yellow 'Browse' button.

- 1.) Descarregue o firmware para o seu computador.

2.) Clique na tecla "Actualizar" e procura a atualização do firmware que foi descarregada para o seu PC. Selecione o ficheiro e clique em "Abrir", para continuar.

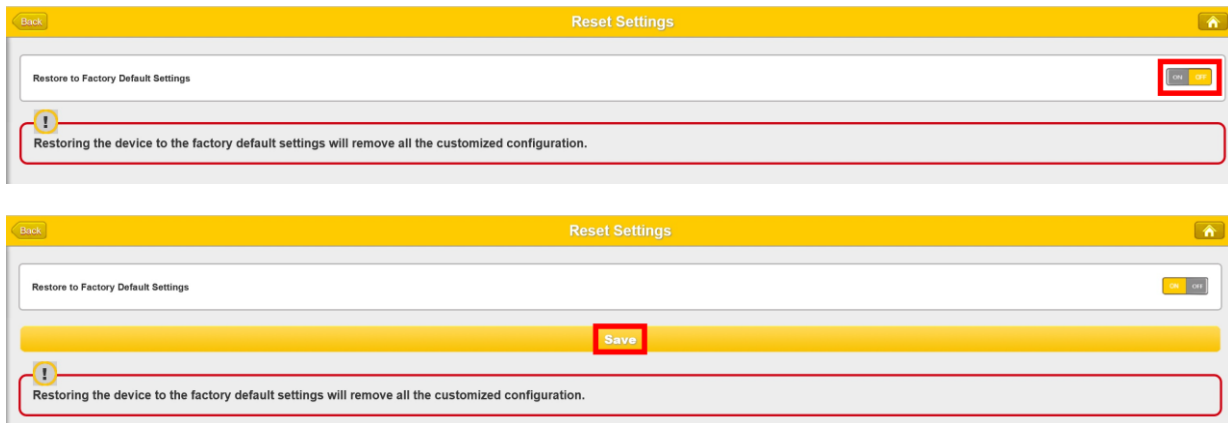


3.) Por baixo da tecla "Actualizar" é exibido o número da versão do firmware, para a qual o dispositivo deve ser atualizado. Clique em "Guardar" no lado inferior direito da imagem, para iniciar o processo de atualização do firmware.

Depois da atualização bem sucedida, o dispositivo reinicia automaticamente e é exibido o ecrã de início de sessão (login).

12.5.5 RESET

Se desejar restaurar as definições de fábrica no seu dispositivo, serão apagadas todas as definições efetuadas e serão ativadas as definições válidas no estado de fornecimento.

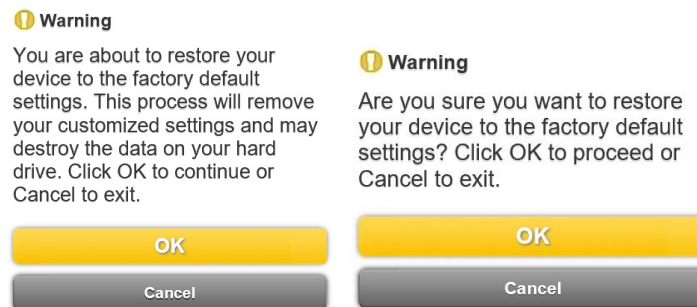


Para selecionar o restauro das definições de fábrica, clique no botão redondo. Clique no botão "Guardar", para iniciar o processo. Para evitar enganos, confirme a sua escolha no aviso que se seguirá.

A nota que se segue surge durante o processo ativo e fornece informações sobre o progresso.

Basta clicar no botão redonda depois de "Repôr com as Definições de Fábrica": Clique no botão "Guardar" para continuar.

Será exibida a janela Mensagem de Aviso. O "Memory 2 Move Pro" irá automaticamente reiniciar depois de a reposição com as definições de fábrica ter sido concluída. Ver a captura de ecrã abaixo.



Nota: Depois de o dispositivo ter sido reposto nas definições de fábrica, a senha do administrador também será restaurada. Ou seja, é válida a senha do estado de fornecimento.

13. LICENÇA INFORMAÇÃO

Notice of GNU GENERAL PUBLIC LICENSE and LESSER GENERAL PUBLIC LICENCE

Dear Customer,

If interested, you and any third party can download the source code of used GPL / LGPL from Intenso Webpage <http://www.intenso.de> . The source code of the desired product is available to anyone on the selection of valid product category and the desired device. In the product details you will find the entry "drivers". Open this menu to download the corresponding GPL / LGPL code. For a fee of 35 € (delivery to another country as Germany), it is also possible to obtain this code by postal delivery. More information about the GPL/LGPL-Licence can you find on following website www.gnu.org

GNU GENERAL PUBLIC LICENSE

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc.

51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect

making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there

is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

- a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
- b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
- c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the

source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM

PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

one line to give the program's name and an idea of what it does.

Copyright (C) yyyy name of author

This program is free software; you can redistribute it and/or

modify it under the terms of the GNU General Public License

as published by the Free Software Foundation; either version 2

of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful,

but WITHOUT ANY WARRANTY; without even the implied warranty of

MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the

GNU General Public License for more details.

You should have received a copy of the GNU General Public License

along with this program; if not, write to the Free Software

Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA.

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) year name of author

Gnomovision comes with ABSOLUTELY NO WARRANTY; for details

type `show w'. This is free software, and you are welcome

to redistribute it under certain conditions; type `show c'

for details.

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright

interest in the program `Gnomovision'

(which makes passes at compilers) written

by James Hacker.

signature of Ty Coon, 1 April 1989

Ty Coon, President of Vice

ÍNDICE DE CONTENIDO

1.	VISIÓN GENERAL DEL PRODUCTO	4
2.	FUNCIONES DEL PRODUCTO	4
3.	VOLUMEN DE SUMINISTRO	6
4.	DATOS TÉCNICOS	6
5.	REQUISITOS MÍNIMOS	6
6.	VISTA DEL PRODUCTO	7
7.	CONEXIONES DISPONIBLES	7
7.1	PUERTO WAN RJ45.....	7
7.2	INTERFAZ MICRO USB 3.0	7
7.3	INDICADORES LED	8
8.	UTILIZACIÓN DE UN PC O MAC	9
9.	UTILIZACIÓN DE UN PC O MAC	11
9.1	ESTABLECIMIENTO DE UNA CONEXIÓN DE RED DE ÁREA LOCAL (LAN) INALÁMBRICA A UN PC	11
9.2	WIFI FINDER PARA PC.....	12
9.2.1	MI MEMORIA	13
9.3	ESTABLECIMIENTO DE UNA CONEXIÓN DE RED DE ÁREA LOCAL (LAN) INALÁMBRICA A UN MAC.....	13
9.3.1	WIFI FINDER PARA MAC.....	14
9.3.2	MI MEMORIA	16
9.4	CONFIGURACIÓN DEL MEMORY 2 MOVE PRO.....	17
10.	UTILIZACIÓN DE DISPOSITIVOS PORTÁTILES	21
10.1	INSTALACIÓN DE LA APLICACIÓN «MEMORY 2 MOVE PRO» PARA IOS.....	21
10.2	CONEXIÓN INALÁMBRICA A SU IPHONE/IPAD.....	22
10.3	INICIO DE SESIÓN DE USUARIO (IOS)	23
10.4	INSTALACIÓN DE LA APLICACIÓN «MEMORY 2 MOVE PRO» PARA ANDROID.....	25
10.5	CONEXIÓN INALÁMBRICA A SU DISPOSITIVO ANDROID	25
10.6	INICIO DE SESIÓN DE USUARIO (ANDROID)	27
11.	FUNCIONES BÁSICAS	29

11.1	APLICACIÓN PARA DISPOSITIVOS IOS	29
11.2	APLICACIÓN PARA DISPOSITIVOS ANDROID	30
11.3	CONFIGURACIÓN WI-FI (IOS Y ANDROID)	31
11.3.1	INTERFAZ DE CONFIGURACIÓN WI-FI	31
11.3.2	CAMBIO DEL NOMBRE DEL DISPOSITIVO	31
11.3.3	SEGURIDAD	32
11.3.4	ACCESOS A INTERNET	32
11.4	REPRODUCCIÓN DE ARCHIVOS DE MÚSICA/SONIDO (IOS / ANDROID).....	34
11.5	REPRODUCIR PELÍCULAS / VÍDEOS	35
11.5.1	IOS	35
11.5.2	ANDROID	37
11.6	REPRODUCCIÓN DE ARCHIVOS DE IMAGEN	38
11.6.1	IOS	38
11.6.2	ANDROID	40
11.7	COMPARTIR ARCHIVOS DE IMAGEN	42
11.7.1	IOS	42
11.7.2	ANDROID	43
11.8	ABRIR/VISUALIZAR DOCUMENTOS	44
11.8.1	IOS	44
11.8.2	ANDROID	46
11.9	COPIAR, ELIMINAR, DESCARGAR, FUNCIONES DE CARGA (IOS Y ANDROID)	47
11.10	OPCIONES DE CLASIFICACIÓN - FORMATO DE VISTA:.....	48
11.11	OPCIONES DE SELECCIÓN DE ARCHIVOS:.....	48
12.	FUNCIONES DE ADMINISTRACIÓN WEB.....	49
12.1	FUNCIÓN EXPLORER.....	49
12.2	INFORMACIÓN	50
12.2.1	INFORMACIÓN SOBRE EL APARATO.....	50
12.2.2	INFORMACIÓN SOBRE LA MEMORIA	50
12.2.3	INFORMACIÓN SOBRE LA RED	51

12.3	AJUSTES	51
12.3.1	USUARIO.....	51
12.4	RED	51
12.4.1	NOMBRE DE HOST.....	51
12.4.2	WI-FI Y LAN.....	51
12.4.3	SERVIDOR DHCP	53
12.4.4	AJUSTES DE INTERNET.....	53
12.5	SERVICIOS.....	54
12.5.1	SAMBA.....	54
12.5.2	SERVIDOR MULTIMEDIA.....	54
12.5.3	CONFIGURACIÓN DE LA HORA	55
12.5.4	ACTUALIZACIÓN DE FIRMWARE.....	55
12.5.5	RESTAURAR	56
13.	LA LICENCIA INFORMACIÓN	57

1. VISIÓN GENERAL DEL PRODUCTO

«Memory 2 Move Pro» le posibilita el acceso inalámbrico a sus contenidos de vídeo, música, fotos y datos para difundirlos a través de su iPad®, iPhone®, tableta, smartphone y ordenador portátil, sin el uso de cables innecesario y fastidioso.

Gracias al disco duro integrado, ya no tendrá que preocuparse por las limitaciones de espacio de memoria en sus dispositivos portátiles, y el puerto USB 3.0 integrado permite la transferencia de datos rápida y sencilla.

A fin de proporcionarle la máxima movilidad, Memory 2 Move Pro incorpora una batería recargable. Para cargar la batería, tan solo tiene que conectar el dispositivo a un puerto USB libre de su ordenador, por ejemplo para copiar sus archivos al disco duro. En muy poco tiempo, el dispositivo estará listo para su uso. Durante el proceso de carga puede accederse al Memory 2 Move Pro.

2. FUNCIONES DEL PRODUCTO

- Transmisión mediante flujo continuo de datos (*streaming*) de medios a través de una conexión Wi-Fi para hasta cinco usuarios simultáneamente.
- Acceso a sus archivos de música, vídeo y fotos mediante la aplicación gratuita para iOS y Android.
- Duración de la batería de hasta cinco horas*.
- Acceso a Internet mediante la conexión RJ45 opcional (conexión LAN) o inalámbricamente mediante el estándar 802.11 b/g/n.
- Compatible con los tipos de formato NTFS y FAT32.
- Admite el intercambio multiplataforma de datos vía conexión LAN entre Windows, Mac, iOS y Linux.
- Admite aplicaciones de usuario en las más diversas plataformas, incluidos Windows/Mac/Linux/iPad/iPhone/Android.

*La duración exacta de la batería depende de las aplicaciones y la configuración utilizadas.

Utilización como disco duro externo: El puerto USB 3.0 incorporado posibilita la transferencia rápida de datos y puede cargar la batería interna al conectar el Memory 2 Move Pro a un ordenador o una fuente de alimentación, respectivamente. Esto sólo funciona cuando el dispositivo está apagado.

Utilización mediante conexión LAN: Para ello, conecte un extremo de su cable RJ45 al Memory 2 Move Pro y el otro extremo a un puerto libre de su enrutador. A continuación active la función DHCP en su Memory 2 Move Pro para obtener la asignación automática de la dirección IP.



Utilización inalámbrica: Conecte el Memory 2 Move Pro a su enrutador inalámbrico tal como se explica en las siguientes instrucciones, para poder acceder a Internet por vía Wi-Fi.



3. VOLUMEN DE SUMINISTRO

- Memory 2 Move Pro
- cable USB 3.0
- CD
- Manual de manejo
- Fuente de alimentación (KTEC – KSAS0060500100VEU – 5V / 1A)

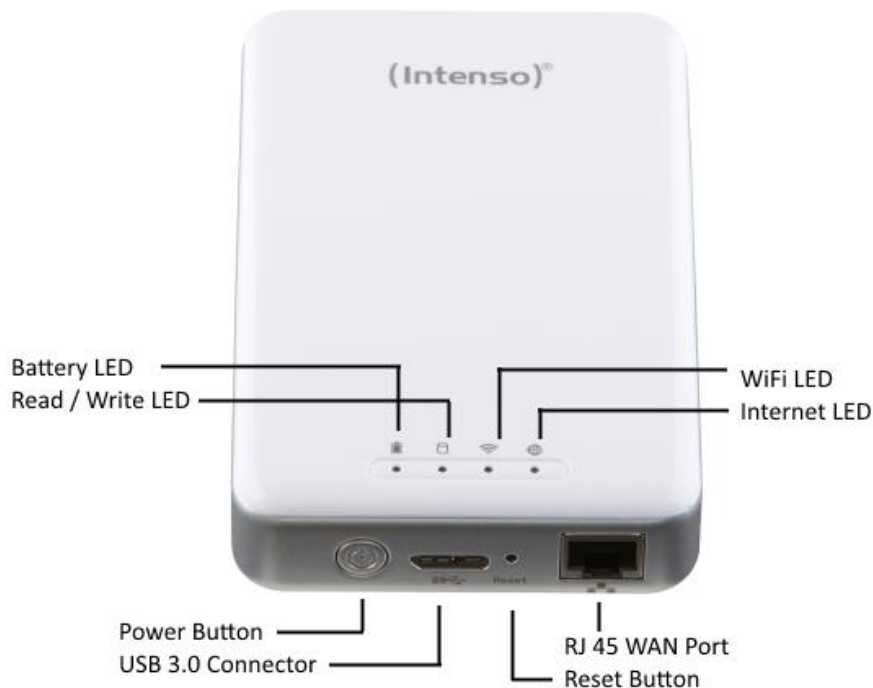
4. DATOS TÉCNICOS

- Dimensiones 130 mm (L) X 83 mm (An) X 26 mm (Al)
- Wi-Fi:
 - Estándar: 802.11 b/g/n,
 - Frecuencia: 2,4 GHz
 - Tasas de transferencia: 300 Mbit/s
- Interfaz de red: 100 Mbps Ethernet RJ45
- Conexión USB: Micro USB 3.0, para transferencia de datos y carga de la batería
- Capacidad de la batería: 3000 mAh
- Temperatura de funcionamiento: La temperatura de funcionamiento óptima se sitúa entre 5 °C y 35 °C

5. REQUISITOS MÍNIMOS

- Conexión a Internet
- Requisitos del sistema:
 - o Windows: XP/Vista/Windows 7/8 / 8.1 / 10
 - o Mac: OS X 10.7.0 y superior
 - o Otros: Fedora 12 (Linux) y superior
- Navegador de Internet en el PC
 - o Windows: Compatible con Internet Explorer 9 y superior
 - o Mac: Compatible con Safari 5.0 y superior
 - o Otros: Firefox 3.5 y superior
- Enrutador o conmutador (switch)

6. VISTA DEL PRODUCTO



7. CONEXIONES DISPONIBLES

7.1 PUERTO WAN RJ45

- A. Modo de enrutador: El Memory 2 Move Pro funciona como un enrutador convencional y puede asignar direcciones IP a ordenadores que estén conectados mediante red de área local inalámbrica (WLAN).
- B. Modo WAN (red de área amplia): Permite establecer una conexión de red a una red ya existente.

7.2 INTERFAZ MICRO USB 3.0

El puerto USB 3.0 incorporado posibilita la transferencia rápida de datos y puede cargar la batería interna al conectar el Memory 2 Move Pro a un ordenador o una fuente de alimentación, respectivamente. Esto sólo funciona cuando el dispositivo está apagado.

7.3 INDICADORES LED

LED de alimentación:

- | | |
|---------------------------------|--|
| - Apagado: | El dispositivo está apagado. |
| - Permanece encendido (verde): | La batería está completamente cargada. |
| - Parpadea rápidamente (verde): | Se está apagando el dispositivo. |
| - Parpadea lentamente (verde): | Se está cargando el dispositivo. |
| - Permanece encendido (rojo): | Carga de la batería inferior al 30%. |
| - Parpadea rápidamente (rojo): | Nivel de carga de la batería crítico. |

LED HDD:

- | | |
|----------------------------|----------------------------------|
| - Parpadea: | Leyendo/escribiendo actividades. |
| - Luz permanece encendida: | Conectado al PC. |
| - El LED no se ilumina: | El HDD está en modo suspensión. |

LED Wi-Fi (azul):

- | | |
|--|--|
| - Parpadea: | Se está iniciando el proceso de inicialización. |
| - El LED no se ilumina: | El dispositivo está apagado o no recibe corriente. |
| - Permanece encendido: | |
| ○ Proceso de inicialización completado. | |
| ○ Listo para funcionar - pueden conectarse dispositivos. | |

Internet LED:

- | | |
|---------------------------|--|
| - El LED está apagado: | El dispositivo está apagado o no recibe corriente. |
| - Luz verde que parpadea: | Inicia el proceso de inicialización. |
| - Luz verde permanente: | El proceso de inicialización se ha completado.
Listo para su uso. |

8. UTILIZACIÓN DE UN PC O MAC

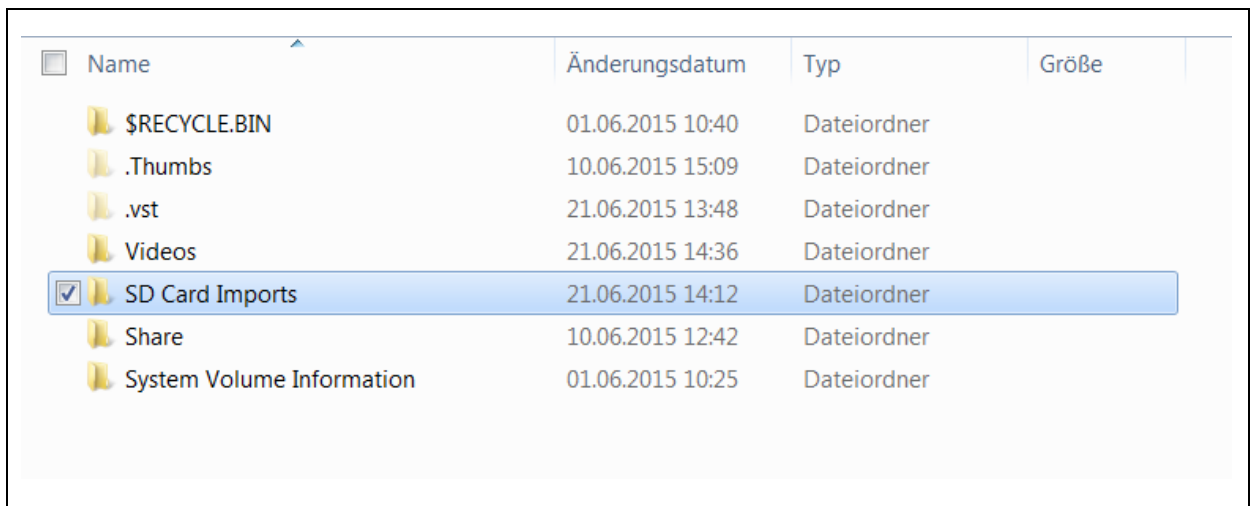
Siga por favor los siguientes pasos para hacer una copia de seguridad de los archivos guardados en la tarjeta SD en la Memory 2 Move Pro.

- 1.) Encienda la Memory 2 Move Pro y espere hasta que el dispositivo esté listo.
- 2.) Introduzca a continuación la tarjeta SD en la ranura de tarjetas de la Memory 2 Move Pro.
- 3.) Pulse dos veces rápidamente el botón de encendido para comenzar la copia de seguridad.

Aviso: Si la luz LED blanca de la Memory 2 Move Pro está parpadeando, significa que sus archivos de la tarjeta SD se están copiando a la memoria de la Memory 2 Move Pro. No extraiga en ningún momento la tarjeta SD del dispositivo mientras se esté desarrollando la copia de seguridad. Esto podría conllevar daños y por consiguiente la pérdida de datos.

Esquema de las copias de seguridad:

- 1.) Puede encontrar los archivos de seguridad de la tarjeta SD en la carpeta "SD Card Backup" del soporte informático de la Memory 2 Move Pro.



The image shows a screenshot of a Windows file explorer window. The window displays a list of folders and files. The 'SD Card Imports' folder is selected, highlighted in blue. The table below represents the data shown in the screenshot.

Name	Änderungsdatum	Typ	Größe
\$RECYCLE.BIN	01.06.2015 10:40	Dateiordner	
.Thumbs	10.06.2015 15:09	Dateiordner	
.vst	21.06.2015 13:48	Dateiordner	
Videos	21.06.2015 14:36	Dateiordner	
<input checked="" type="checkbox"/> SD Card Imports	21.06.2015 14:12	Dateiordner	
Share	10.06.2015 12:42	Dateiordner	
System Volume Information	01.06.2015 10:25	Dateiordner	

- 2.) Si realiza más de una copia de seguridad de la tarjeta SD en la Memory 2 Move Pro, se creará una carpeta aparte para cada tarjeta. Esto le permitirá gestionar cada copia de seguridad de forma separada.

Name	Änderungsdatum	Typ	Größe
5344-SD16G-56100	21.06.2015 13:53	Dateiordner	
5344-SMI -1cd00	21.06.2015 14:12	Dateiordner	

- 3.) Además, se creará una carpeta nueva dentro de la carpeta de la tarjeta SD por cada día en el que cree una copia de seguridad. Siempre se copian todos los archivos de la tarjeta SD. Si realiza una copia de seguridad el 1 y el 8 de junio, puede comparar los archivos originales del 1 de junio con los archivos posiblemente modificados del 8 de junio en carpetas separadas.

Name	Änderungsdatum	Typ	Größe
2015-06-01	31.12.2011 23:42	Dateiordner	
2015-06-08	21.06.2015 14:05	Dateiordner	

- 4.) Si realiza en un mismo día más de una copia de seguridad, a partir de la segunda copia solo se guardarán los nuevos archivos y las copias de los archivos modificados entretanto en la carpeta de ese día.

Name	Änderungsdatum	Typ	Größe
IMG_4861(1).JPG	21.06.2015 14:46	JPEG-Bild	7.619 KB
IMG_4861.CR2	21.06.2015 14:12	CR2-Datei	25.922 KB
IMG_4861.JPG	21.06.2015 14:44	JPEG-Bild	5.199 KB
IMG_4862.CR2	21.06.2015 14:12	CR2-Datei	24.604 KB
IMG_4862.JPG	21.06.2015 14:12	JPEG-Bild	6.823 KB
IMG_4863.CR2	21.06.2015 14:12	CR2-Datei	22.746 KB

9. UTILIZACIÓN DE UN PC O MAC

9.1 ESTABLECIMIENTO DE UNA CONEXIÓN DE RED DE ÁREA LOCAL (LAN) INALÁMBRICA A UN PC

Encienda el dispositivo Wi-Fi pulsando el botón de alimentación situado en la parte frontal del dispositivo.

Active la función WLAN en su PC y haga clic en el símbolo WLAN en la barra de tareas, en la parte inferior derecha. Se mostrará el siguiente mensaje:



Seleccione la red con el nombre «Memory2Move-XXXX».

Nota: El dispositivo se suministra con la contraseña predefinida «intenso1». Por su propia seguridad, introduzca una nueva contraseña después de haber establecido con éxito la conexión.

Una vez que haya establecido con éxito una conexión a su dispositivo Wi-Fi, instale el software cliente suministrado siguiendo el proceso explicado a continuación: Como requisito para poder conectar a su ordenador el dispositivo Wi-Fi conectado, debe instalar la herramienta de software incluida «WiFi Finder» desde el CD de controladores suministrado. Esta aplicación buscará automáticamente en su red el dispositivo Wi-Fi conectado.

Tan solo tiene que hacer doble clic sobre el icono y seguir las instrucciones que se mostrarán en la pantalla.



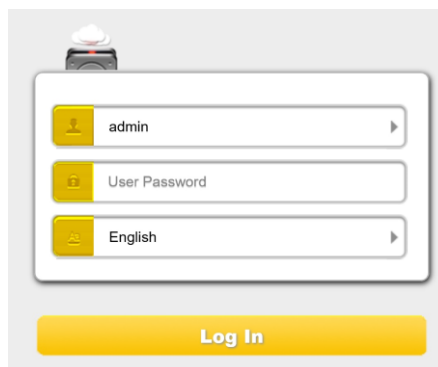
9.2 WIFI FINDER PARA PC

Inicie la aplicación haciendo doble clic en el icono «WiFi Finder». La aplicación buscará automáticamente el dispositivo Memory 2 Move Pro en la red conectada (véase la captura de pantalla).



Nota: En caso de que no se encontrara «M2M» en la lista de los clientes de red conectados, haga clic en el botón «Actualizar» para realizar una nueva búsqueda del dispositivo Wi-Fi.

- 1.) Por favor elija en el menú Memory 2 Move Pro y pulse „Log In“, para conectarse con el Web Administrador (ver Screenshot).



- 2.) Por favor introduzca Nombre y la contraseña:

Nombre de usuario: admin

Contraseña: 00000

Atencion: Por favor introduzca despues de conectarse para su seguridad una nueva contraseña.

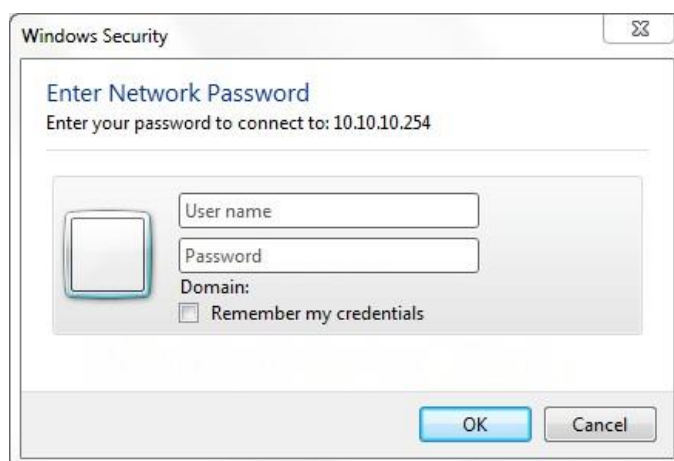
9.2.1 MI MEMORIA

Al seleccionar la opción de menú «My Storage» o «Mi memoria», se le mostrará el cuadro de diálogo reproducido más abajo. Para poder conectarse correctamente, introduzca los siguientes datos de inicio de sesión:

Nombre de usuario: admin

Contraseña: 00000

Nota: Por su propia seguridad, introduzca una nueva contraseña después de haber establecido con éxito la conexión.



9.3 ESTABLECIMIENTO DE UNA CONEXIÓN DE RED DE ÁREA LOCAL (LAN) INALÁMBRICA A UN MAC

Encienda el dispositivo Wi-Fi pulsando el botón de alimentación situado en la parte frontal del dispositivo. Espere unos minutos hasta que el indicador LED deje de parpadear. Active la función WLAN en su PC y haga clic en el símbolo WLAN en la barra de tareas, en la parte inferior derecha. Seleccione la red con el nombre «Memory2Move-XXXX».

Nota: El dispositivo se suministra con la contraseña predefinida «intenso1». Por su propia seguridad, introduzca una nueva contraseña después de haber establecido con éxito la conexión.

Una vez que haya establecido con éxito una conexión a su dispositivo Wi-Fi, instale el software cliente suministrado siguiendo el proceso explicado a continuación:

Como requisito para poder conectar a su ordenador el dispositivo Wi-Fi conectado, debe instalar la herramienta de software incluida «WiFi Finder» desde el CD de controladores suministrado. Esta aplicación buscará automáticamente en su red el dispositivo Wi-Fi conectado.

Tan solo tiene que hacer doble clic sobre el icono y seguir las instrucciones que se mostrarán en la pantalla.



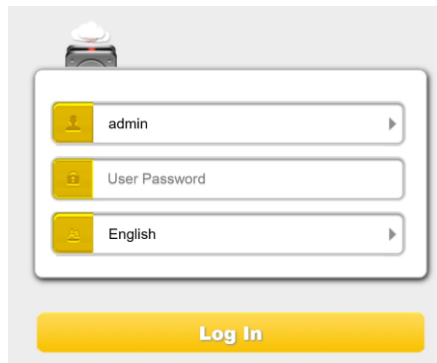
9.3.1 WIFI FINDER PARA MAC

Inicie la aplicación «WiFi Finder» haciendo doble clic en el icono. La aplicación buscará automáticamente el dispositivo Memory 2 Move Pro en la red conectada (véase la captura de pantalla).



Nota: En caso de que no se encontrara «M2M» en la lista de los clientes de red conectados, haga clic en el botón «Actualizar» para realizar una nueva búsqueda del dispositivo Wi-Fi.

- 1.) Por favor elija en el menu Memory 2 Move Pro y pulse „Log In“, para conectarse con el Web Administrador (ver Screenshot).



The screenshot shows a login interface with three input fields and a 'Log In' button. The first field contains 'admin', the second contains 'User Password', and the third contains 'English'. The 'Log In' button is yellow and located at the bottom of the form.

- 2.) Por favor introduzca Nombre y la contraseña:

Nombre de usuario: admin

Contraseña: 00000

Atencion: Por favor introduzca despues de conectarse para su seguridad una nueva contraseña.

9.3.2 MI MEMORIA

Al seleccionar la opción de menú «My Storage» o «Mi memoria», se le mostrará el cuadro de diálogo reproducido más abajo. Para poder conectarse correctamente, introduzca los siguientes datos de inicio de sesión:

Nombre de usuario: admin

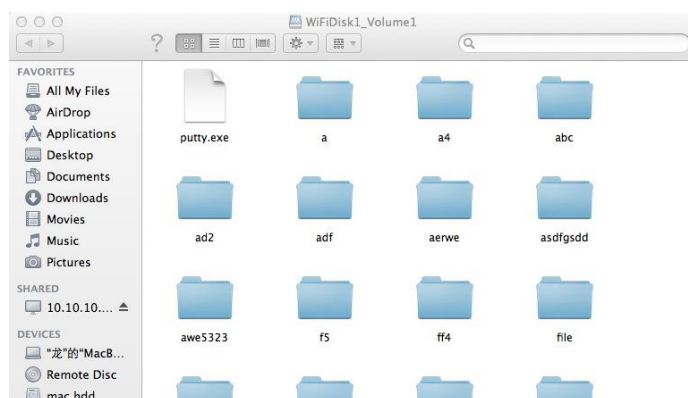
Contraseña: 00000

Nota: Por su propia seguridad, introduzca una nueva contraseña después de haber establecido con éxito la conexión.



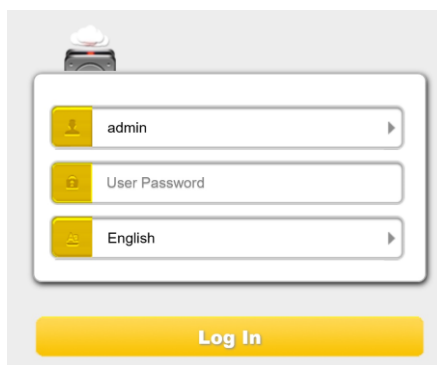
Puede crear, eliminar, copiar, editar, renombrar o mover los directorios y las carpetas contenidos en el dispositivo Memory 2 Move Pro.

Además pueden intercambiarse bilateralmente datos entre su MAC y el Memory 2 Move Pro (carga/descarga).



9.4 CONFIGURACIÓN DEL MEMORY 2 MOVE PRO

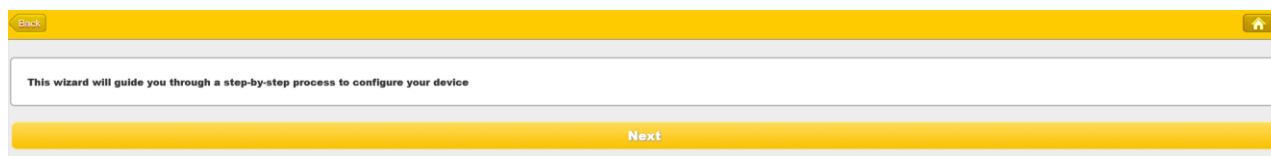
Utilice el software cliente para PC de la manera anteriormente descrita para establecer una conexión con el dispositivo Wi-Fi, e inicie sesión como administrador en la interfaz de administración web. Ahora puede configurar su dispositivo.



The image shows a login form with three input fields. The first field contains the text 'admin'. The second field is labeled 'User Password'. The third field contains the text 'English'. Below the fields is a yellow button labeled 'Log In'.

Asistente de inicio

La primera vez que utilice el dispositivo, una vez iniciada la sesión se abrirá un denominado «Asistente de inicio», que le permitirá llevar a cabo fácilmente todos los ajustes importantes.



The image shows a wizard interface. At the top, there is a yellow bar with a 'Back' button on the left and a home icon on the right. Below this bar is a white box containing the text: 'This wizard will guide you through a step-by-step process to configure your device'. At the bottom of the white box is a yellow button labeled 'Next'.

Nota: Si hace clic en la X (en el ángulo superior derecho del asistente), se cerrará el asistente de inicio y se adoptarán como configuración predeterminada todos los ajustes de fábrica.

Pulse el botón «Siguiente» para configurar su dispositivo.

Configuración del acceso a Internet

.. mediante el establecimiento de una conexión a otra red disponible

The screenshot shows a configuration page for Internet access. At the top, there are two radio buttons: 'Wi-Fi-Modus' (selected) and 'LAN'. Below this, there are two radio buttons: 'Automatisch' (selected) and 'Statische IP'. A 'Neuer Scan' button is located to the right of the SSID section. The SSID list contains three entries: 'Intenso-WLAN', 'Intenso-Guest', and 'StoMa15-WiFi'. Below the SSID list is a field for 'Anderes Netzwerk...'. A 'Passwort' field is also present. At the bottom, there are two yellow buttons: 'Weiter' and 'Überspringen'.

Puede escoger entre dos opciones de acceso a Internet disponibles. En la configuración estándar está predeterminado el acceso mediante conexión por cable (como se muestra en la figura superior).

- A. Acceso inalámbrico (WLAN):
Conecte el M2M a otro enrutador WLAN, a fin de establecer una conexión a Internet.
- B. Acceso mediante conexión por cable (LAN):
Conecte el M2M directamente a un puerto disponible en la parte posterior de su enrutador para establecer la conexión con otra red.

Acceso inalámbrico:

The screenshot shows the 'Internetzugriff' configuration page. At the top, there are two radio buttons: 'Wi-Fi-Modus' and 'LAN' (selected). Below this, there are two radio buttons: 'PPPoE' and 'Dynamische IP' (selected). The 'LAN Modus' section contains several fields: 'IP-Adresse' (172.16.20.88), 'Subnetzmaske' (255.255.0.0), 'Gateway' (172.16.0.1), 'Pri DNS Server' (172.16.0.14), and 'Sek DNS Server' (172.16.0.43). At the bottom, there are two yellow buttons: 'Weiter' and 'Überspringen'.

SSID: Introduzca el nombre SSID de su red o haga clic en «Actualizar lista» para buscar automáticamente todas las redes disponibles.

Contraseña: Introduzca la contraseña para la red inalámbrica local seleccionada.

Dirección IP:

-Si se ha seleccionado «Automática», la red le asigna automáticamente una dirección IP.

-Si se ha seleccionado «IP estática», deberá introducir usted mismo su dirección IP para la red a la que desee conectarse.

Haga clic en «Siguiente» para continuar con la configuración del Memory 2 Move Pro. El siguiente paso consiste en configurar los parámetros Wi-Fi y LAN.

Acceso por cable:

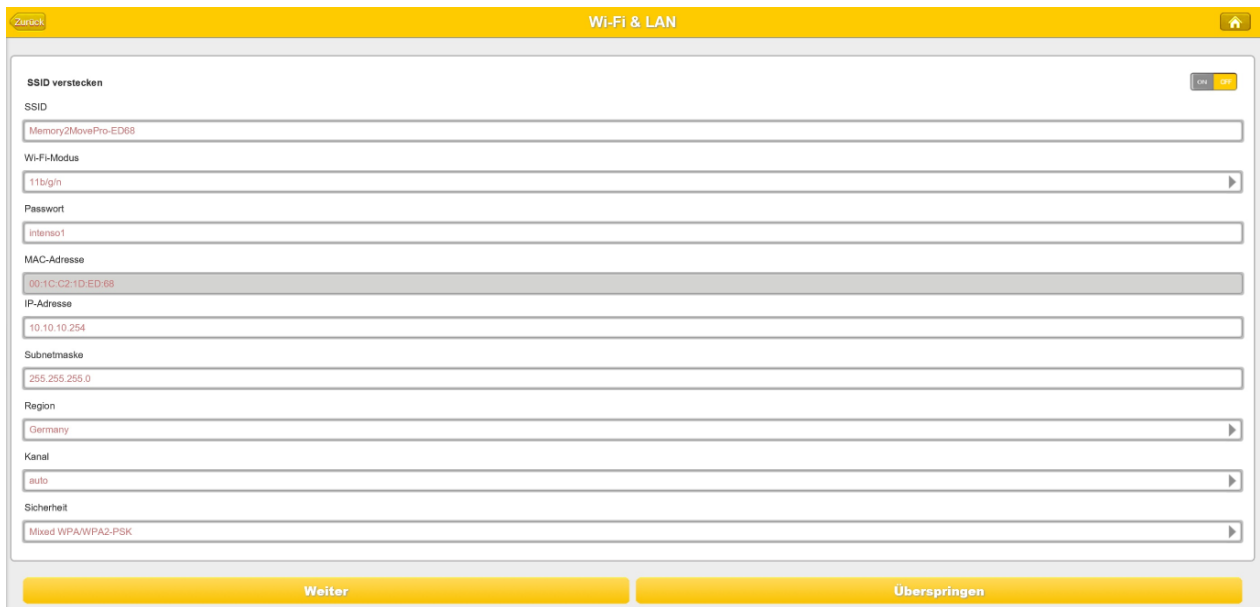
En la configuración predeterminada está seleccionada la opción «IP dinámica». Puede asignar manualmente una dirección IP: para ello haga clic en la flecha amarilla y seleccione la opción «IP estática».

The screenshot shows a configuration screen for Wi-Fi and LAN settings. The title bar is yellow and contains 'Zurück' on the left and a home icon on the right. The main content area is white and contains several input fields with labels: 'SSID' (value: Memory2MovePro-ED68), 'Wi-Fi-Modus' (value: 11b/g/n), 'Passwort' (value: intenso1), 'MAC-Adresse' (value: 00:1C:C2:1D:ED:68), 'IP-Adresse' (value: 10.10.10.254), 'Subnetmaske' (value: 255.255.255.0), 'Region' (value: Germany), 'Kanal' (value: auto), and 'Sicherheit' (value: Mixed WPA/WPA2-PSK). At the bottom, there are two yellow buttons: 'Weiter' and 'Überspringen'.

Nota: Haga clic en la X (ángulo superior derecho) para salir del menú de opciones LAN.

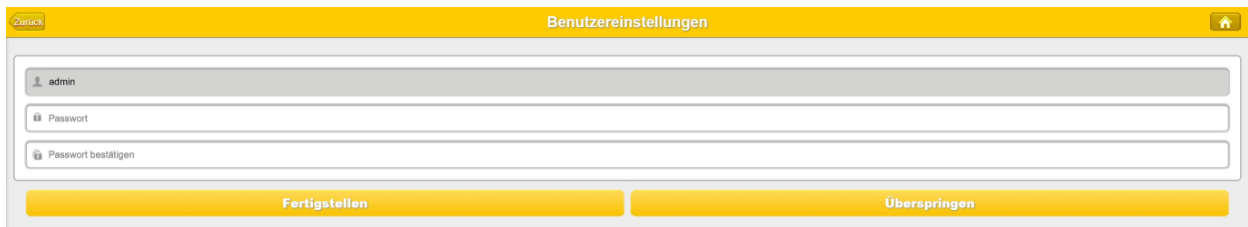
Nota: ¡En caso de que no pueda establecer una conexión a otra red, consulte a su proveedor de servicios de red para averiguar las directrices aplicables en su caso!

Configuración Wi-Fi y LAN



- **SSID:** Introduzca aquí el nombre de su red. El parámetro predeterminado en este caso es «Memory2Move-XXXX». Pueden introducirse un máximo de 32 caracteres para el nombre SSID.
- **Canal:** Indique aquí el canal por el que el dispositivo Wi-Fi deberá transmitir y recibir. El parámetro predeterminado es «auto». En este caso, el dispositivo establece automáticamente el canal. Pero también puede especificar manualmente el canal por el cual se recibirán y transmitirán datos. Están disponibles los canales 1 hasta el 13.
- **Acceso inalámbrico:** El estándar de red inalámbrica predeterminado es: 802.11/b/g/n. También puede seleccionar manualmente los modos de 11 Mbps (802.11b), 54 Mbps (802.11g) o 150 Mbps (802.11n).
- **Seguridad:** La configuración de seguridad predeterminada es mixta WPA/WPA2-PSK. Puede escoger entre los siguientes tipos de cifrado:
Sin cifrado, WPA-PSK, WPA2-PSK o mixta WPA/WPA2-PSK.
- **Contraseña:** Dependiendo del tipo de cifrado seleccionado, debe introducirse una contraseña con un mínimo de 8 y un máximo de 63 caracteres.
- **Dirección IP:** La dirección IP predeterminada es: 10.10.10.254 con la máscara de subred 255.255.255.0. Puede modificar manualmente esta dirección IP.

Haga clic en «Siguiente» para introducir la contraseña de administrador. Si hace clic en «Omitir» renunciará a establecer una nueva contraseña y adoptará la contraseña predeterminada.



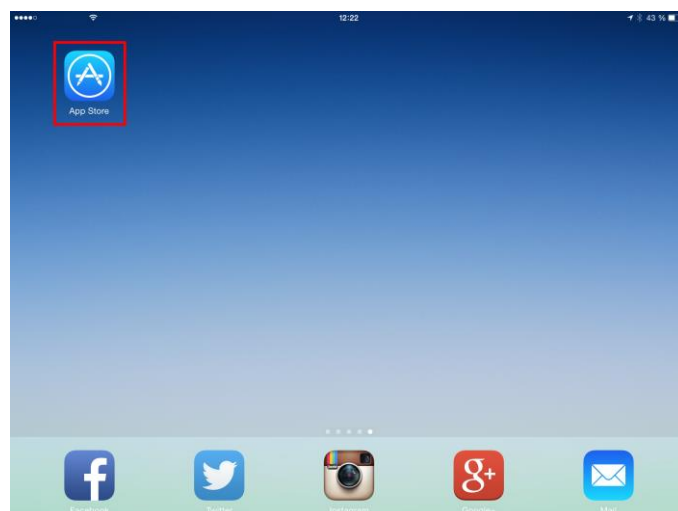
Al completarse el asistente de inicio, el sistema se reiniciará. Este proceso dura dos minutos. A continuación se le mostrará un mensaje que le informa sobre el estado actual.

You have successfully configured your device and the system is rebooting. Please wait 2 minutes. Remaining 116 seconds ...
If you are unable to reconnect the device, please use the client tool to re-search.

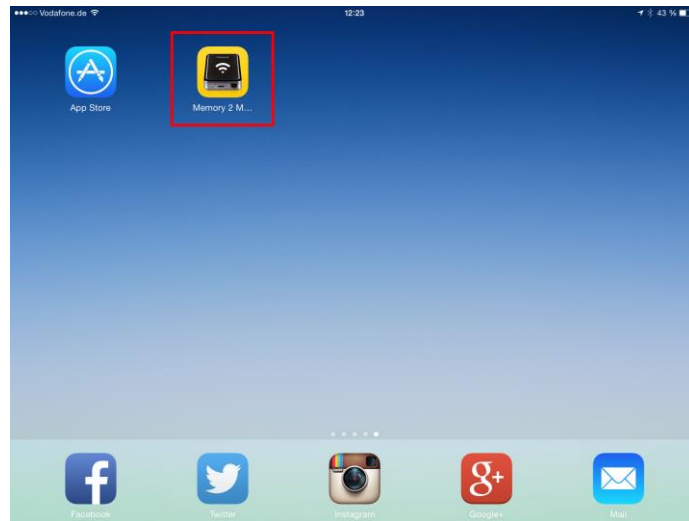
10. UTILIZACIÓN DE DISPOSITIVOS PORTÁTILES

10.1 INSTALACIÓN DE LA APLICACIÓN «MEMORY 2 MOVE PRO» PARA IOS

1. Haga clic en el icono de App Store en su pantalla de inicio, tal como se muestra en la siguiente figura. Busque la aplicación gratuita «Memory 2 Move Pro» y siga las instrucciones que aparecen en pantalla para su instalación.

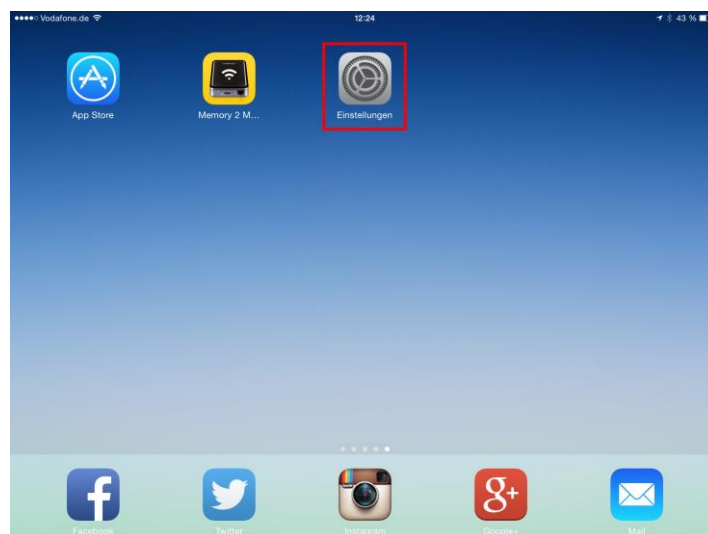


- Una vez completada correctamente la instalación, encontrará la aplicación «Memory 2 Move Pro» en la pantalla de inicio de su dispositivo (véase la siguiente figura).



10.2 CONEXIÓN INALÁMBRICA A SU IPHONE/IPAD

- Encienda el dispositivo Memory 2 Move Pro. Espere un par de minutos hasta que haya concluido la inicialización del dispositivo. Esto se indica mediante el LED Wi-Fi azul, que deja de parpadear al completarse la inicialización.
- Haga clic en el icono «Ajustes», como se muestra en la siguiente imagen.



- Haga clic en la opción de menú «Wi-Fi». En la lista de redes Wi-Fi disponibles debería aparecer la red «Memory2Move-XXXX».

Haga clic en esta red, tal como se muestra en la siguiente imagen. En caso de que haya establecido una contraseña en el paso 8.4. en «Configuración de Wi-Fi y LAN», introduzca ahora dicha contraseña.



Una vez haya seleccionado «Memory2Move-XXXX», aparece una marca de verificación delante de la SSID y se muestra el logo Wi-Fi en el ángulo superior izquierdo del dispositivo.

10.3 INICIO DE SESIÓN DE USUARIO (IOS)

Haga clic en el logo «Memory 2 Move Pro» para iniciar la aplicación, tal como se muestra en la siguiente imagen.



Introduzca la contraseña de administrador que haya establecido durante la configuración (contraseña predeterminada: **00000**). La contraseña tan solo es necesaria para el primer inicio de sesión. El dispositivo memoriza su contraseña, de modo que ya no tendrá que introducirla la próxima vez que inicie sesión.

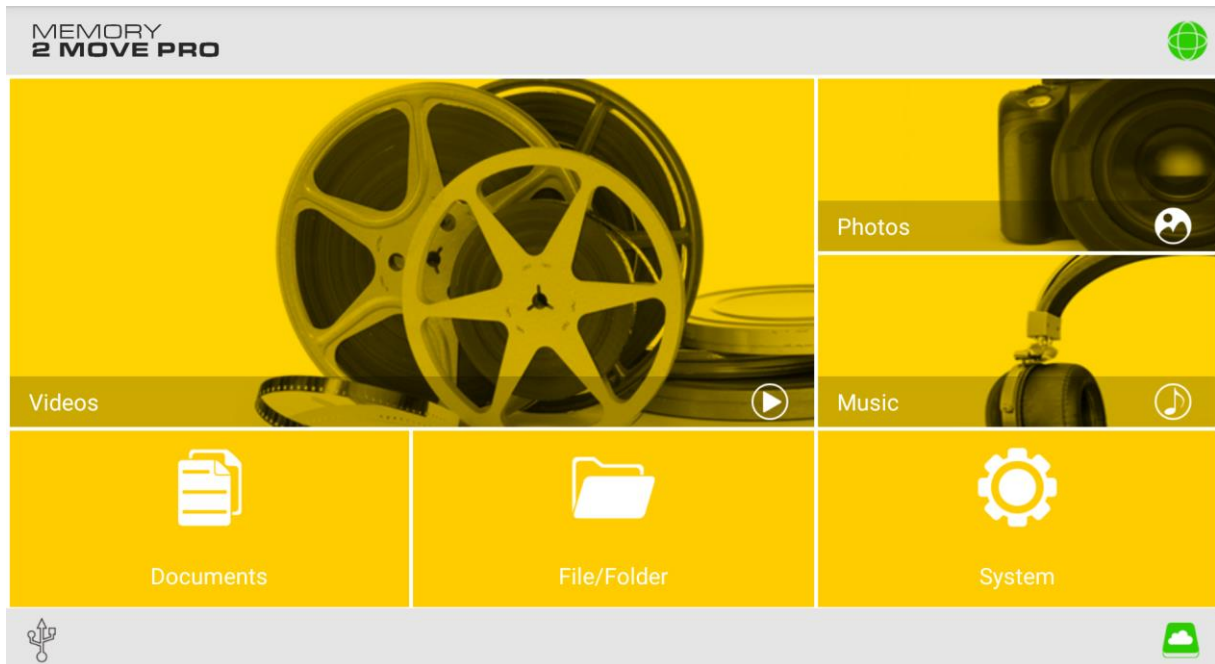
MEMORY 2 MOVE PRO

User Name

Password

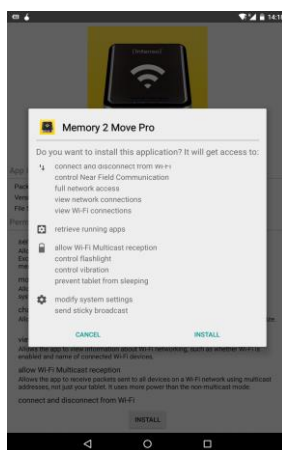
Remember password

Una vez que haya introducido la contraseña correcta, accederá automáticamente al menú «Memory 2 Move Pro». Éste es su acceso directo al disco duro Wi-Fi.

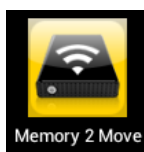


10.4 INSTALACIÓN DE LA APLICACIÓN «MEMORY 2 MOVE PRO» PARA ANDROID

1. Acceda a «Google Playstore» o al «App Center» y busque la aplicación gratuita «Memory 2 Move Pro».
2. Sigas las instrucciones de instalación que aparecerán en la pantalla, tal como se muestra en la siguiente imagen.



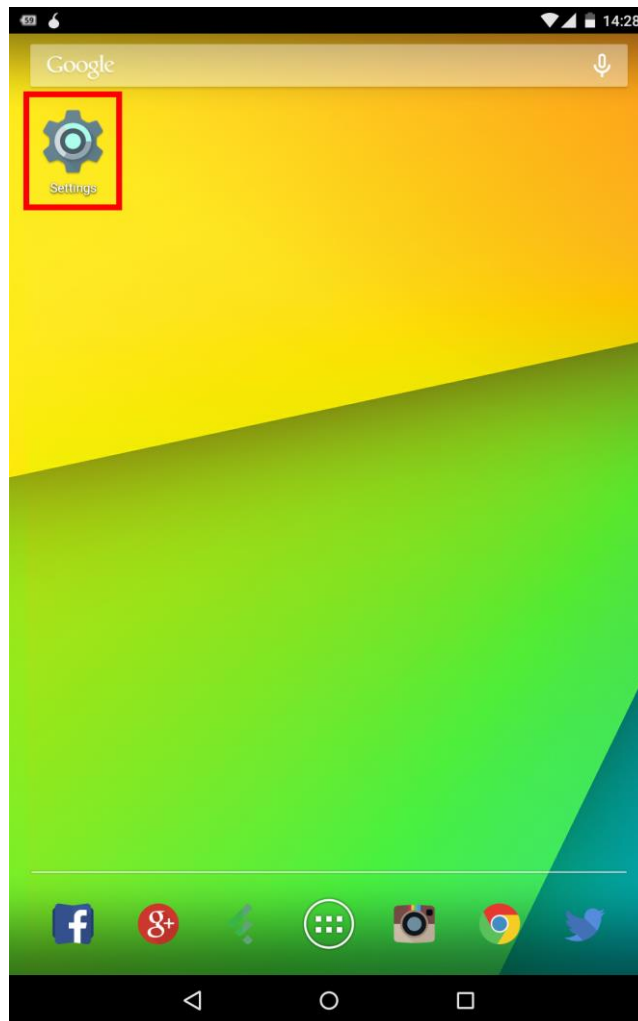
3. Una vez completada correctamente la instalación, encontrará la aplicación «Memory 2 Move Pro» en la pantalla de inicio de su dispositivo (véase la siguiente figura).



10.5 CONEXIÓN INALÁMBRICA A SU DISPOSITIVO ANDROID

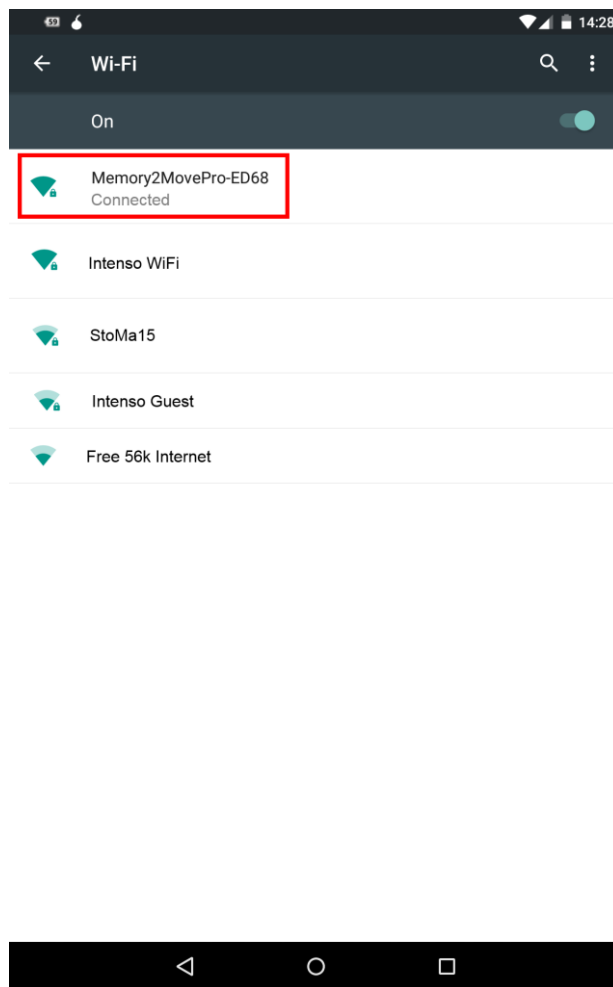
1. Encienda el dispositivo Memory 2 Move Pro. Espere un par de minutos hasta que haya concluido la inicialización del dispositivo. Esto se indica mediante el LED Wi-Fi azul, que deja de parpadear al completarse la inicialización.

2. Haga clic en el icono «Ajustes», como se muestra en la siguiente imagen.



3. Active la función Wi-Fi deslizando el «interruptor virtual» hacia la derecha.

En la lista de redes Wi-Fi disponibles debería aparecer la red «Memory2Move-XXXX». Haga clic en esta red, tal como se muestra en la siguiente imagen. En caso de que haya establecido una contraseña en el paso 8 en «Configuración de Wi-Fi y LAN», introduzca ahora dicha contraseña.



4. Una vez que el dispositivo se haya conectado con éxito al disco duro Wi-Fi, aparecerá la palabra «Conectado» bajo la SSID.

10.6 INICIO DE SESIÓN DE USUARIO (ANDROID)


1. Haga clic en el logo «Memory 2 Move Pro» para iniciar la aplicación (véase la siguiente imagen).



2. Introduzca la contraseña de administrador que haya establecido durante la configuración (contraseña predeterminada: **00000**). La contraseña tan solo es necesaria para el primer inicio de sesión. El dispositivo memoriza su contraseña, de modo que ya no tendrá que introducirla la próxima vez que inicie sesión.

**MEMORY
2 MOVE PRO**

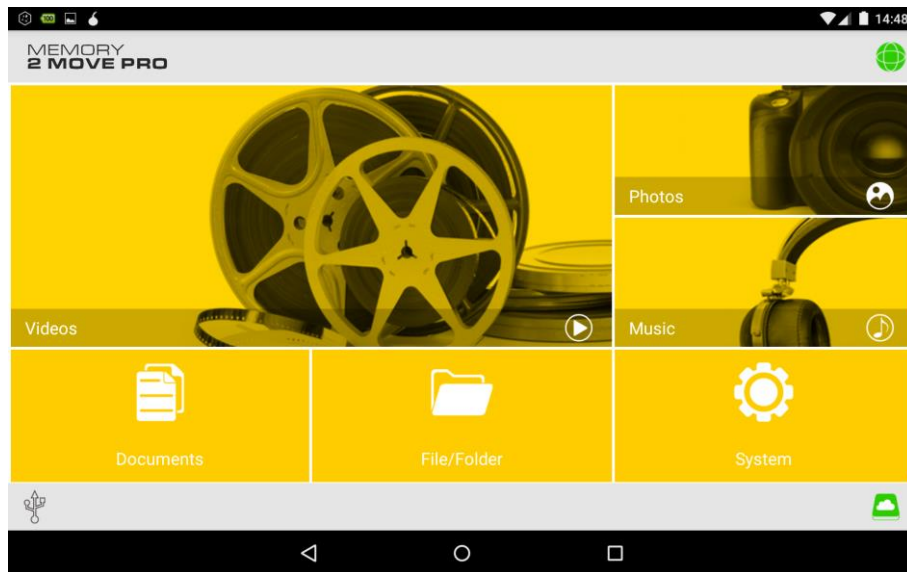
User Name



Password

Remember password

3. Una vez que haya introducido la contraseña correcta, accederá automáticamente al menú «Memory 2 Move Pro». Éste es su acceso directo al disco duro Wi-Fi.



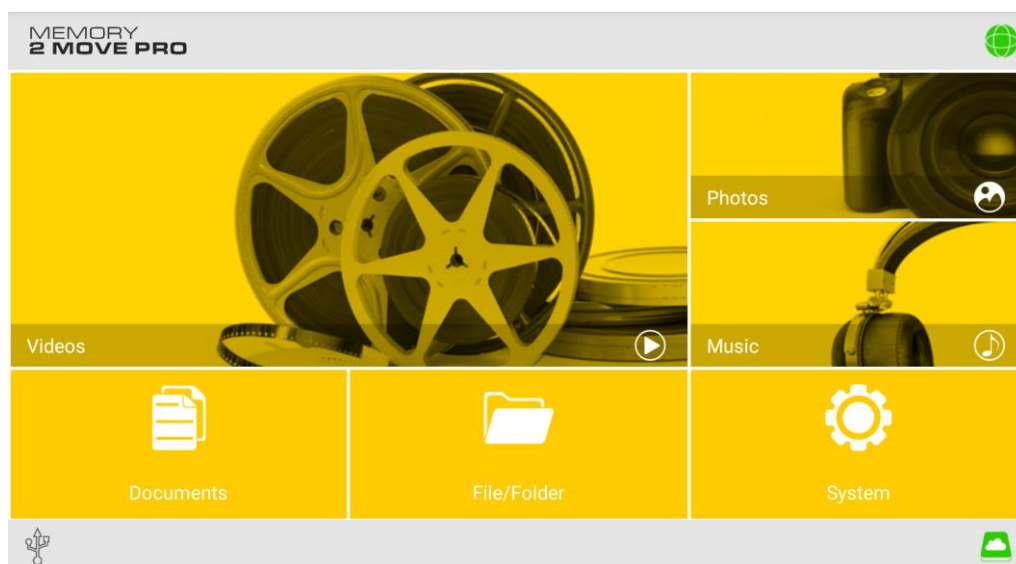
11.FUNCIONES BÁSICAS



11.1 APLICACIÓN PARA DISPOSITIVOS IOS

En cuanto se haya conectado con éxito al Memory 2 Move Pro, será conducido automáticamente al menú «Memory 2 Move Pro», que constituye su acceso directo al disco duro Wi-Fi. El menú «Mi dispositivo» le permite acceder al dispositivo que esté utilizando actualmente para conectarse al Memory 2 Move Pro.

En los menús pueden seleccionarse las siguientes opciones:

Menú principal «Mi dispositivo» – Aquí están disponibles las carpetas predeterminadas «Documentos», «Música», «Fotos», «Vídeos» e «iPad»/«iPhone» para la organización de sus archivos.



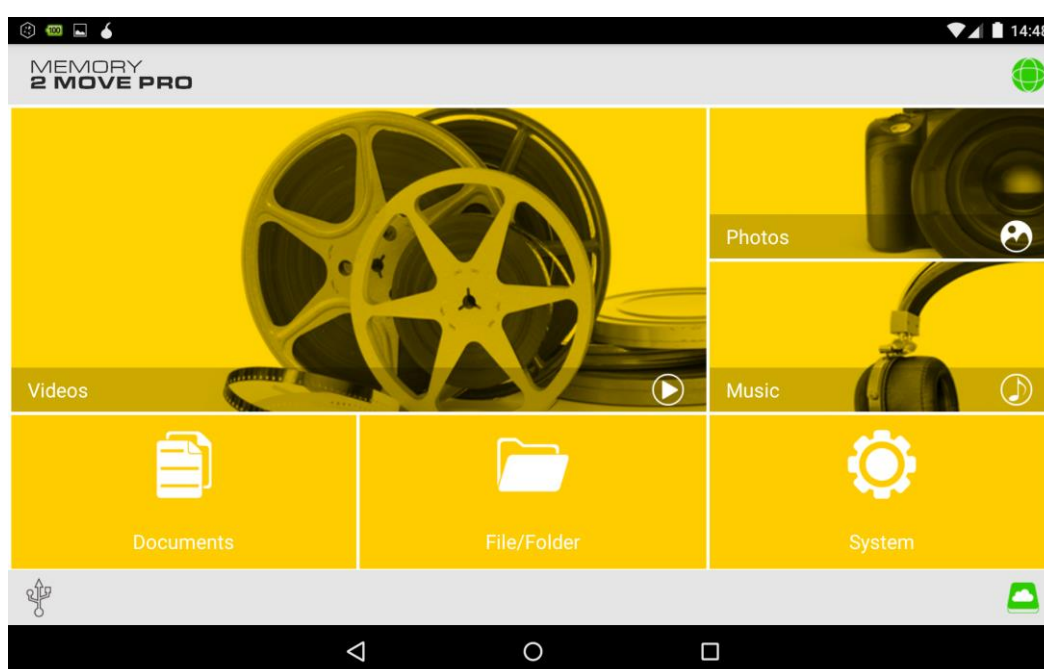
	El símbolo de Internet aparece en verde si hay una conexión a Internet.
	El símbolo WiFi HDD aparece en verde si hay una conexión actual con el dispositivo.



11.2 APLICACIÓN PARA DISPOSITIVOS ANDROID

En cuanto se haya conectado con éxito al Memory 2 Move Pro, será conducido automáticamente al menú «Memory 2 Move Pro», que constituye su acceso directo al disco duro Wi-Fi. El menú «Mi dispositivo» le permite acceder al dispositivo que esté utilizando actualmente para conectarse al Memory 2 Move Pro.

En los menús pueden seleccionarse las siguientes opciones:

Menú principal «Mi dispositivo» – Aquí están disponibles las carpetas predeterminadas «Documentos», «Música», «Fotos», «Vídeos» y «SDCard» para la organización de sus archivos.

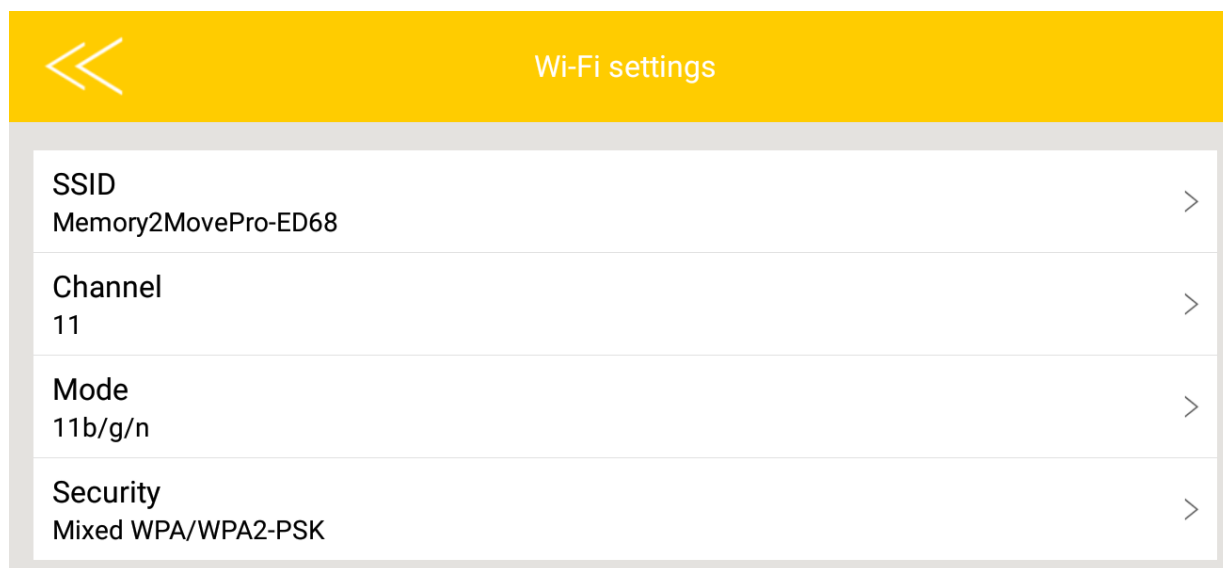


	El símbolo de Internet aparece en verde si hay una conexión a Internet.
	El símbolo WiFi HDD aparece en verde si hay una conexión actual con el dispositivo.

11.3 CONFIGURACIÓN WI-FI (IOS Y ANDROID)

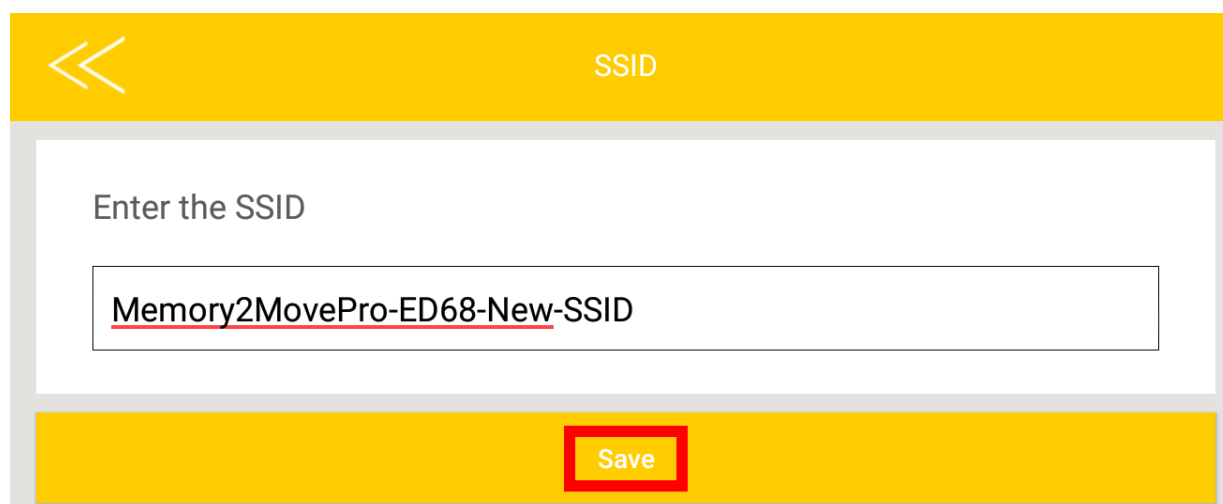
11.3.1 INTERFAZ DE CONFIGURACIÓN WI-FI

Haga clic en para modificar la configuración Wi-Fi. Esta función aparece únicamente cuando se accede a «Mi dispositivo Wi-Fi».



11.3.2 CAMBIO DEL NOMBRE DEL DISPOSITIVO

Haga clic en el botón > para cambiar el nombre.



11.3.3 SEGURIDAD

Entre los ajustes del disco duro Wi-Fi aparecen las opciones de seguridad: El disco duro Wi-Fi admite los siguientes formatos de seguridad: WPA-PSK, WPA2-PSK, mixta WPA/WPA2-PSK. Si desea añadir un nuevo código de seguridad, se le pedirá una contraseña inalámbrica.

A continuación, en la parte superior derecha haga clic en el botón «Set» o «Insertar» para guardar la contraseña.

Security

None

WPA-PSK

WPA2-PSK

Mixed WPA/WPA2-PSK ✓

Enter the password

.....

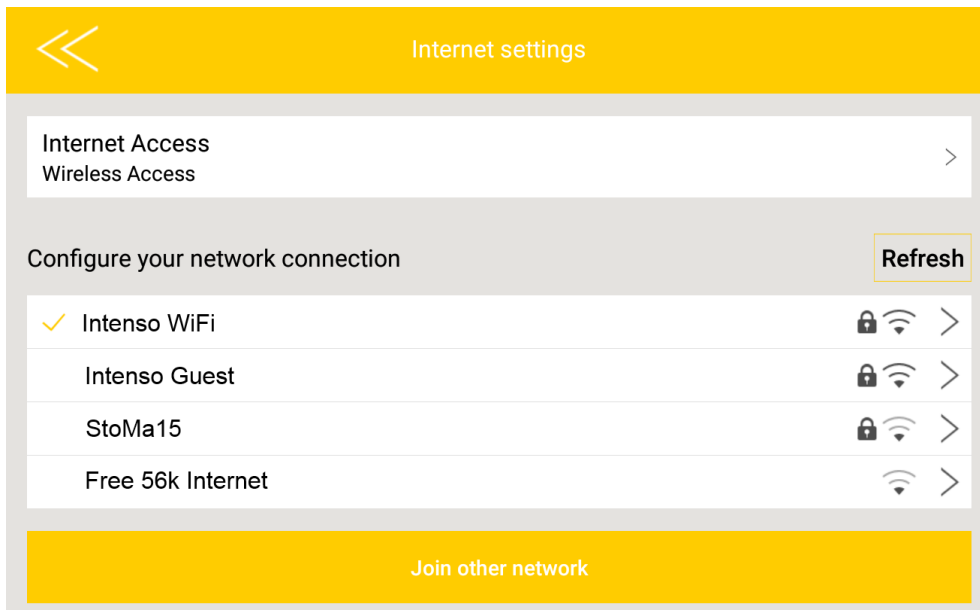
Show password

Password must be any combination of letters and numbers, length is 8-63 characters.

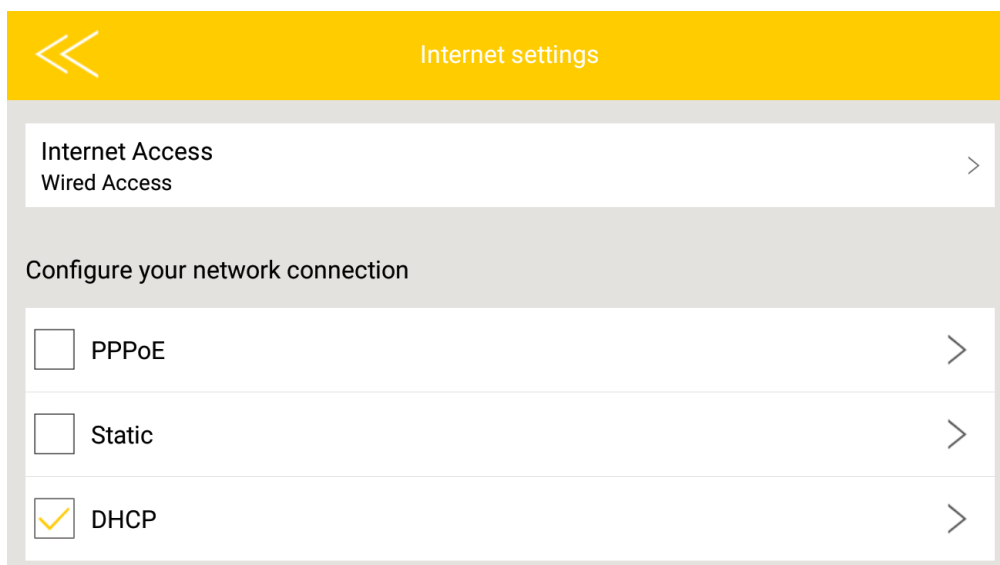
Save

11.3.4 ACCESOS A INTERNET

En Configuración de Internet se le muestran los accesos a Internet. Puede escoger entre el acceso por cable (wired) y el acceso inalámbrico (wireless). Hallará la conexión inalámbrica bajo el encabezado Configuración de Internet, en el centro de la siguiente pantalla:



Si selecciona la modalidad conectada por cable, en primer lugar deberá configurar su conexión de red.



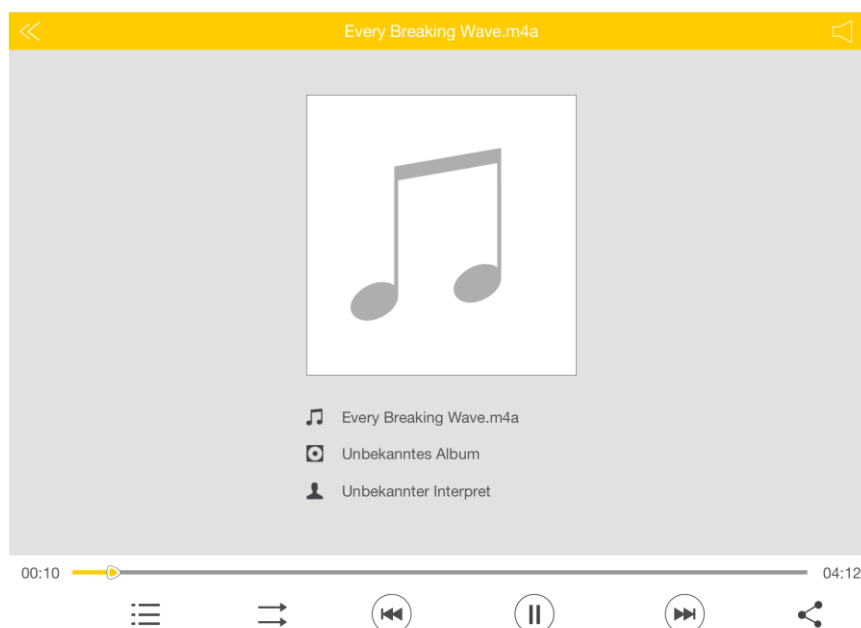
Después de haber seleccionado la red, haga clic en «Guardar», y a continuación se le pedirá que ejecute un reinicio haciendo clic en «Aceptar».

11.4 REPRODUCCIÓN DE ARCHIVOS DE MÚSICA/SONIDO (IOS / ANDROID)

Sugerencia: Es recomendable crear una o varias carpetas para todos sus archivos de música/sonido. De este modo se facilita la utilización y la organización de su disco duro WiFi.

Los archivos de música o de sonido pueden reproducirse independientemente del menú y de la ubicación de almacenamiento actuales («Memory 2 Move Pro» o «Mi dispositivo»).

Para ello, tan solo tiene que localizar el archivo. Al hacer clic sobre el archivo deseado, éste se reproducirá automáticamente.



Nota: Para más información acerca de los formatos de archivo admitidos, consulte el manual de manejo de su dispositivo iOS.






⏮ - Haga clic en este botón para reproducir desde el principio el archivo de sonido que se esté reproduciendo actualmente. Si hace doble clic se reproducirá el archivo de sonido anterior.

⏭ - Haga clic en este botón para pasar al siguiente archivo de sonido.

▶ - Haga clic en este botón para iniciar la reproducción del archivo de sonido.

Haga clic en el botón de pausa ⏸ para pausar/detener la reproducción.

Están disponibles cuatro modos de reproducción:

- a.  - Repetición del archivo actual: Se repite el archivo reproducido actualmente. La reproducción se pausa pulsando .
- b.  - Reproducción aleatoria de todos los archivos de sonido que se encuentran en la carpeta actual.
- c.  - Reproducción de la carpeta actual: Los archivos de música o de sonido se reproducen sin repetirse.
- d.  - Repetición de la carpeta: se reproducen sucesivamente todos los archivos de sonido presentes en la carpeta y a continuación se repiten.

Nota: Mantenga pulsado el botón de la barra de progreso de la reproducción y deslícelo hacia la derecha o la izquierda para avanzar o retroceder dentro de un archivo de sonido.

Sugerencia: Puede salir en cualquier momento de la interfaz del reproductor musical. La reproducción de sus archivos de sonido continuará en segundo plano.















11.5 REPRODUCIR PELÍCULAS / VÍDEOS

11.5.1 IOS

Sugerencia: Es recomendable crear una o varias carpetas para todos sus archivos de vídeo/películas. De este modo se facilita la utilización y la organización de su disco duro Wi-Fi.

Los archivos de vídeo o de películas pueden reproducirse independientemente del menú y de la ubicación de almacenamiento actuales («Memory 2 Move Pro» o «Mi dispositivo»).





Para ello, tan solo tiene que localizar el archivo. Al hacer clic sobre el archivo deseado, éste se reproducirá automáticamente.

Videos			
All Files	Top 25	My Favorites	
	1984.mov 10.1MB	2015/08/07 11:30:18	
	Change.mov 11.5MB	2015/08/07 11:30:24	
	dja.mov 10.1MB	2015/08/07 11:30:34	
	HDD-Test.mov 10.4MB	2015/08/07 11:30:12	
	Intenso_Testsieger.MOV 12.3MB	2015/08/07 11:30:03	
	Preis-Leistung-Sieger_Intenso.mov 10.4MB	2015/08/07 11:30:08	
	Quality-First.mov 9.9MB	2015/08/07 11:30:40	

 M2M Pro  iPad

Nota: Para más información acerca de los formatos de archivo admitidos, consulte el manual de manejo de su dispositivo iOS.

El ajuste predeterminado para la reproducción de vídeo es el formato apaisado. Dispone de las siguientes funciones de manejo:

1.  - Mantenga pulsado este botón para retroceder en el archivo de vídeo durante la reproducción.
2.  - Mantenga pulsado este botón para avanzar en el archivo de vídeo durante la reproducción.
3.  - Haga clic en este botón para iniciar/reanudar la reproducción del archivo de vídeo.
4.  - Haga clic en este botón para pausar la reproducción del archivo de vídeo.

11.5.2 ANDROID

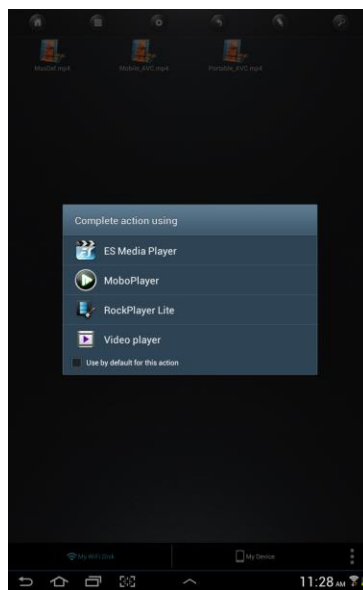
Sugerencia: Es recomendable crear una o varias carpetas para todos sus archivos de vídeo/películas. De este modo se facilita la utilización y la organización de su disco duro Wi-Fi.

Los archivos de vídeo o de películas pueden reproducirse independientemente del menú y de la ubicación de almacenamiento actuales («Memory 2 Move Pro» o «Mi dispositivo»).

Para ello, tan solo tiene que localizar el archivo. Al hacer clic sobre el archivo deseado, éste se reproducirá automáticamente.

Nota: El manejo y las posibilidades de configuración de la reproducción de vídeo varían dependiendo del reproductor de vídeo instalado en su dispositivo Android.

Consulte el manual de manejo de su reproductor de vídeo para informarse sobre su manejo.



11.6 REPRODUCCIÓN DE ARCHIVOS DE IMAGEN

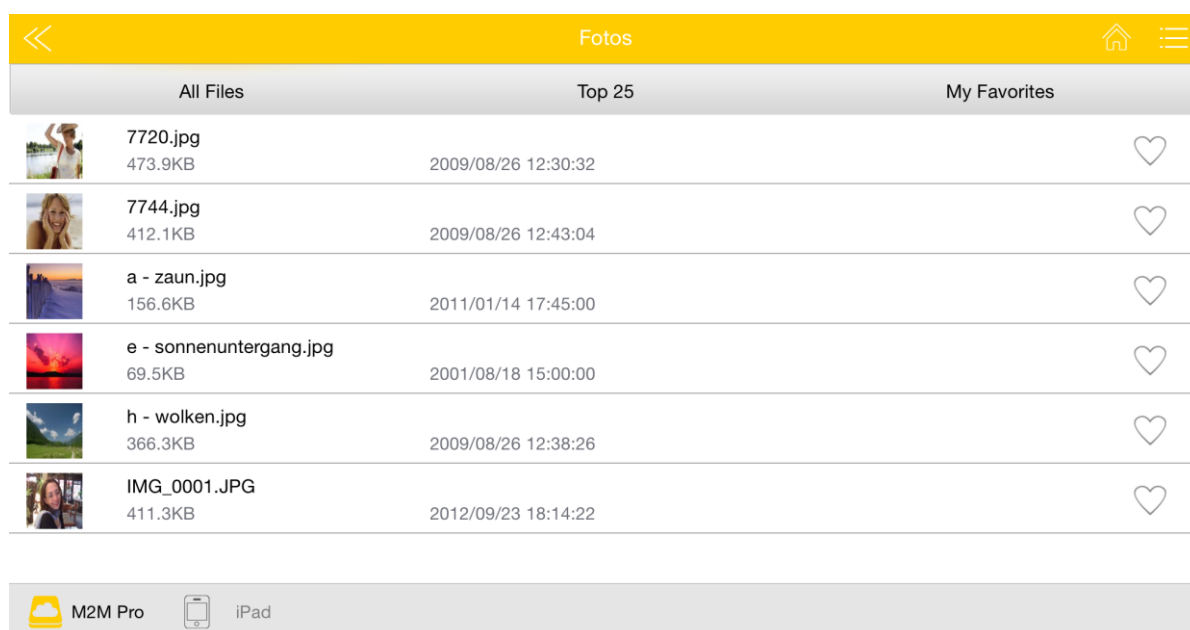
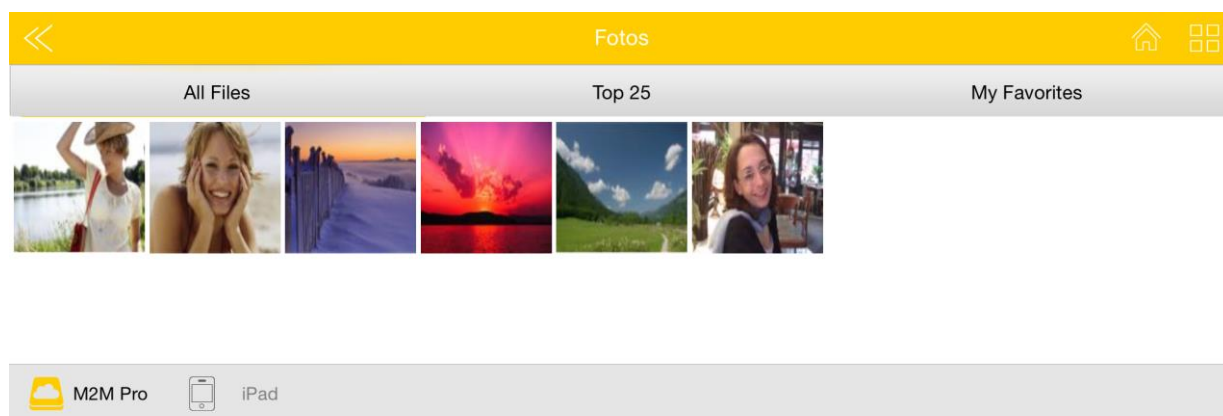
11.6.1 IOS

Sugerencia: Es recomendable crear en el dispositivo Memory 2 Move Pro una o varias carpetas para todos sus archivos de imagen. De este modo se facilita la utilización y la organización de su disco duro Wi-Fi.

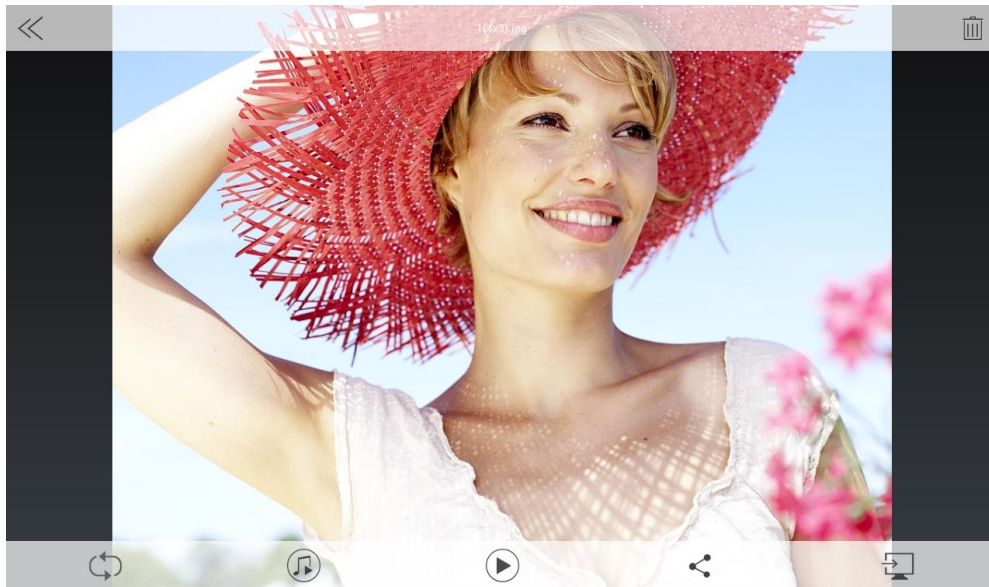
Nota: El disco duro Wi-Fi admite la reproducción de los siguientes formatos de imagen: **.jpg, .tiff, .gif y .bmp**

Los archivos de imagen admitidos pueden mostrarse en una vista general de miniaturas o bien en forma de lista, como puede verse en las siguientes imágenes.


Todas las imágenes en formatos no admitidos se muestran como vista en miniatura ejemplar o como icono.








Haga clic en cualquier archivo de imagen para abrir la presentación automática de diapositivas. En caso de que no se abra directamente la barra de menú, haga clic nuevamente sobre la imagen para que aparezca la barra de menú (en la parte superior de la imagen mostrada bajo estas líneas).



En la presentación de diapositivas dispone de las siguientes funciones:

Deslice el dedo sobre la pantalla de derecha a izquierda o de izquierda a derecha para controlar manualmente la presentación de diapositivas, o bien haga clic en el botón de reproducción  para dejar que la presentación se ejecute automáticamente.

- Haga clic en el botón de pausa  para pausar la presentación de diapositivas. Para reanudar la presentación de diapositivas, vuelva a hacer clic en el botón de pausa.
- Haga clic en el botón  para reproducir las Imágenes una vez o repetir toda la carpeta
- Haga clic en el botón  para volver a la pantalla anterior.

Se puede añadir música de fondo mientras se reproducen las diapositivas. Haga clic en el botón  para comenzar la música de fondo. Para parar la música de fondo haga clic en el botón .

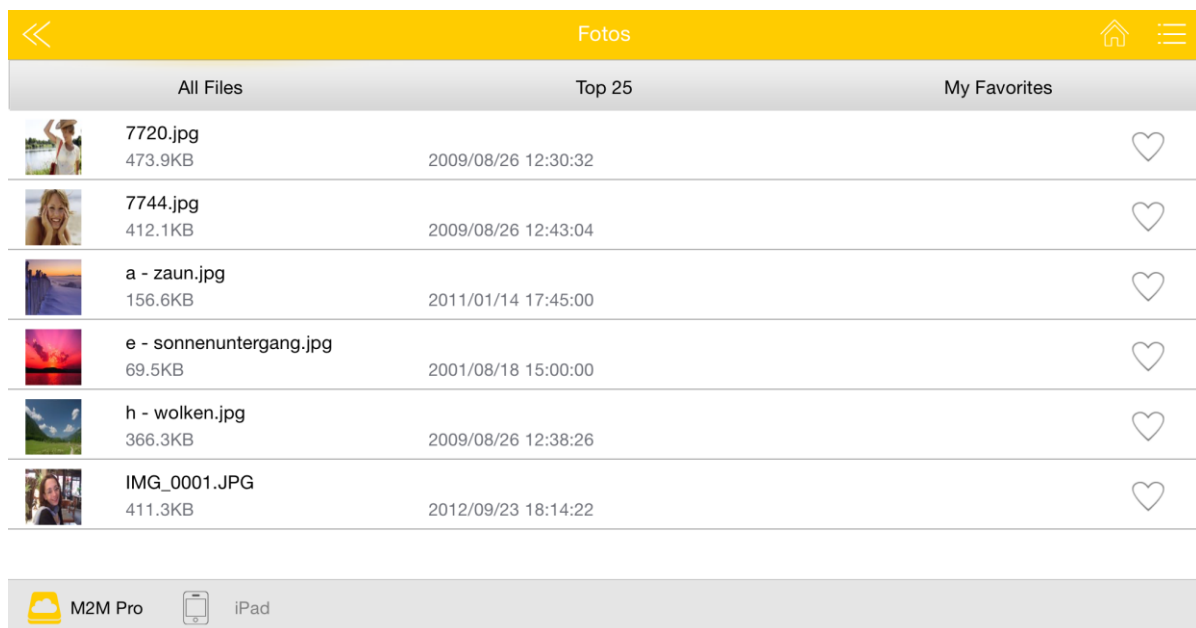
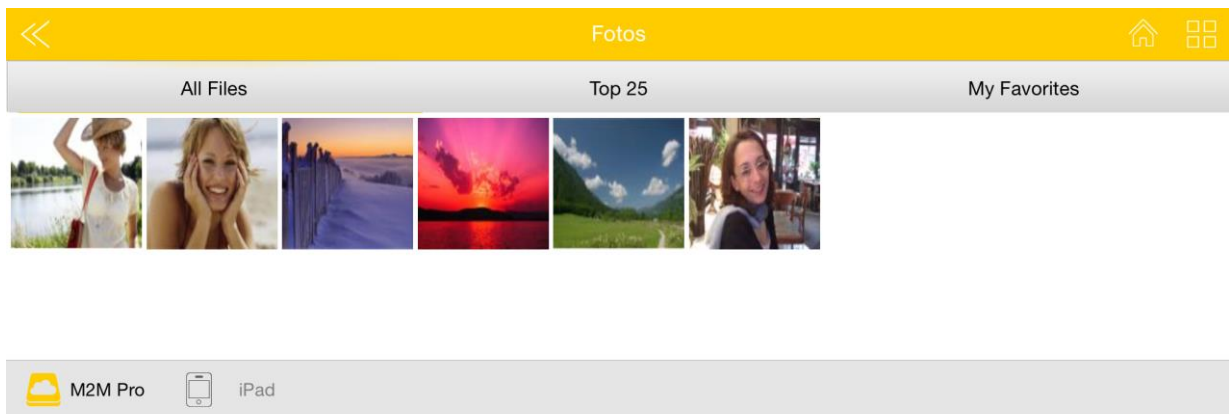
11.6.2 ANDROID

Sugerencia: Es recomendable crear una o varias carpetas para todos sus archivos de imagen. De este modo se facilita la utilización y la organización de su disco duro Wi-Fi.

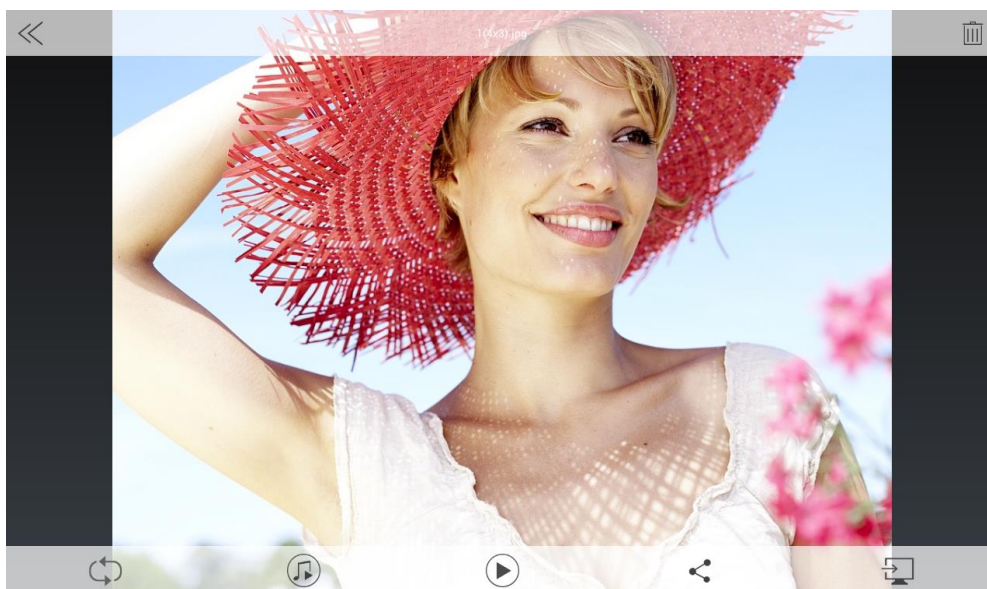
Nota: El disco duro Wi-Fi admite la reproducción de los siguientes formatos de imagen: **.jpg, .tiff, .gif y .bmp**

Los archivos de imagen admitidos pueden mostrarse en una vista general de miniaturas o bien en forma de lista, como puede verse en las siguientes imágenes.

Todas las imágenes en formatos no admitidos se muestran como vista en miniatura ejemplar o como icono.





Haga clic en cualquier archivo de imagen para abrir la presentación automática de diapositivas. En caso de que no se abra directamente la barra de menú, haga clic nuevamente sobre la imagen para que aparezca la barra de menú (en la parte superior de la imagen mostrada bajo estas líneas).



En la presentación de diapositivas dispone de las siguientes funciones:

Deslice el dedo sobre la pantalla de derecha a izquierda o de izquierda a derecha para controlar manualmente la presentación de diapositivas, o bien haga clic en el botón de reproducción ► para dejar que la presentación se ejecute automáticamente.

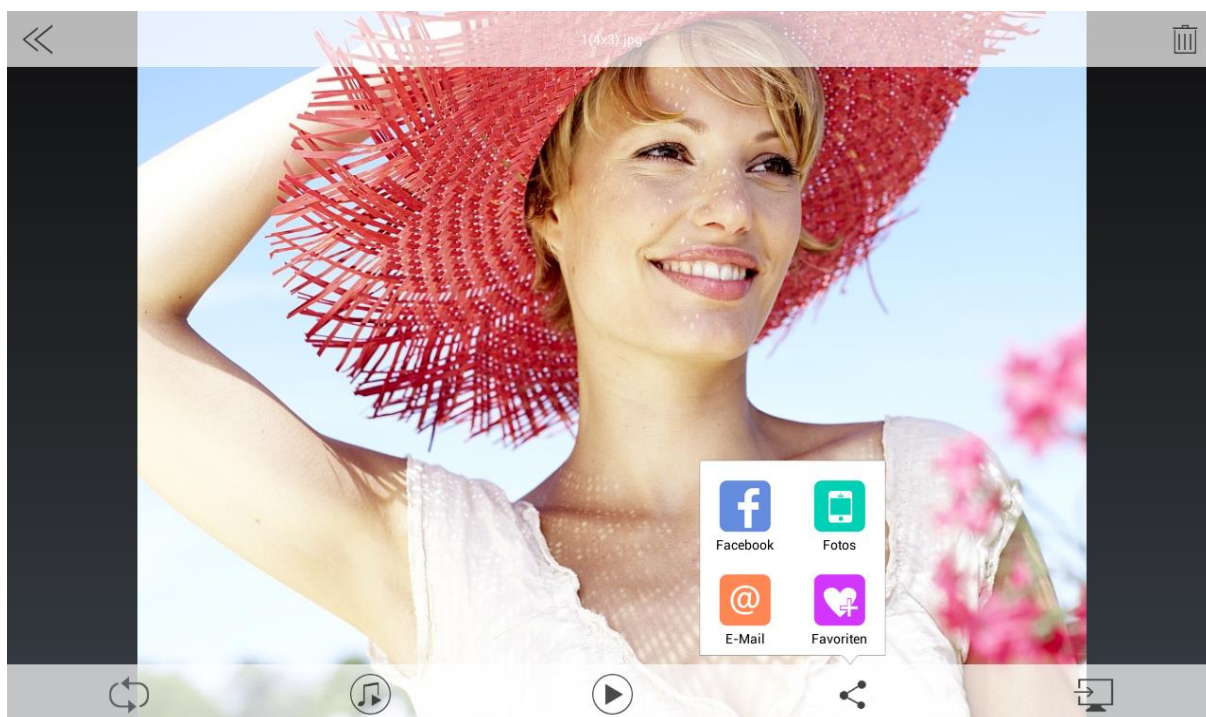
- Haga clic en el botón de pausa || para pausar la presentación de diapositivas. Para reanudar la presentación de diapositivas, vuelva a hacer clic en el botón de pausa.
- Haga clic en el botón ► para reproducir las imágenes una vez o repetir toda la carpeta.
- Haga clic en el botón << para volver a la pantalla anterior.
- Se puede añadir música de fondo mientras se reproducen las diapositivas. Haga clic en el botón  para comenzar la música de fondo. Para parar la música de fondo haga clic en el botón .


11.7 COMPARTIR ARCHIVOS DE IMAGEN

11.7.1 IOS

Dispone de diversas posibilidades para compartir sus archivos de imagen con su familia y sus amigos, p. ej. por e-mail, guardándolos en el álbum de fotos del dispositivo utilizado o bien subiéndolas a Facebook.

Nota: Necesita una conexión a Internet para compartir archivos de imagen por correo electrónico o a través de redes sociales.



- Haga clic en  en el ángulo superior derecho de la pantalla para que se muestren las tres posibilidades para compartir archivos de imagen. Haga clic en «Atrás» para volver al menú anterior.

- 1) E-mail - Haga clic aquí para iniciar la aplicación de correo electrónico predeterminada, y seleccione como adjunto el archivo de imagen deseado.

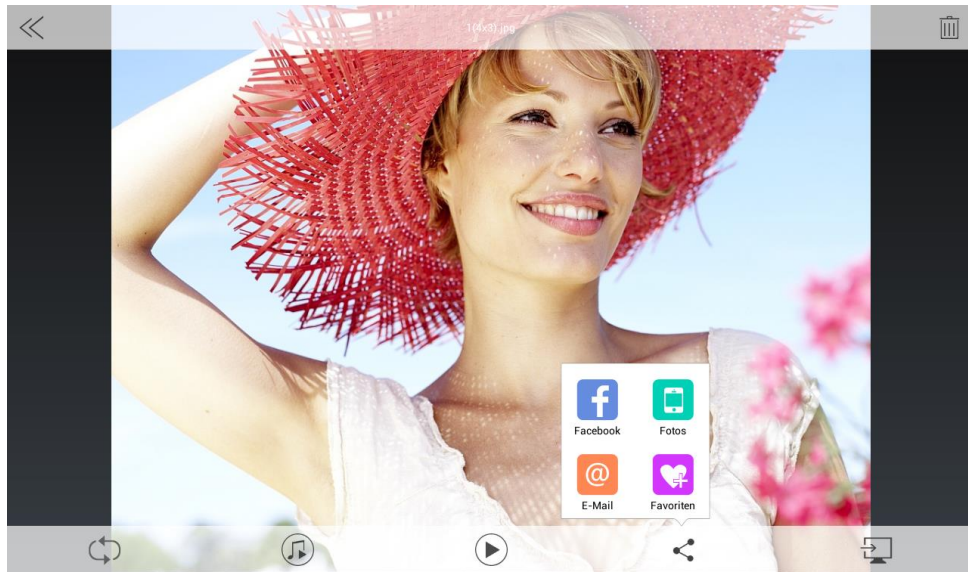



- 2) Añadir al álbum: Haga clic en esta opción para añadir el archivo de imagen deseado al álbum de fotos del dispositivo utilizado.
- 3) Subir a Facebook: Al hacer clic en esta opción será conducido automáticamente a la pantalla de inicio de sesión de Facebook. Para ello debe estar instalada en su dispositivo la aplicación Facebook. También es necesario tener una cuenta de Facebook.

11.7.2 ANDROID

Las opciones disponibles para compartir sus archivos de imagen dependen de las diversas aplicaciones que estén instaladas en su dispositivo.

Nota: Necesita una conexión a Internet para compartir archivos de imagen por correo electrónico o a través de redes sociales.

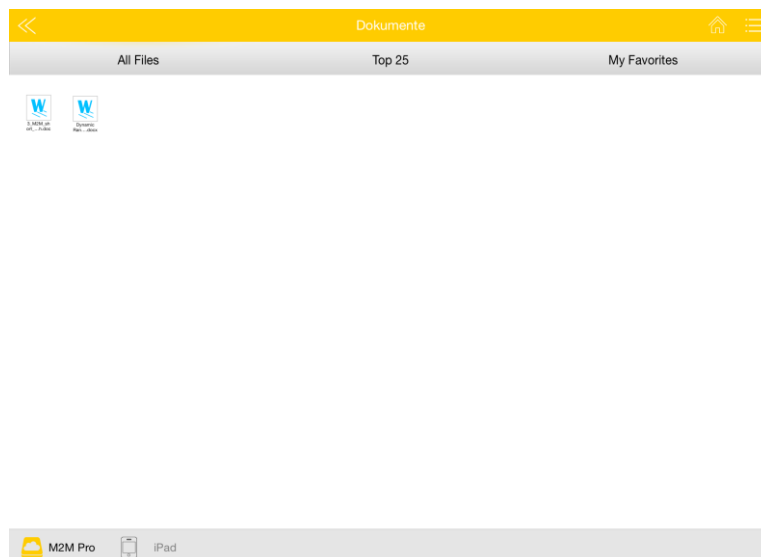




Haga clic en el símbolo  en el ángulo superior derecho de la pantalla para que se muestren las distintas posibilidades para compartir archivos de imagen. Haga clic en el botón «Atrás» para volver al menú anterior. Haga clic en

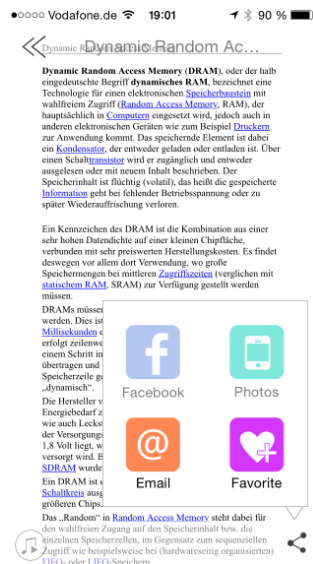
11.8 ABRIR/VISUALIZAR DOCUMENTOS

11.8.1 IOS

La aplicación «Memory 2 Move Pro» admite archivos de Keynote, Numbers, Page, Excel, PowerPoint y Word, así como archivos .pdf y .txt.



Para abrir y visualizar estos archivos, tan solo tiene que hacer clic en el archivo deseado. Los formatos admitidos se abrirán automáticamente. Haga clic en el botón «Atrás»  para volver al menú anterior, o bien haga clic en el botón  para enviar el archivo de imagen por correo electrónico, tal como se muestra en la siguiente imagen.



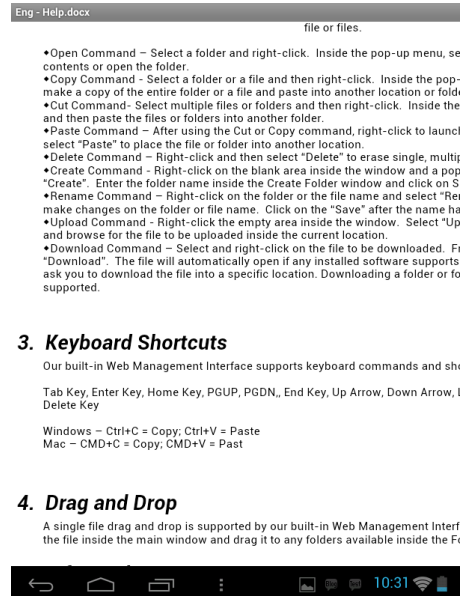
Nota: Para enviar correos electrónicos es preciso disponer de una conexión a Internet.

haga clic en el botón «Correo electrónico». Se iniciará automáticamente la aplicación de correo electrónico predeterminada y se podrá enviar como adjunto el documento seleccionado.



11.8.2 ANDROID


Para abrir documentos en su dispositivo Android, tan solo tiene que tocar el archivo deseado. Éste se abrirá automáticamente mediante un programa predeterminado o una aplicación instalada por usted (véase la siguiente imagen).

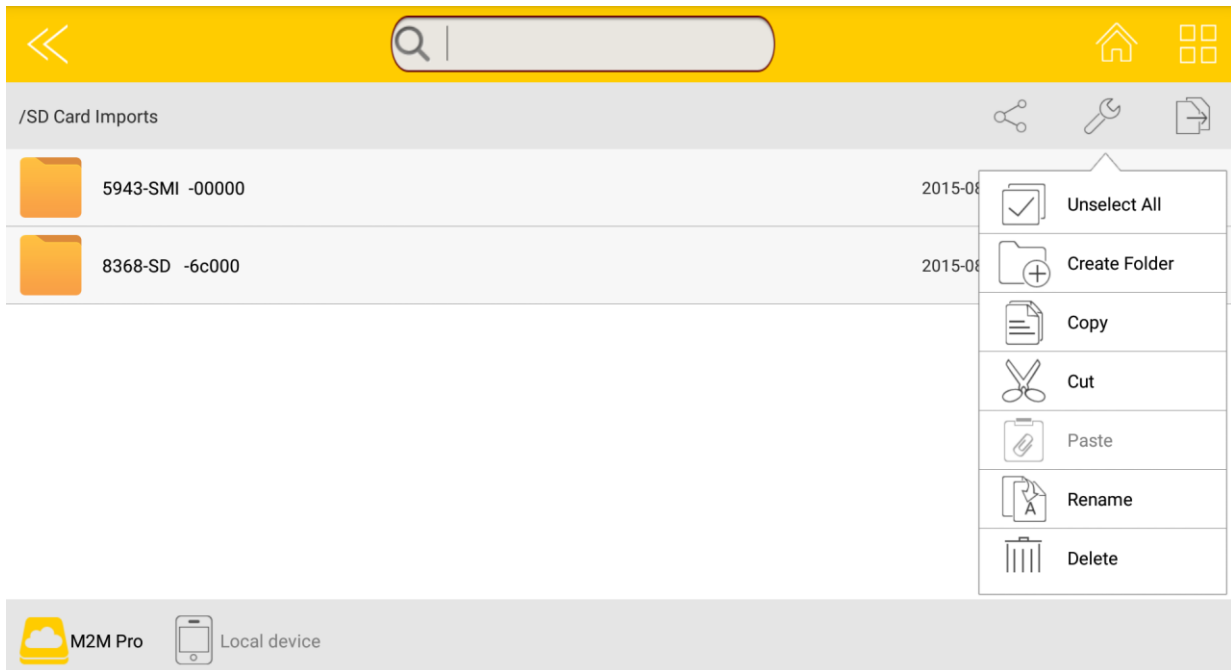


Para enviar el documento como archivo adjunto, consulte las instrucciones del programa utilizado para abrir el archivo.



Nota: Para enviar correos electrónicos es preciso disponer de una conexión a Internet.

11.9 COPIAR, ELIMINAR, DESCARGAR, FUNCIONES DE CARGA (IOS Y ANDROID)

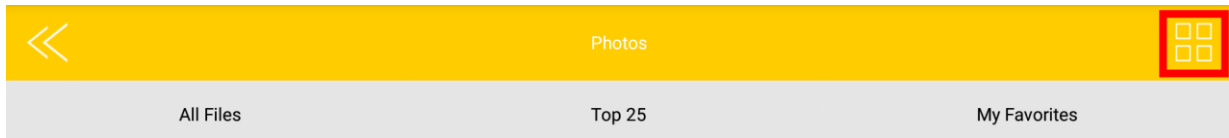
Elija sus archivos simplemente pulsando en el icono de manera que una marca roja de verificación aparezca y abra el menú del explorador pulsando el botón .



Las siguientes opciones están disponibles: Seleccionar Todos, Crear carpeta, Copiar, Cortar, Pegar, Renombrar y Eliminar.

También puede compartir los archivos si pulsa el botón . Si pulsa el botón , puede ver el estado actual de su transferencia de archivos.

11.10 OPCIONES DE CLASIFICACIÓN - FORMATO DE VISTA:



1) Clasificación por antigüedad:

- a) comenzando por el elemento más reciente
- b) comenzando por el elemento más antiguo

2) Clasificación por nombre:

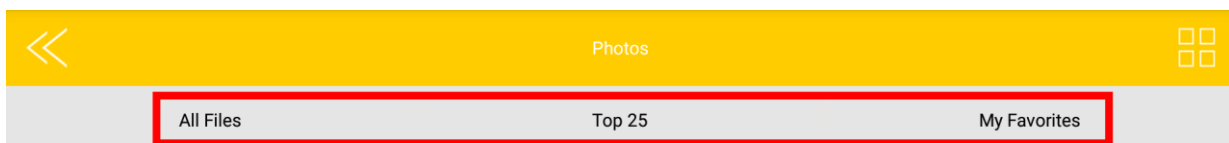
- a) comenzando por la letra a
- b) comenzando por la letra z

3) Clasificación por formato de archivo:

- a) comenzando por la letra a
- b) comenzando por la letra z

Los archivos disponibles se pueden mostrar en una lista o en miniatura.

11.11 OPCIONES DE SELECCIÓN DE ARCHIVOS:



1.) Todos los archivos: Visualización de todos los archivos disponibles

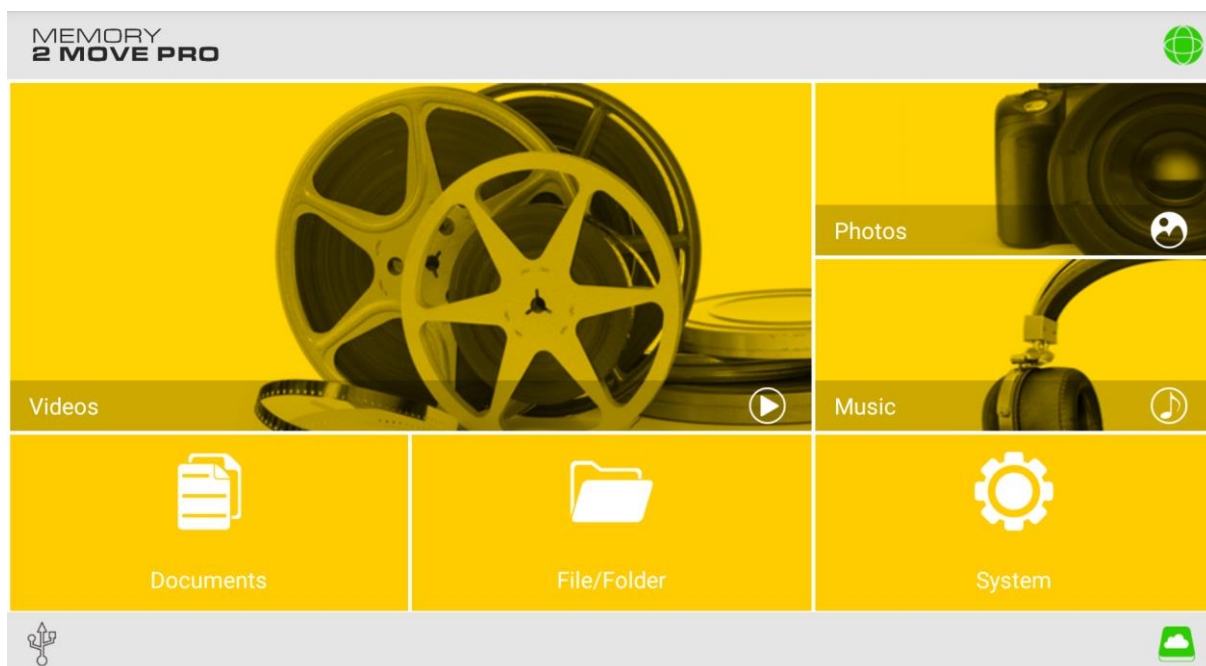
2.) Top 25: Visualización de los 25 archivos más seleccionados.

3.) Favoritos: Se pueden añadir archivos por separado a sus Favoritos si selecciona el corazón rojo junto al nombre del archivo.

12. FUNCIONES DE ADMINISTRACIÓN WEB

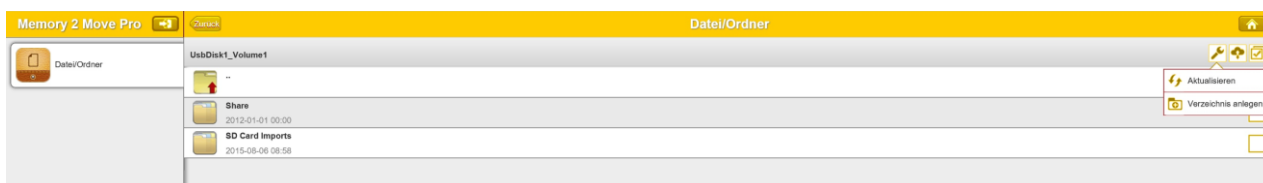
Para configurar el dispositivo Wi-Fi, utilice la aplicación «Wi-Fi Finder» para conectarse al Memory 2 Move Pro. Alternativamente, puede abrir su navegador web e introducir la dirección IP 10.10.10.254 en la línea de dirección, siempre y cuando no se haya modificado la dirección predeterminada de fábrica.









Vista del menú principal:



12.1 FUNCIÓN EXPLORER

Esta interfaz de administración le permite copiar archivos al «Memory 2 Move Pro», así como copiar archivos desde el «Memory 2 Move Pro» al PC que esté utilizando. Además puede crear, copiar, renombrar o borrar carpetas, tal como está acostumbrado a hacerlo en su ordenador.



 Refresh	Actualizar – haga clic en este botón para actualizar la vista de pantalla.
	Cargar – haga clic en este botón para cargar archivos al dispositivo.
 Create Folder	Crear – para crear una carpeta en el dispositivo «Memory 2 Move Pro». El nombre de la carpeta no debe superar los 26 caracteres.
 Copy	Copiar – para copiar archivos a otra carpeta.
 Cut	Mover - para mover un archivo a otra ubicación de memoria.
	Selecciona todos los archivos a la vez.
 Delete	Eliminar – para eliminar archivos del dispositivo.
 Rename	Renombrar – para modificar el nombre de un archivo.

12.2 INFORMACIÓN

Aquí se muestra información detallada sobre el hardware, el estado de red y el espacio en disco.

12.2.1 INFORMACIÓN SOBRE EL APARATO

Aquí se muestran informaciones tales como el nombre del aparato, el número de serie, el fabricante, el número de modelo y el uso de CPU.

12.2.2 INFORMACIÓN SOBRE LA MEMORIA

Aquí obtendrá información sobre la unidad de disco instalada, como por ejemplo la capacidad total, el fabricante del disco duro y el espacio de memoria disponible.

12.2.3 INFORMACIÓN SOBRE LA RED

Se muestran datos detallados sobre el estado de red actual, como por ejemplo la dirección de red, el estado de Internet o el nombre de la red Wi-Fi actual (SSID).

12.3 AJUSTES

12.3.1 USUARIO

En el menú Ajustes, haga clic en el icono para modificar los ajustes del administrador. La contraseña debe constar de un mínimo de 5 y un máximo de 32 caracteres. Al hacer clic en el botón «Guardar» se adoptan los cambios.

El dispositivo se entrega con la contraseña de administrador predeterminada: 00000

También puede personalizar los ajustes de la cuenta Usuario: Habilitar o Deshabilitar la cuenta.

12.4 RED

12.4.1 NOMBRE DE HOST

El nombre de host pertenece a un dispositivo conectado a una red. Este nombre puede escogerse libremente. El único requisito es que el nombre empiece por una letra, seguida de una combinación de letras y números. Se requieren 2 caracteres como mínimo y se admiten 8 caracteres como máximo.

12.4.2 WI-FI Y LAN

Puede configurar todos los ajustes de red conforme a sus necesidades. Pueden seleccionarse las siguientes opciones:

- SSID: Introduzca aquí el nombre de su red. El parámetro predeterminado en este caso es «Memory2Move-XXXX». Pueden introducirse un máximo de 32 caracteres para el nombre SSID.
- Canal Wi-Fi: Indique aquí el canal por el que el dispositivo Wi-Fi deberá transmitir y recibir. El parámetro predeterminado es «auto». En este caso, el dispositivo establece automáticamente el canal. Pero también puede especificar manualmente el canal por el cual se recibirán y transmitirán datos. Están disponibles los canales 1 hasta el 13.
- Acceso inalámbrico: El estándar de red inalámbrica predeterminado es: 802.11/b/g/n. También puede seleccionar manualmente los modos de 11 Mbps (802.11b), 54 Mbps (802.11g) o 150 Mbps (802.11n).
- Seguridad: El dispositivo se suministra sin ningún tipo de seguridad predeterminado. Puede escoger entre los siguientes tipos de cifrado: sin cifrado, WPA-PSK, WPA2-PSK o mixta WPA/WPA2-PSK.
- Contraseña: Dependiendo del tipo de cifrado seleccionado, debe introducirse una contraseña con un mínimo de 8 y un máximo de 63 caracteres.
- Dirección IP: La dirección IP predeterminada es: 10.10.10.254 con la máscara de subred 255.255.255.0. Puede modificar manualmente esta dirección IP.

12.4.3 SERVIDOR DHCP

El Dynamic Host Configuration Protocol (DHCP) es un protocolo de red que permite a un servidor asignar dinámicamente direcciones IP a ordenadores conectados. En la configuración predeterminada está activado el protocolo DHCP. En caso necesario se puede desactivar esta opción y se pueden asignar manualmente direcciones IP.

Al hacer clic en el botón «Lista de clientes» se mostrará una lista con todos los dispositivos actualmente conectados.

12.4.4 AJUSTES DE INTERNET

... mediante otra conexión con una red disponible

Puede elegir entre dos opciones disponibles de Acceso a Internet –el Acceso Inalámbrico está seleccionado por defecto (tal y como puede ver en la imagen).

- A. Acceso Inalámbrico: El dispositivo "M2M" se conecta a otra red inalámbrica para lograr acceder a internet.
- B. **Acceso por Cable: El "M2M" se conecta directamente al puerto disponible en la parte trasera del router para conectarse a otra red.**

Seleccionar el Acceso Inalámbrico

- **Contraseña:** Escriba la contraseña correcta para acceder a la conexión de red inalámbrica que ha elegido.
- **Dirección IP:** Seleccione DHCP o Asignar manualmente una dirección IP.
 - Si selecciona DHCP, el anfitrión le ofrecerá una dirección IP automática para conectarse a internet.
 - **Si selecciona Manual, tiene que asignar manualmente una dirección IP para conectarse a internet.**

Seleccionar el Acceso por Cable

Si selecciona el Acceso por Cable, está seleccionado por defecto la IP dinámica. Puede asignar manualmente su propia dirección IP si hace click en la flecha verde y elige la opción IP Estática.

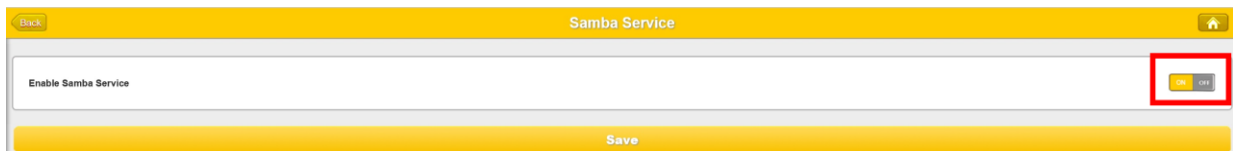
Haga click en el botón "X" si desea cancelar y salir de esta ventana.

Aviso: Si no puede conectarse a otra red, pregunte a su administrador de redes qué normas se le aplican a usted.

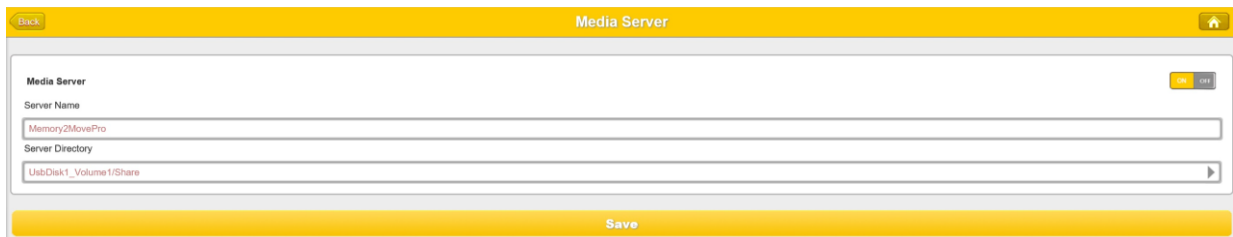
12.5 SERVICIOS

12.5.1 SAMBA

El acceso y el intercambio de datos resultan muy sencillos mediante el Windows File Service | Samba (Mac) Service. EL dispositivo se entrega con este servicio ya activado (véase la captura de pantalla).



12.5.2 SERVIDOR MULTIMEDIA



Funciones:

Aquí puede habilitar o inhabilitar el Servicio DLNA: Encendido / Apagado. También puede cambiar el directorio de DLNA.

- 1.) Pulse la flecha a la derecha del "Directorio DLNA"

DLNA Directory



- 2.) Elija OK para cambiar el directorio.
- 3.) Elija el directorio que prefiera y pulse OK.

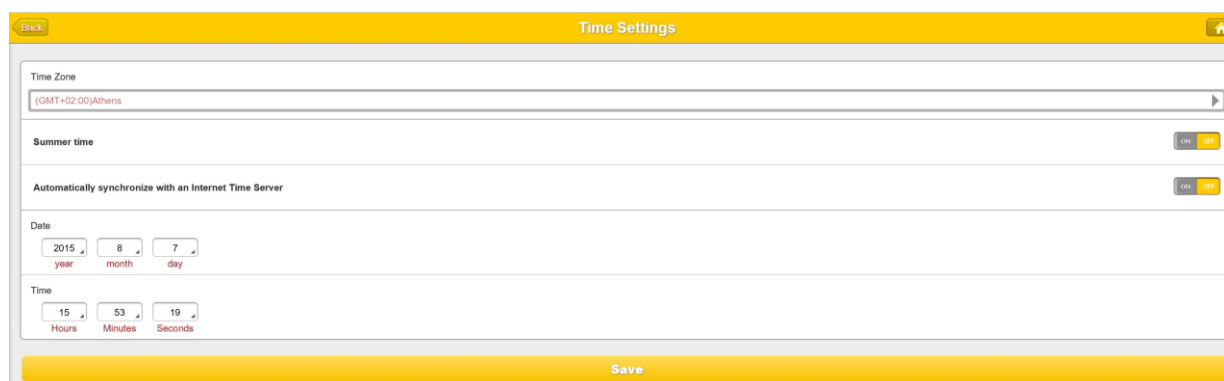


12.5.3 CONFIGURACIÓN DE LA HORA

Para ello tiene la posibilidad de seleccionar manualmente una zona horaria, así como de ejecutar una sincronización horaria automática.

Si ha optado por configurar manualmente una zona horaria, tan solo tiene que hacer clic en la flecha amarilla junto a la casilla «Zona horaria» y seleccione en el menú desplegable la zona horaria deseada según su ubicación.

Si selecciona Sincronización automática de la hora, se actualizará la hora cada vez que se conecte a Internet.



Opciones de sincronización de la hora:

Frecuencia: Todos los días, cada 2 días, cada 3 días, .. Puede seleccionar intervalos de sincronización de hasta 7 días.

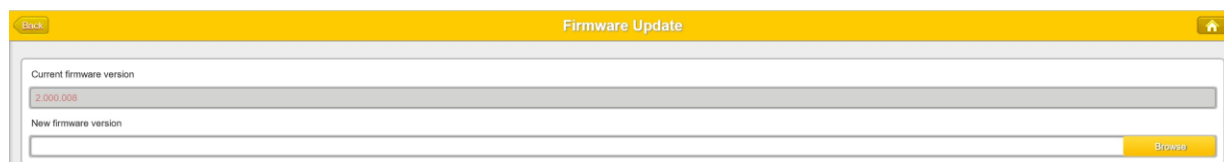
Puede desactivarse en cualquier momento la sincronización automática de la hora para seleccionar en su lugar la opción «Aplicar hora del PC». En este caso se adopta la hora actual de su PC, de modo que ambos dispositivos indiquen la misma hora.

También puede escribir manualmente la fecha y la hora.

Si activa el Horario de Verano, el dispositivo se cambiará automáticamente a la hora de verano o invierno y ajustará la hora como corresponde.

12.5.4 ACTUALIZACIÓN DE FIRMWARE

En caso de que esté disponible una actualización de firmware en www.intenso.de, siga los pasos descritos a continuación para llevar a cabo la actualización del software.



Descargue el firmware a su ordenador.

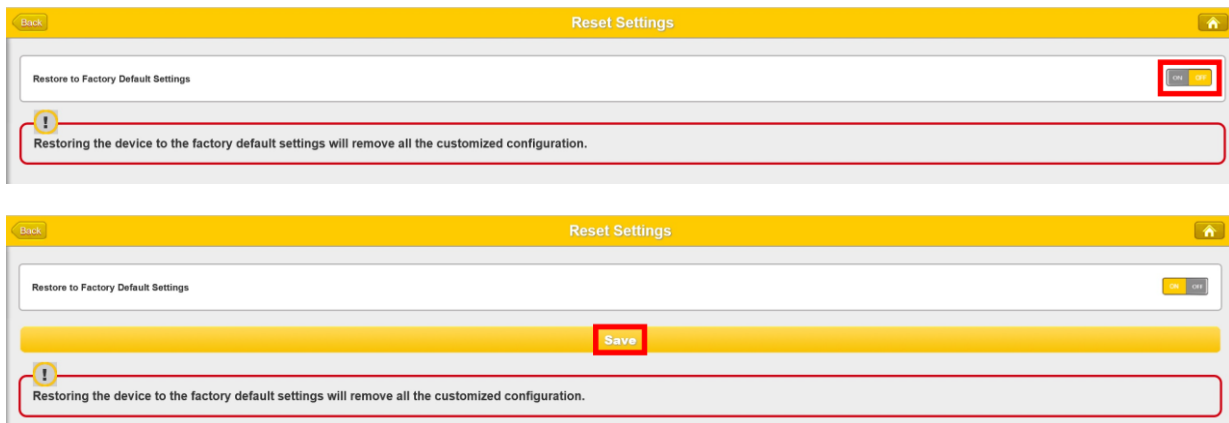
Haga clic en el botón «Actualizar» y localice en su PC la actualización de firmware descargada. Seleccione el archivo y haga clic en «Abrir» para continuar.



Bajo el botón «Actualizar» se mostrará entonces el número de versión del firmware al que se actualizará el dispositivo. Haga clic en «Guardar» en la parte inferior derecha de la ventana para iniciar el proceso de actualización del firmware.

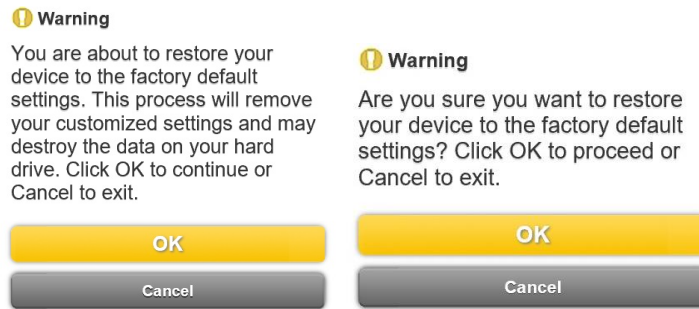
12.5.5 RESTAURAR

Si restaura su dispositivo a la configuración de fábrica, se eliminarán todos los ajustes realizados y se reactivarán los ajustes del dispositivo predeterminados.



Para seleccionar la restauración de la configuración predeterminada, haga clic en el botón redondo. Haga clic en el botón «Guardar» para iniciar el proceso. Para evitar malentendidos, confirme su selección en los mensajes de advertencia que aparecerán a continuación.

Mientras el proceso está activo se muestra el siguiente mensaje, que proporciona información sobre el progreso actual.



Nota: Una vez restaurado el dispositivo, se restaura también la contraseña del administrador. Por lo tanto, se aplica la contraseña predeterminada del dispositivo.

13.LA LICENCIA INFORMACIÓN

Notice of GNU GENERAL PUBLIC LICENSE and LESSER GENERAL PUBLIC LICENCE

Dear Customer,

If interested, you and any third party can download the source code of used GPL / LGPL from Intenso Webpage <http://www.intenso.de> . The source code of the desired product is available to anyone on the selection of valid product category and the desired device. In the product details you will find the entry "drivers". Open this menu to download the corresponding GPL / LGPL code. For a fee of 35 € (delivery to another country as Germany), it is also possible to obtain this code by postal delivery. More information about the GPL/LGPL-Licence can you find on following website www.gnu.org

GNU GENERAL PUBLIC LICENSE

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc.

51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to

share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by

modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

one line to give the program's name and an idea of what it does.

Copyright (C) yyyy name of author

This program is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation; either version 2 of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA.

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) year name of author

Gnomovision comes with ABSOLUTELY NO WARRANTY; for details

type `show w'. This is free software, and you are welcome

to redistribute it under certain conditions; type `show c'

for details.

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright

interest in the program `Gnomovision'

(which makes passes at compilers) written

by James Hacker.

signature of Ty Coon, 1 April 1989

Ty Coon, President of Vice

SPIS TREŚCI

1.	Opis wyrobu	4
2.	Funkcje wyrobu	4
3.	Zakres dostawy.....	6
4.	Dane techniczne	6
5.	Wymagania minimalne	6
6.	Wygląd wyrobu	7
7.	Występujące przyłącza	7
7.1	Port RJ45 WAN	7
7.2	Interfejs Micro USB 3.0	7
7.3	Sygnalizacja LED	8
8.	Zabezpieczenie kart SD (tworzenie kopii zapasowych)	9
9.	Używanie komputera osobistego lub MAC	10
9.1	Tworzenie połączenia bezprzewodowego LAN z komputerem osobistym	10
9.2	PC WiFi Finder	11
9.2.1	Moja pamięć.....	12
9.3	Utworzenie bezprzewodowego połączenia LAN z MAC.....	13
9.3.1	MAC WiFi Finder	14
9.3.2	Moja pamięć.....	15
9.4	Konfiguracja Memory 2 Move Pro	16
10.	Używanie urządzeń przenośnych	20
10.1	Instalowanie aplikacji iOS Memory 2 Move Pro.....	20
10.2	Bezprzewodowe połączenie z Państwa iPhone/iPad	21
10.3	Logowanie użytkownika (iOS)	22
10.4	Instalowanie aplikacji Android Memory 2 Move Pro	24
10.5	Bezprzewodowe połączenie z Państwa urządzeniem Android	24
10.6	Logowanie użytkownika (Android).....	26
11.	Funkcje podstawowe	28

11.1	Zastosowanie dla urządzeń iOS	28
11.2	Wymagania wobec urządzeń Android	29
11.3	Ustawienia WI-Fi (iOS oraz Android)	30
11.3.1	Interfejs ustawień Wi-Fi	30
11.3.2	Zmiana nazwy urządzenia	30
11.3.3	Bezpieczeństwo	31
11.3.4	Dostęp do internetu	31
11.4	Odtwarzanie plików muzycznych/audio (IOS / Android)	33
11.5	Odtwarzanie filmów / wideo	34
11.5.1	iOS	34
11.5.2	Android	36
11.6	Odtwarzanie plików graficznych	37
11.6.1	iOS	37
11.6.2	Android	39
11.7	Wysyłanie plików graficznych	41
11.7.1	iOS	41
11.7.2	Android	42
11.8	Otwarcie/prezentacja dokumentów	43
11.8.1	iOS	43
11.8.2	Android	45
11.9	Copy, Delete, Download, Upload functions (iOS and Android)	46
11.10	OPCJE sortowania - format widoku:	47
11.11	OPCJE WYBORU PLIKU:	47
12.	Funkcje WEB Management	48
12.1	Funkcja Explorer	48
12.2	Informacje	49
12.2.1	Informacje o sprzęcie	49
12.2.2	Informacja o pamięci	49
12.2.3	Informacje o sieci	50

12.3	Ustawienia.....	50
12.3.1	Użytkownik.....	50
12.4	Sieć.....	50
12.4.1	Nazwa Host	50
12.4.2	Wi-Fi & LAN	51
12.4.3	Serwer DHCP	52
12.4.4	USTAWIENIA INTERNETU	52
12.5	Usługi.....	53
12.5.1	Samba.....	53
12.5.2	SERWER Media	53
12.5.3	Ustawienia czasowe	54
12.5.4	Aktualizacja Firmware	55
12.5.5	Reset.....	56
13.	licencja informacja	57

1. OPIS WYROBU

Memory 2 Move Pro umożliwia Państwu bezprzewodowy dostęp do wideo, muzyki, fotografii i danych w celu medialnego transmitowania internetowego, czyli ich przesyłania strumieniowego na Państwa iPad®, iPhone®, tablet PC, smartfon i laptop bez konieczności stosowania kabli.

Dzięki zintegrowanemu twardeму dyskowi nie muszą się już Państwo martwić ograniczoną pamięcią na urządzeniach przenośnych, a zintegrowane przyłącze USB 3.0 pozwala na szybki i prosty transfer danych.

Celem osiągnięcia maksymalnej mobilności, Memory 2 Move Pro dysponuje akumulatorkiem z możliwością ładowania. Aby naładować akumulator mogą Państwo po prostu połączyć urządzenie z wolnym przyłączem USB swego komputera i jednocześnie skopiować swe pliki na twarde dyski. W ten prosty sposób urządzenie jest gotowe do działania. Podczas procesu ładowania istnieje możliwość dostępu na Memory 2 Move Pro.

2. FUNKCJE WYROBU

- Przesyłanie strumieniowe plików medialnych poprzez połączenie Wi-Fi dla maksymalnie 5 użytkowników jednocześnie.
- Dostęp do plików muzycznych, wideo, fotograficznych za pośrednictwem bezpłatnej aplikacji dla iOS i Android.
- Czas działania baterii do 5 godzin*.
- Dostęp do internetu przez opcjonalne połączenie RJ45 (przyłącze LAN) lub bezprzewodowo za pomocą 802.11 b/g/n Standard.
- Obsługuje NTFS i formatowanie FAT32.
- Obsługuje wymianę danych między platformami poprzez połączenie LAN między Windows, Mac, iOS i Linux.
- Obsługuje zastosowania użytkownika na najróżniejszych platformach, włącznie z Windows/Mac/Linux/iPad/iPhone/Android

*Dokładny czas działania baterii zależy od używanych zastosowań i ustawień.

Użytkowanie jako zewnętrzny twardy dysk: Zintegrowane przyłącze USB 3.0 umożliwia szybki transfer danych i jest w stanie naładować wewnętrzny akumulator, o ile Memory 2 Move Pro połączone jest z komputerem lub zasilaczem sieciowym. Działa to tylko wtedy, gdy urządzenie jest wyłączone.

Użytkowanie przez połączenie LAN: Proszę połączyć jeden koniec Państwa kabla RJ45 z Memory 2 Move Pro i drugi koniec z wolnym portem w Państwa routerze. Teraz proszę aktywować funkcję DHCP w swym Memory 2 Move Pro w celu automatycznego przydzielenia adresu IP.



Użytkowanie bezprzewodowe: Proszę połączyć Memory 2 Move Pro ze swym bezprzewodowym routerem zgodnie z poniższym opisem w celu umożliwienia sobie dostępu do internetu za pośrednictwem Wi-Fi.



3. ZAKRES DOSTAWY

- Memory 2 Move Pro USB 3.0 z kablem
- Płyta CD
- Instrukcja obsługi
- Zasilacz sieciowy (KTEC – KSAS0060500100VEU – 5V / 1A)

4. DANE TECHNICZNE

- Wymiary: 130 mm (L) X 83mm (B) X 26mm (H)
- Wi-Fi:
 - standard: 802.11 b/g/n,
 - częstotliwość: 2.4 GHZ
 - prędkość transmisji: 300Mb/s
- Interfejs sieciowy: 100 Mbps Ethernet RJ45
- Przyłącze USB: Micro USB 3.0, dla transferu danych i ładowania akumulatora

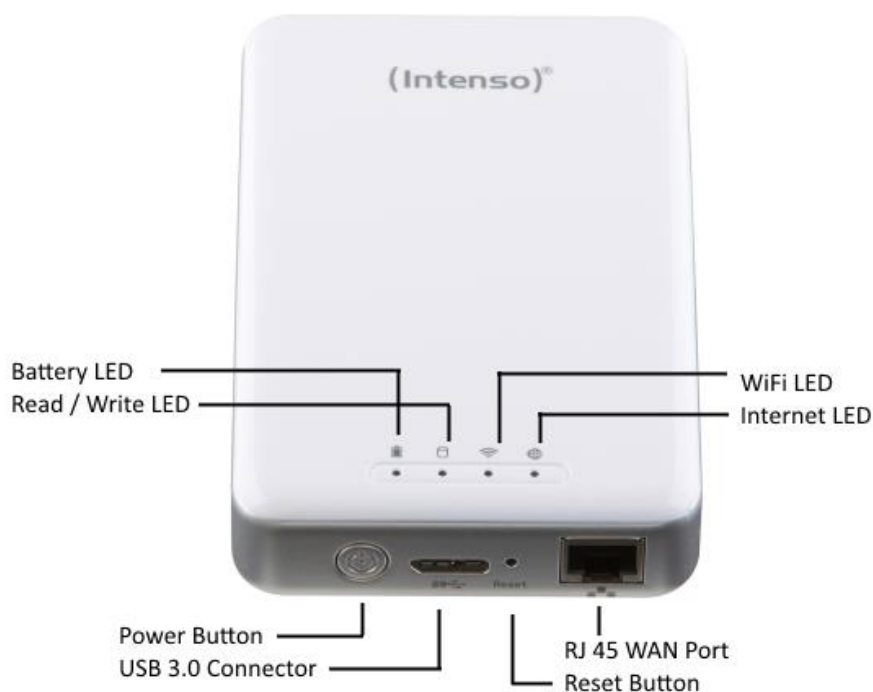
- Pojemność akumulatora: 3000mAh

- Temperatura pracy: Optymalna temperatura pracy leży w przedziale od 5°C do 35°C

5. WYMAGANIA MINIMALNE

- Połączenie internetowe
- Wymagania systemowe:
 - Windows: XP/Vista/Windows 7/8 / 8.1 / 10
 - Mac: OS X 10.7.0 i wyżej
 - Pozostałe: Fedora 12 (Linux) i wyżej
- Przeglądarka internetowa PC
 - Windows: Obsługuje Internet Explorer 9 i wyżej
 - Mac: Obsługuje Safari 5.0 i wyżej
 - Dalsze: Firefox 3.5 i wyżej
- Router lub switch

6. WYGLĄD WYROBU



7. WYSTĘPUJĄCE PRZYŁĄCZA

7.1 PORT RJ45 WAN

- A. Tryb routera: Memory 2 Move Pro działa jak dostępny w handlu router i może przydzielać adresy IP na komputer, które są połączone poprzez WLAN.
- B. Tryb WAN: umożliwia utworzenie połączenia sieciowego do już istniejącej sieci.

7.2 INTERFEJS MICRO USB 3.0

Zintegrowane przyłącze USB 3.0 umożliwia szybki transfer danych i jest w stanie naładować wewnętrzny akumulator, o ile Memory 2 Move Pro połączone jest z komputerem lub zasilaczem sieciowym. Działa to tylko wtedy, gdy urządzenie jest wyłączone.

7.3 SYGNALIZACJA LED

LED zasilania:

- | | |
|---------------------------------|--|
| - Nie świeci się: | Urządzenie jest wyłączone. |
| - Świeci się stale na zielono: | Akumulator jest całkowicie naładowany. |
| - Miga szybko na zielono: | Urządzenie zostanie wyłączone. |
| - Miga powoli na zielono: | Urządzenie jest ładowane. |
| - Świeci się stale na czerwono: | Stan naładowania akumulatora poniżej 30% |
| - Miga szybko na czerwono: | Krytycznie niski stan naładowania |

LED HDD:

- | | |
|-----------------|----------------------------|
| - Miganie: | Czytanie/pisanie |
| - Światło stałe | Podłączony do komputera |
| - LED wyłączona | HDD jest w trybie uśpienia |

LED niebieska dla Wi-Fi:

- | | |
|---|--|
| - Migocząco: | Uruchamiany proces inicjalizowania. |
| - LED nie świeci się: | Urządzenie wyłączone lub nie otrzymuje zasilania elektrycznego |
| - Świeci się ciągle: | |
| o Zakończony proces inicjalizacji | |
| o Tryb gotowości - urządzenia można połączyć. | |

LED Internetu:

- | | |
|---------------------------|---|
| - LED wyłączona: | Urządzenie jest wyłączone lub brak zasilania |
| - Miganie na zielono: | Rozpoczyna się proces inicjalizacji |
| - Światło stałe zielone : | Proces inicjalizacji ukończony. Gotowy do użycia. |

8. ZABEZPIECZENIE KART SD (TWORZENIE KOPII ZAPASOWYCH)

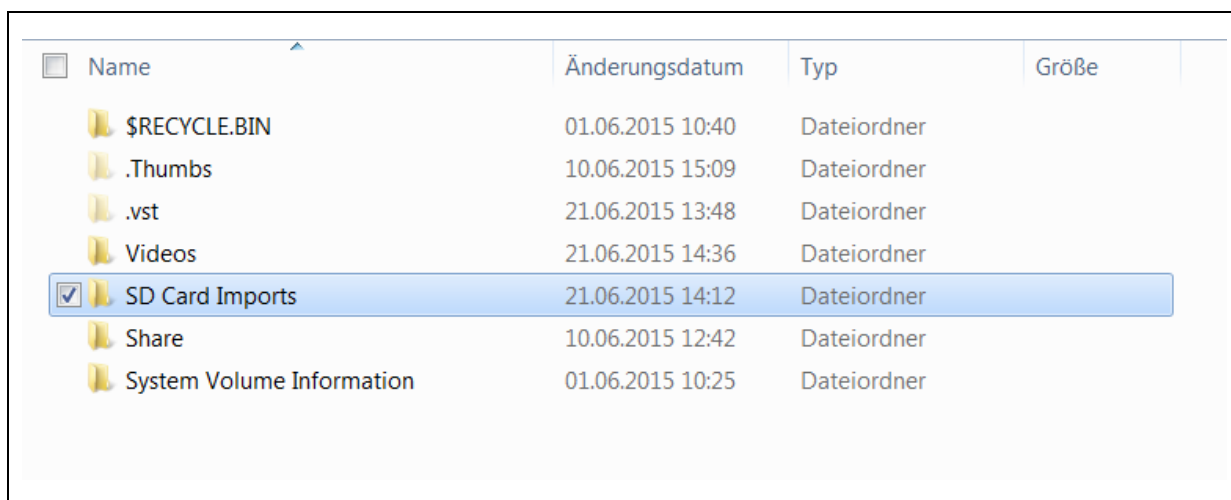
Aby zabezpieczyć dane zapisane na karcie SD na Memory 2 Move Pro, należy wykonać opisane niżej czynności.

- 1.) URUCHOMIĆ MEMORY 2 MOVE PRO I POCZEKAĆ, AŻ URZĄDZENIE BĘDZIE GOTOWE DO UŻYTKU.
- 2.) WŁOŻYĆ KARTĘ SD DO GNIAZDA PAMIĘCI MEMORY 2 MOVE PRO.
- 3.) ABY URUCHOMIĆ TWORZENIE KOPII ZAPASOWEJ, DWA RAZY NACISNĄĆ KRÓTKO PRZYCISK ZASILANIA.

Uwaga: W czasie gdy miga biała dioda LED Memory 2 Move Pro, dane są kopiowane z karty SD do pamięci Memory 2 Move Pro. W trakcie kopiowania nie wolno wyjmować karty SD z urządzenia, ponieważ może to uszkodzić dane, a następnie doprowadzić do ich utraty.

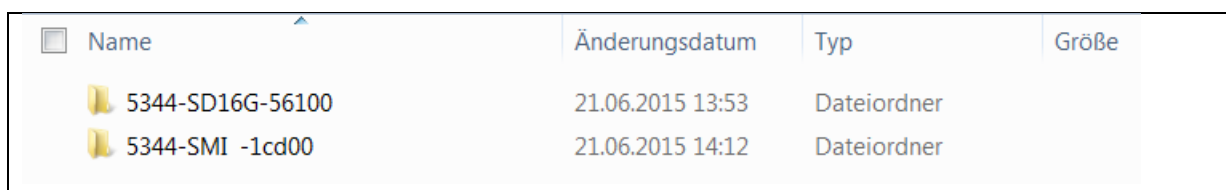
Schemat folderów kopii zapasowej:

- 1) DANE Z KARTY SD W FORMIE KOPII ZAPASOWEJ MOŻNA ZNALEŹĆ W FOLDERZE „KOPIA ZAPASOWA KARTY SD” („SD CARD BACKUP”) W OBSŁUDZE DANYCH MEMORY 2 MOVE PRO.



Name	Änderungsdatum	Typ	Größe
\$RECYCLE.BIN	01.06.2015 10:40	Dateiordner	
.Thumbs	10.06.2015 15:09	Dateiordner	
.vst	21.06.2015 13:48	Dateiordner	
Videos	21.06.2015 14:36	Dateiordner	
<input checked="" type="checkbox"/> SD Card Imports	21.06.2015 14:12	Dateiordner	
Share	10.06.2015 12:42	Dateiordner	
System Volume Information	01.06.2015 10:25	Dateiordner	

- 2.) W PRZYPADKU WYKONYWANIA KOPII ZAPASOWEJ NA MEMORY 2 MOVE PRO DANYCH Z TYLKO JEDNEJ KARTY SD, DLA KAŻDEJ KARTY ZOSTANIE STWORZONY ODDZIELNY FOLDER. DAJE TO UŻYTKOWNIKOWI MOŻLIWOŚĆ ODDZIELNEGO ZARZĄDZANIA KOPIAMI ZAPASOWYMI.



Name	Änderungsdatum	Typ	Größe
5344-SD16G-56100	21.06.2015 13:53	Dateiordner	
5344-SMI -1cd00	21.06.2015 14:12	Dateiordner	

- 3.) DODATKOWO W FOLDERZE KARTY SD TWORZONY JEST ODDZIELNY FOLDER DLA KAŻDEGO DNIA, W KTÓRYM ZOSTAŁA WYKONANA KOPIA ZAPASOWA. TAKA KOPIA BĘDZIE ZAWIERAŁA WSZYSTKIE DANE ZAPISANE NA KARCIE SD. W PRZYPADKU WYKONANIA KOPII ZAPASOWYCH DANYCH Z KARTY SD DNIA 1 LUB 8 CZERWCA, MOŻNA PORÓWNAĆ PIERWOTNE DANE Z 1 CZERWCA Z OSTATECZNIE ZMODYFIKOWANYMI DANYMI Z 8 CZERWCA W POJEDYNCZYCH FOLDERACH.

Name	Änderungsdatum	Typ	Größe
2015-06-01	31.12.2011 23:42	Dateiordner	
2015-06-08	21.06.2015 14:05	Dateiordner	

- 4.) JEŻELI W CIĄGU JEDNEGO DNIA ZOSTANĄ WYKONANE RÓŻNE KOPIE ZAPASOWE, W FOLDERZE Z AKTUALNĄ DATĄ ZOSTANĄ ZAPISANE WYŁĄCZNIE NOWE DANE I KOPIE ZMODYFIKOWANYCH DANYCH Z DRUGIEJ KOPII ZAPASOWEJ.

Name	Änderungsdatum	Typ	Größe
IMG_4861(1).JPG	21.06.2015 14:46	JPEG-Bild	7.619 KB
IMG_4861.CR2	21.06.2015 14:12	CR2-Datei	25.922 KB
IMG_4861.JPG	21.06.2015 14:44	JPEG-Bild	5.199 KB
IMG_4862.CR2	21.06.2015 14:12	CR2-Datei	24.604 KB
IMG_4862.JPG	21.06.2015 14:12	JPEG-Bild	6.823 KB
IMG_4863.CR2	21.06.2015 14:12	CR2-Datei	22.746 KB

9. UŻYWANIE KOMPUTERA OSOBISTEGO LUB MAC

9.1 TWORZENIE POŁĄCZENIA BEZPRZEWODOWEGO LAN Z KOMPUTEREM OSOBISTYM

Proszę włączyć urządzenie Wi-Fi przez naciśnięcie przycisku zasilania znajdującego się na przedzie urządzenia.

Proszę aktywować funkcję WLAN na swym komputerze osobistym i kliknąć na belce narzędzi na dole po prawej stronie na symbol WLAN. Otworzy się następujący komunikat:



Proszę wybrać sieć o nazwie „Memory2Move-XXXX“.

Informacja: Ustawione hasło w stanie dostawy brzmi „intenso1“. Proszę po prawidłowym wykonaniu połączenia wczytać dla własnego bezpieczeństwa nowe hasło.

Po prawidłowym wykonaniu połączenia do swego urządzenia Wi-Fi proszę w następujący sposób zainstalować dostarczone przez nas oprogramowanie dla klienta:

Warunkiem prawidłowego połączenia urządzenia Wi-Fi z Państwa komputerem jest skorzystanie z narzędzi oprogramowania „WiFi Finder“ z dostarczonej przez nas płyty CD. Oprogramowanie szuka dla Państwa automatycznie połączone urządzenie Wi-Fi z Państwa siecią.

Proszę kliknąć podwójnie na ikonę i postępować zgodnie z instrukcjami na ekranie.



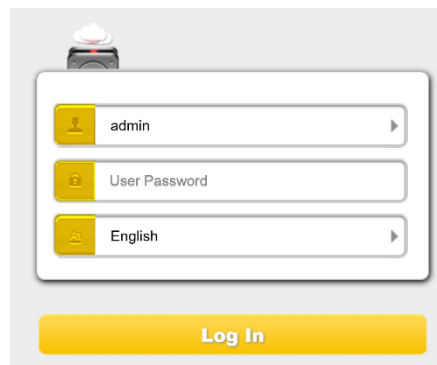
9.2 PC WIFI FINDER

Proszę rozpocząć stosowanie za pomocą podwójnego kliknięcia na symbol „WiFi Finder“. Oprogramowanie automatycznie w połączonej sieci szuka urządzenia Memory 2 Move Pro (patrz zrzut ekranu).



Informacja: Jeżeli urządzenie „M2M” nie znajduje się na liście urządzeń połączonych z siecią klienta, wtedy proszę nacisnąć na „Odśwież” w celu ponownego szukania urządzenia Wi-Fi.

- 1.) Wybierz Memory 2 Move Pro z menu i kliknij "Zaloguj się" przycisk, aby połączyć się z interfejsem administracyjnym internetowej.



- 2.) Wprowadź nazwę użytkownika oraz hasło:

Nazwa użytkownika: admin

Hasło: 00000

Informacja: Po prawidłowo wykonanym połączeniu proszę dla własnego bezpieczeństwa wczytać nowe hasło.

9.2.1 MOJA PAMIĘĆ

Po wybraniu punktu menu „Moja pamięć” zostanie przedstawiona Państwu następująca maska. W celu prawidłowego połączenia się proszę użyć następujących danych logowania:

Nazwa użytkownika: admin

Hasło: 00000

Informacja: Po prawidłowo wykonanym połączeniu proszę dla własnego bezpieczeństwa wczytać nowe hasło.



9.3 UTWORZENIE BEZPRZEWODOWEGO POŁĄCZENIA LAN Z MAC

Proszę włączyć urządzenie Wi-Fi przez naciśnięcie przycisku zasilającego się na przedzie urządzenia. Proszę odczekać kilka minut, aż kontrolka LED skończy migać. Proszę aktywować funkcję WLAN na swym PC i kliknąć na symbol WLAN na belce narzędzi u dołu po prawej stronie. Proszę wybrać sieć o nazwie „Memory2Move-XXXX”.

Informacja: Ustawione hasło w stanie dostawy brzmi „intenso1”. Po prawidłowym wykonaniu połączenia proszę dla własnego bezpieczeństwa wczytać nowe hasło.

Po prawidłowym wykonaniu połączenia z Państwa urządzeniem Wi-Fi, proszę w następujący sposób zainstalować dostarczone przez nas oprogramowanie dla klienta:

Warunkiem prawidłowego połączenia urządzenia Wi-Fi z Państwa komputerem jest skorzystanie z oprogramowania „WiFi Finder” z dostarczonej przez nas płyty CD.

Oprogramowanie szuka dla automatycznie Państwa połączonego urządzenia Wi-Fi z Państwa siecią.

Proszę kliknąć podwójnie na ikonę i postępować zgodnie z instrukcjami na ekranie.



9.3.1 MAC WIFI FINDER

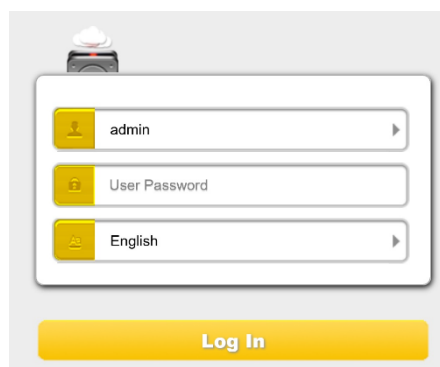
Proszę rozpocząć podwójnym kliknięciem na symbol aplikacji „WiFi Finder“.

Oprogramowanie w połączonej sieci szuka automatycznie urządzenia Memory 2 Move Pro (patrz zrzut ekranu).



Informacja: Jeżeli „M2M“ nie można odnaleźć na liście połączonej sieci klienta, wtedy proszę nacisnąć na przycisk „Odśwież” w celu ponownego poszukiwania urządzenia Wi-Fi.

- 1.) Wybierz Memory 2 Move Pro z menu i kliknij "Zaloguj się" przycisk, aby połączyć się z interfejsem administracyjnym internetowej.



- 2.) Wprowadź nazwę użytkownika oraz hasło:

Nazwa użytkownika: admin

Hasło: 00000

Informacja: Po prawidłowo wykonanym połączeniu proszę dla własnego bezpieczeństwa wczytać nowe hasło.

9.3.2 MOJA PAMIĘĆ

Po wybraniu punktu menu dla „Moja pamięć” zostanie przedstawiona Państwu następująca maska. W celu prawidłowego połączenia się proszę użyć następujących danych do logowania:

Nazwa użytkownika: admin

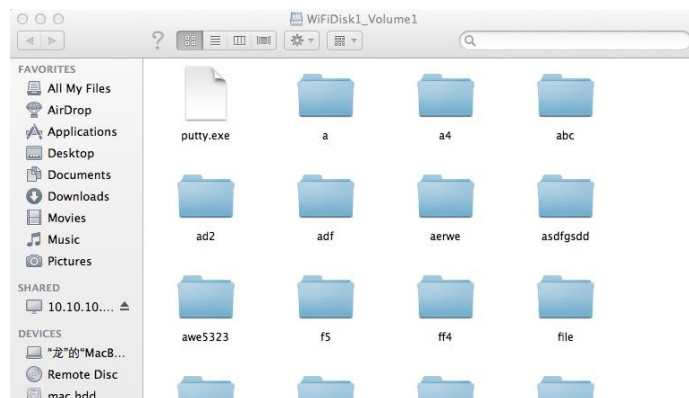
Hasło: 00000

Informacja: Po prawidłowo wykonanym połączeniu proszę dla własnego bezpieczeństwa wczytać nowe hasło.



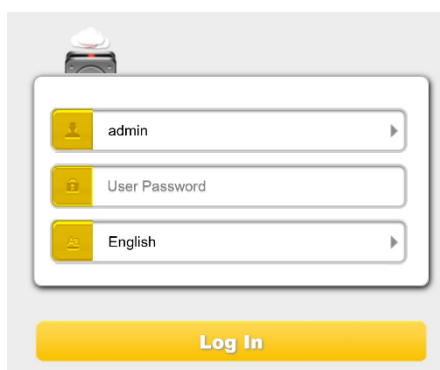
Na Memory 2 Move Pro mogą Państwo sporządzać, usuwać, kopiować, edytować, zmieniać nazwy i przemieszczać katalogi i foldery.

Oprócz tego, można obustronnie wymieniać dane między Państwa MAC i Memory 2 Move Pro (wysyłanie / pobieranie).



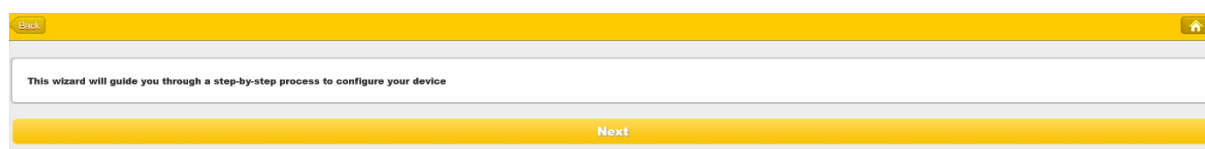
9.4 KONFIGURACJA MEMORY 2 MOVE PRO

Proszę skorzystać z oprogramowania PC klienta według powyższego opisu w celu utworzenia połączenia z urządzeniem Wi-Fi i zalogować się jako administrator na sieciowym poziomie administratora. Teraz mogą Państwo skonfigurować swe urządzenie.



Asystent startu

Podczas pierwszego użytkownika urządzenia, po prawidłowym zalogowaniu uruchamia się tak zwany „Asystent startu”, który umożliwia Państwu w łatwy sposób wykonanie wszystkich ważnych ustawień.



Informacja: Jeżeli naciśną Państwo na X (u góry po prawej stronie w asystencie), wtedy wychodzą Państwo z asystenta startu i wszystkie ustawienia fabryczne zostaną przejęte jako ustawienia standardowe.

Proszę nacisnąć na przycisk kontynuacji „Dalej” w celu skonfigurowania urządzenia.

Ustawianie dostępu do internetu

.. przez utworzenie połączenia do dalszej, dostępnej sieci

Wi-Fi-Modus

LAN

Automatisch ✓

Statische IP

SSID Neuer Scan

Intenso-WLAN

Intenso-Guest

StoMa15-WiFi

Anderes Netzwerk...

Passwort

Weiter Überspringen

Mają Państwo tu możliwość wyboru między 2 możliwymi opcjami dostępu do internetu. W ustawieniu standardowym ustawiony został wstępnie dostęp poprzez połączenie kablowe (jak widać na powyższej ilustracji).

- A. Dostęp bezprzewodowy (WLAN):
Proszę połączyć M2M z innym routerem WLAN w celu wywołania połączenia z internetem.
- B. Dostęp przez połączenie kablowe (LAN):
Proszę bezpośrednio połączyć M2M z dostępnym portem z tyłu Państwa routera w celu umożliwienia połączenia z inną siecią.

Dostęp WLAN:

Zurück Internetzugriff Home

Wi-Fi-Modus

LAN

LAN Modus

PPPoE

Statische IP

Dynamische IP ✓

IP-Adresse
172.16.20.88

Subnetzmaske
255.255.0.0

Gateway
172.16.0.1

P1 DNS Server
172.16.0.14

Sek DNS Server
172.16.0.43

Weiter Überspringen

- SSID: Proszę podać nazwę SSID swej sieci lub kliknąć na „Nowy skan” w celu automatycznego poszukiwania wszystkich dostępnych sieci.
- Hasło: Proszę wczytać hasło dla wybranej lokalnej sieci bezprzewodowej.
- Adres IP: -Przy wyborze opcji „Automatycznie”, sieć wydaje Państwu automatycznie adres IP.
-Przy wyborze opcji „Statyczne IP” muszą Państwo sami wczytać swój adres IP dla sieci z którą chcą się połączyć.

Informacja: Poprzez kliknięcie na X (po prawej stronie u góry) mogą Państwo wyjść z menu opcji LAN.

Informacja: Jeżeli nie mogą Państwo utworzyć połączenia z następną siecią, wtedy proszę zapytać swego administratora sieci o aktualne zasady, które Państwa dotyczą!

Dostęp LAN:

The screenshot shows a configuration page for Wi-Fi & LAN. The fields are as follows:

- SSID: Memory2MovePro-ED68
- Wi-Fi-Modus: 11b/g/n
- Passwort: internao1
- MAC-Adresse: 00:1C:C2:1D:ED:68
- IP-Adresse: 10.10.10.254
- Subnetmaske: 255.255.255.0
- Region: Germany
- Kanal: auto
- Sicherheit: Mixed WPA/WPA2-PSK

Buttons at the bottom: Weiter, Überspringen.

W ustawieniu podstawowym wybrano „Dynamiczne IP”. Mogą Państwo ręcznie nadać adres IP poprzez kliknięcie na żółtą strzałkę i wybranie opcji „Statyczne IP”.

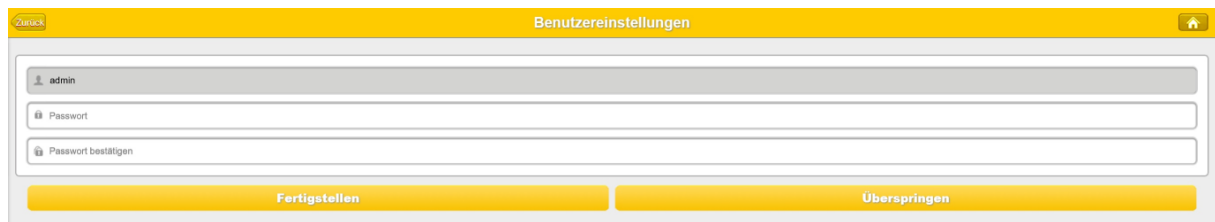
Ustawienia Wi-Fi & LAN

The screenshot shows the 'Wi-Fi & LAN' configuration page. The fields are as follows:

- SSID: Memory2MovePro-ED68
- Wi-Fi-Modus: 11b/g/n
- Passwort: Intenso1
- MAC-Adresse: 00:1C:C2:1D:ED:68
- IP-Adresse: 10.10.10.254
- Subnetmaske: 255.255.255.0
- Region: Germany
- Kanal: auto
- Sicherheit: Mixed WPA/WPA2-PSK

- **SSID:** Proszę nanieść tutaj nazwę Państwa sieci. W ustawieniu podstawowym „Memory2Move-XXXX” dla nazwy SSID możliwe są maksimum 32 znaki.
- **Kanał:** Proszę tutaj nanieść kanał na którym urządzenie Wi-Fi ma nadawać i odbierać. Ustawieniem podstawowym jest automatyka „Auto”. Kanał jest w takim przypadku ustalany przez urządzenie w sposób automatyczny. Mogą Państwo jednak ustalić ręcznie, na którym kanale ma być nadawanie i odbiór. Do dyspozycji są kanały od 1 do 13.
- **Tryb Wi-Fi:** Ustawiony bezprzewodowy standard sieciowy brzmi: 802.11/b/g/n. Mogą Państwo ustawić również ręcznie tryb 11 Mbps (802.11b), 54 Mbps (802.11g) lub 150 Mbps (802.11n).
- **Bezpieczeństwo:** W stanie dostawy wybrano Mixed WPA/WPA2-PSK. Mają Państwo wybór między następującymi typami szyfrowania: Brak szyfrowania, WPA-PSK, WPA2-PSK, Mixed WPA/WPA2-PSK.
- **Hasło:** Należy w zależności od typu szyfrowania wczytać hasło z co najmniej 8 znakami i maksymalnie 63 znakami.
- **Adres IP:** Ustawiony adres IP brzmi: 10.10.10.254 z maską podsieci 255.255.255.0 Ten adres IP mogą Państwo zmienić ręcznie.

Proszę kliknąć na „Dalej“ w celu ustawienia hasła dla administratora. Jeśli naciśną Państwo na „Przeskocz“, wtedy rezygnują z ustalenia nowego hasła i przejmują wcześniej ustawione.



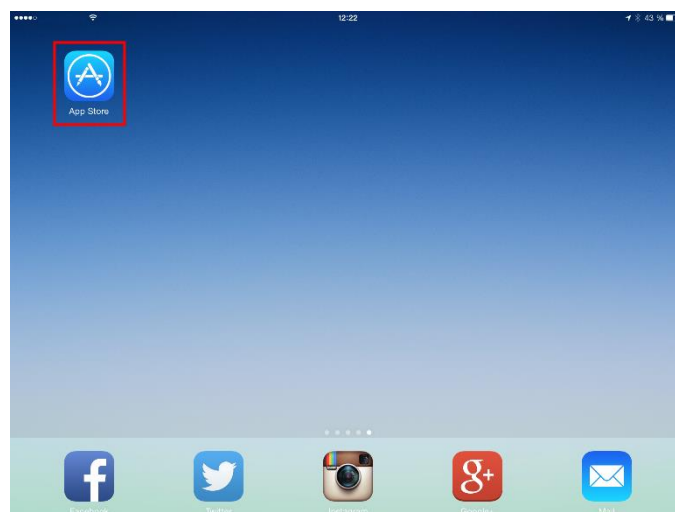
Po zakończeniu pracy z asystentem startu system uruchamia się ponownie. Proces ten trwa 2 minuty. O aktualnym statusie mogą Państwo dowiedzieć się z komunikatu.

You have successfully configured your device and the system is rebooting. Please wait 2 minutes. Remaining 116 seconds ...
If you are unable to reconnect the device, please use the client tool to re-search.

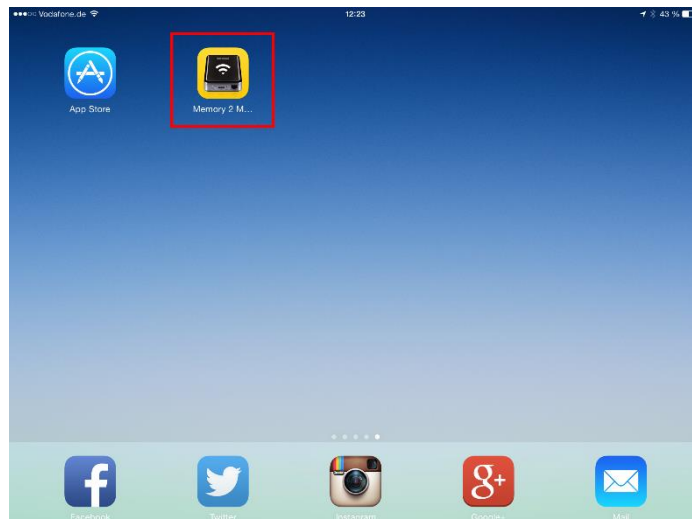
10. UŻYWANIE URZĄDZEŃ PRZENOŚNYCH

10.1 INSTALOWANIE APLIKACJI IOS MEMORY 2 MOVE PRO

1. Proszę kliknąć na ikonę App Store na Państwa ekranie Home, jak przedstawiono na poniższej ilustracji. Proszę poszukać bezpłatnej aplikacji „Memory 2 Move Pro“ i postępować zgodnie z instrukcjami w celu zainstalowania na ekranie.

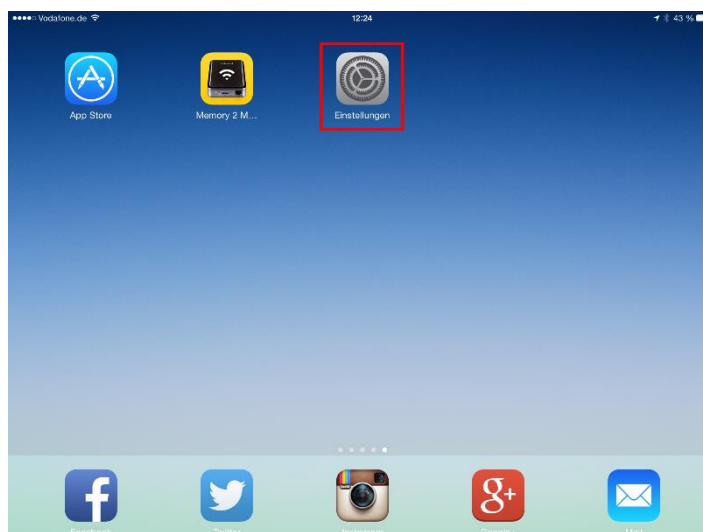


Po tym, gdy instalowanie zakończono pomyślnie można znaleźć aplikację „Memory 2 Move Pro” na ekranie Home Państwa urządzenia (patrz poniższa ilustracja).



10.2 BEZPRZEWODOWE POŁĄCZENIE Z PAŃSTWA IPHONE/IPAD

1. Proszę włączyć Memory 2 Move Pro. Proszę odczekać kilka minut, aż inicjalizacja urządzenia zakończy się. Widać to będzie po niebieskiej LED dla Wi-Fi, która po zakończeniu inicjalizacji zakończy miganie.
2. Proszę kliknąć na ikonę „Ustawienia” zgodnie z poniższą ilustracją.



3. Proszę kliknąć na punkt menu „Wi-Fi”. Na liście istniejących sieci Wi-Fi powinna pokazać się sieć „Memory2Move-XXXX”.
- Proszę kliknąć na tę sieć zgodnie z poniższą ilustracją. Jeżeli w kroku 8.4. pod „Ustawienia Wi-Fi & Lan” ustalili Państwo hasło, to proszę je teraz podać.



O ile wybrano „Memory2Move-XXXX” pokaże się haczyk przed SSID oraz pokazane zostanie logo Wi-Fi w lewym górnym rogu urządzenia.

10.3 LOGOWANIE UŻYTKOWNIKA (IOS)

Proszę kliknąć na logo „Memory 2 Move Pro” zgodnie z poniższą ilustracją w celu uruchomienia aplikacji.



Proszę wczytać hasło administratora, które nadali Państwo podczas konfigurowania (ustawienie fabryczne: **00000**). Hasło konieczne jest tylko przy pierwszym logowaniu. Urządzenie zapisuje Państwa wpisy, zatem przy drugim logowaniu podawanie hasła nie jest konieczne.

MEMORY 2 MOVE PRO

User Name

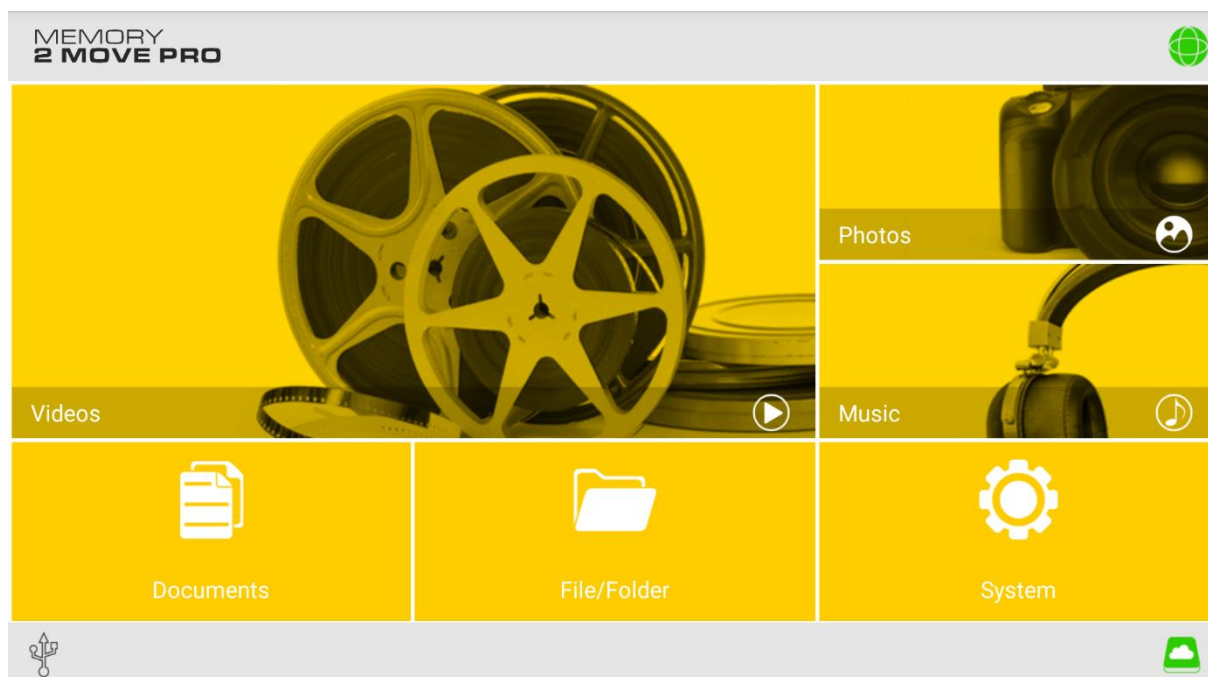
Password

Remember password

Cancel

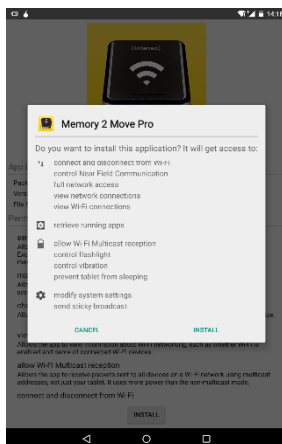
OK

Jeśli Państwo prawidłowo wczytali hasło, wtedy zostaną automatycznie zaprowadzeni do menu „Memory 2 Move Pro“. Jest to Państwa bezpośrednie dojście do twardego dysku Wi-Fi.

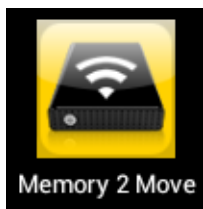


10.4 INSTALOWANIE APLIKACJI ANDROID MEMORY 2 MOVE PRO

1. Proszę otworzyć „Google Playstore“ lub „App Center“ i poszukać bezpłatnej aplikacji „Memory 2 Move Pro“.
2. Proszę postępować zgodnie z instrukcjami instalowania na ekranie, tak jak to pokazują poniższe ilustracje.



3. Po pomyślnym zakończeniu instalowania można znaleźć aplikację „Memory 2 Move Pro” na ekranie Home (patrz poniższa ilustracja).

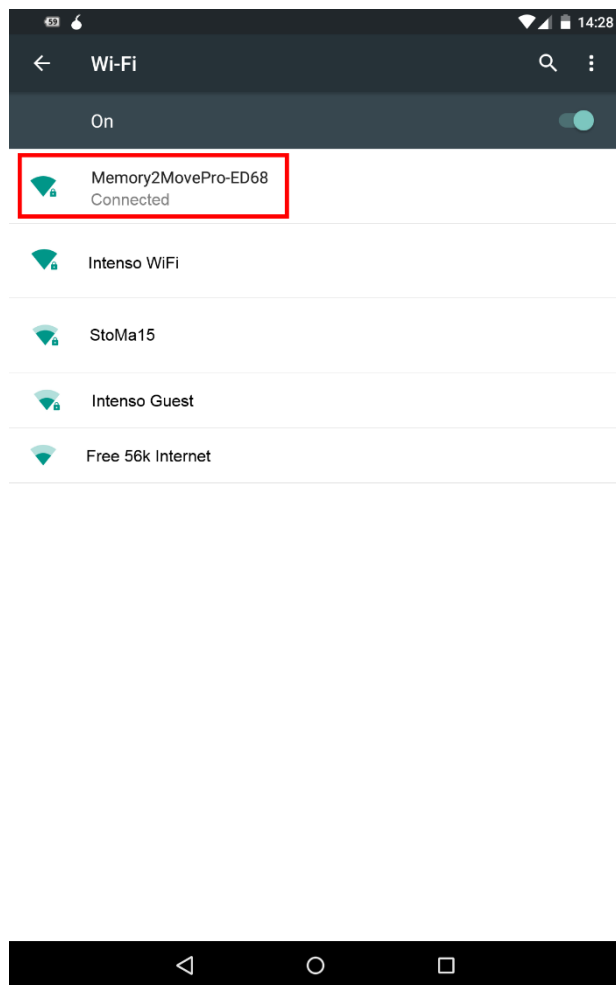


10.5 BEZPRZEWODOWE POŁĄCZENIE Z PAŃSTWA URZĄDZENIEM ANDROID

1. Proszę włączyć Memory 2 Move Pro. Proszę odczekać kilka minut, aż inicjalizacja urządzenia zakończy się. Będzie to widoczne po niebieskiej LED dla Wi-Fi, która po zakończeniu inicjalizacji przestaje migać.
2. Proszę kliknąć na ikonę ustawień „Ustawienia” tak jak to przedstawiono na poniższej ilustracji.



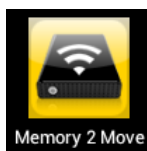
3. Proszę włączyć funkcję Wi-Fi poprzez przesunięcie „włącznika wirtualnego” w prawo.
Na liście istniejących sieci Wi-Fi powinna zostać zaprezentowana sieć „Memory2Move-XXXX”. Proszę kliknąć na tę sieć zgodnie z poniższą ilustracją. Jeżeli w kroku 8 pod „Ustawienia Wi-Fi & Lan” ustalili Państwo hasło, to należy je teraz podać.



4. Jeśli urządzenie zostało prawidłowo podłączone do twardego dysku Wi-Fi, wtedy pod SSID pokaże się “Połączone”.

10.6 LOGOWANIE UŻYTKOWNIKA (ANDROID)

1. Proszę kliknąć na logo aplikacji „Memory 2 Move Pro” w celu uruchomienia aplikacji (patrz ilustracja poniżej).



2. Proszę wczytać hasło administratora, które nadali Państwo podczas konfigurowania (ustawienie fabryczne: **00000**). Hasło konieczne jest tylko przy pierwszym logowaniu. Urządzenie zapisuje Państwa wpisy, zatem przy drugim logowaniu podawanie hasła nie jest konieczne.

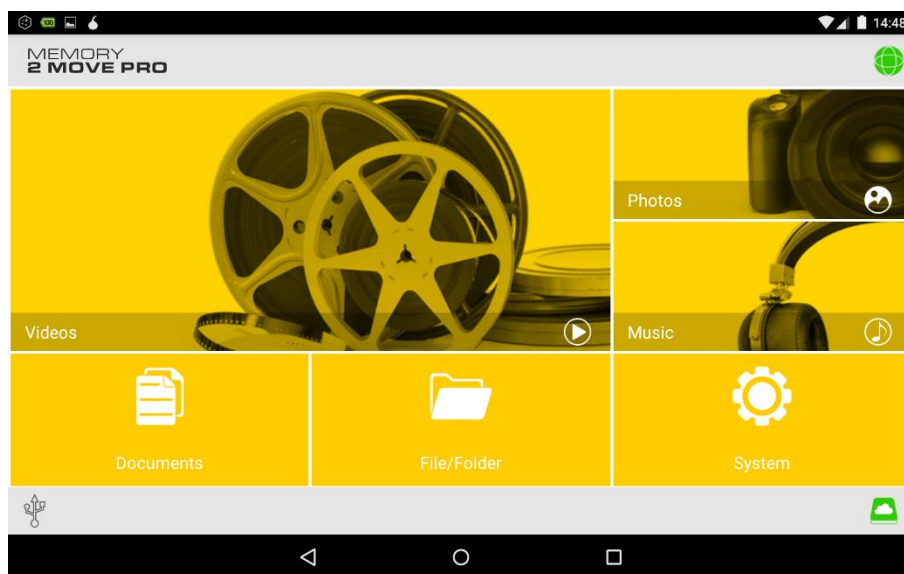
**MEMORY
2 MOVE PRO**

User Name

Password

Remember password

3. Po prawidłowym podaniu hasła zostaną Państwo automatycznie zaprowadzeni do menu „Memory 2 Move Pro“. Jest to Państwa bezpośredni dostęp do twardego dysku Wi-Fi.



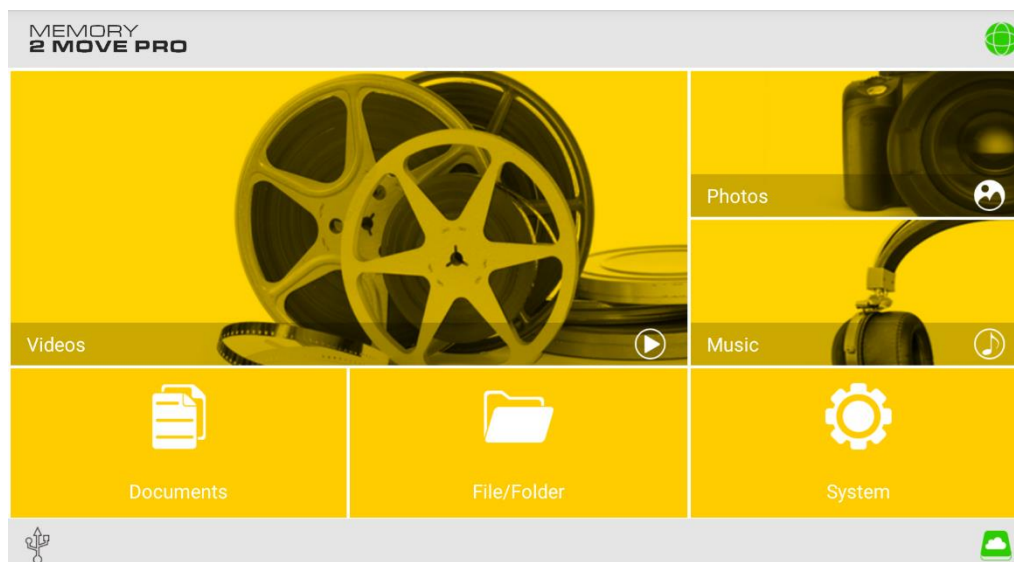
11. FUNKCJE PODSTAWOWE



11.1 ZASTOSOWANIE DLA URZĄDZEŃ IOS

Po prawidłowym podaniu hasła zostaną Państwo automatycznie zaprowadzeni do menu „Memory 2 Move Pro”. Jest to Państwa bezpośredni dostęp do twardego dysku Wi-Fi. Menu „Moje urządzenie” jest dla Państwa dostępem do urządzenia, które Państwo aktualnie używają do połączenia z Memory 2 Move Pro.

W menu można wybrać następujące podpunkty:

Menu główne „Moje urządzenie” – Dla organizacji Państwa plików, standardowo do dyspozycji są foldery „Dokumenty”, „Muzyka”, „Fotografie”, „Wideo” oraz „iPad”/ „iPhone”.



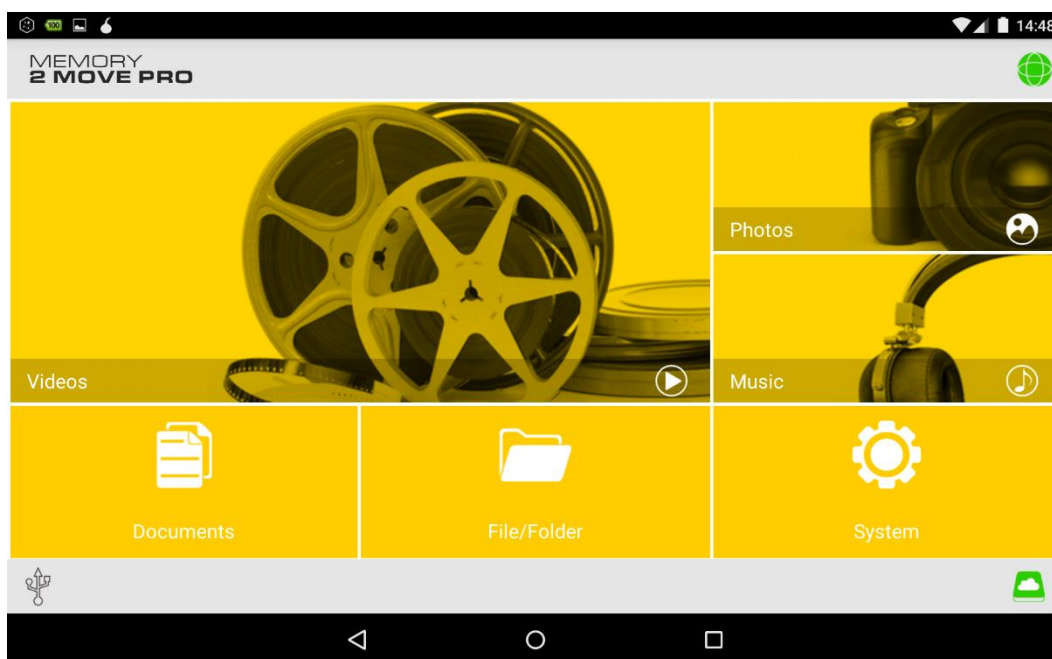
	Symbol internetu wyświetlany jest na zielono, gdy doszło do połączenia z internetem.
	Symbol HDD WiFi wyświetlany jest na zielono, gdy doszło do aktualnego połączenia z urządzeniem.



11.2 WYMAGANIA WOBEC URZĄDZEŃ ANDROID

Po prawidłowym połączeniu się z Memory 2 Move Pro zostaną Państwo automatycznie zaprowadzeni do menu „Memory 2 Move Pro”, jest to Państwa bezpośredni dostęp do twardego dysku Wi-Fi. Menu „Moje urządzenie” stanowi Państwa dostęp na urządzenie, które aktualnie używają Państwo do połączenia z Memory 2 Move Pro.

W menu można wybrać następujące podpunkty:

Menu główne „Moje urządzenie” – W celu organizowania Państwa plików, do dyspozycji są standardowo foldery “Dokumenty”, “Muzyka”, “Fotografie”, “Wideo” oraz “SDCard”.

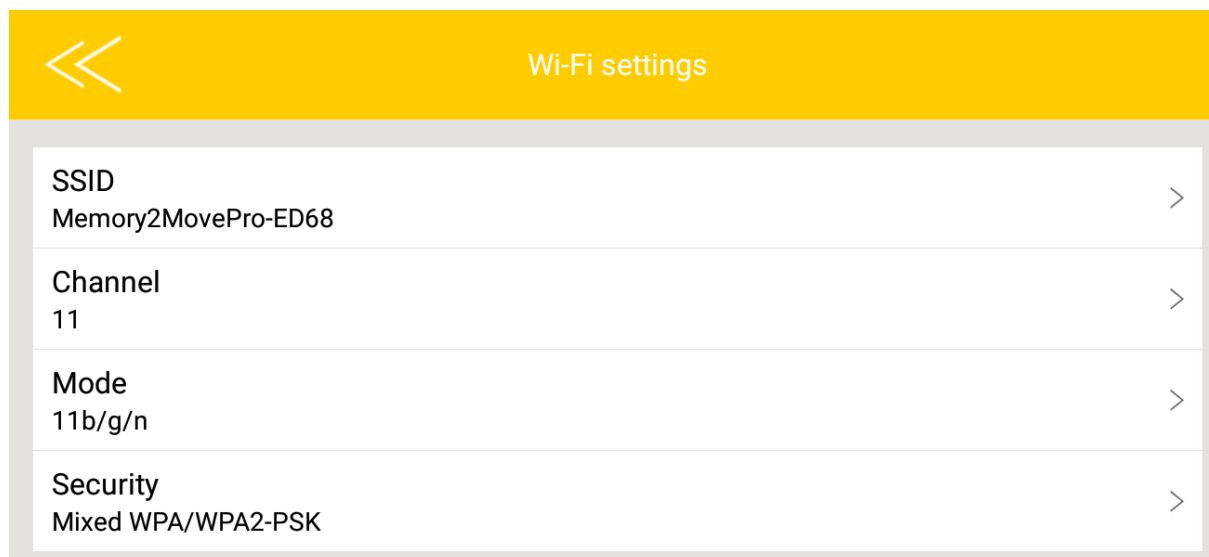


	Symbol internetu wyświetlany jest na zielono, gdy doszło do połączenia z internetem.
	Symbol HDD WiFi wyświetlany jest na zielono, gdy doszło do aktualnego połączenia z urządzeniem.

11.3 USTAWIENIA WI-FI (IOS ORAZ ANDROID)

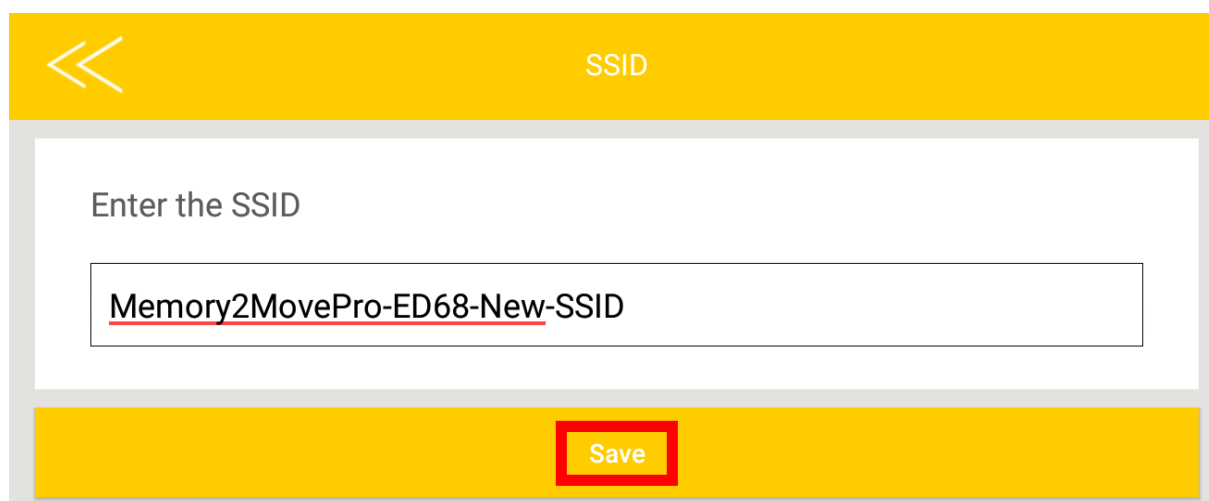
11.3.1 INTERFEJS USTAWIEŃ WI-FI

Proszę kliknąć na , w celu zmiany ustawienia Wi-Fi. Właściwość ta pojawia się tylko wtedy, gdy wchodzą Państwo na „Moje urządzenie Wi-Fi”.



11.3.2 ZMIANA NAZWY URZĄDZENIA

Proszę kliknąć na przycisk > w celu zmiany nazwy.



11.3.3 BEZPIECZEŃSTWO

Pod ustawieniami Wi-Fi HDD pojawiają się opcje bezpieczeństwa: twardy dysk Wi-Fi obsługuje następujące formaty bezpieczeństwa: WPA-PSK, WPA2-PSK, Mixed WPA/WPA2-PSK. Jeśli chcą Państwo dołączyć nowy kod bezpieczeństwa, wtedy zostaną zapytani o bezprzewodowe hasło.

Następnie proszę wybrać u góry po prawej stronie „Ustaw“ lub „Dołącz” w celu zapisania ustawienia i hasła.

Security

None

WPA-PSK

WPA2-PSK

Mixed WPA/WPA2-PSK ✓

Enter the password

.....

Show password

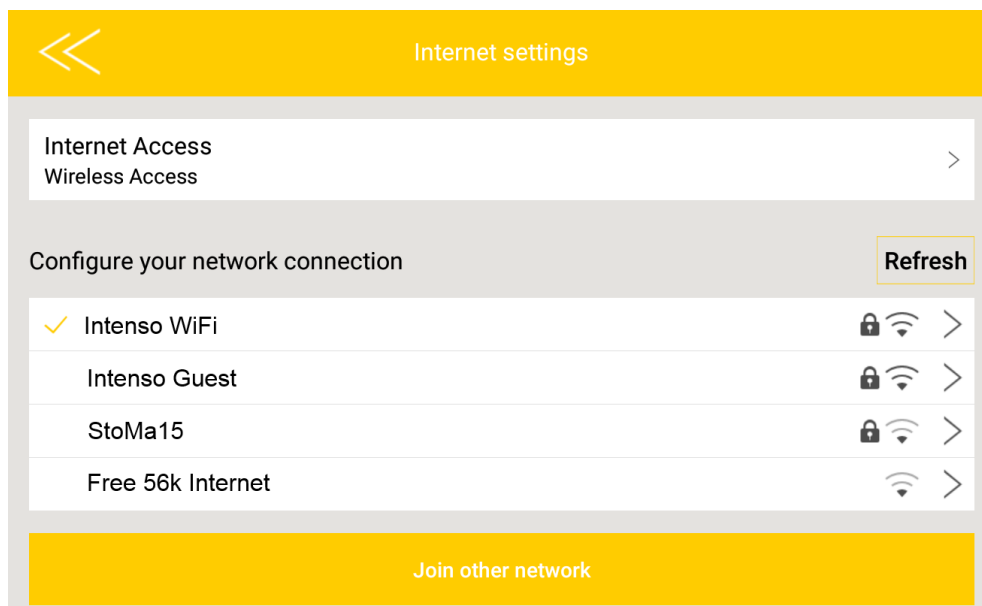
Password must be any combination of letters and numbers, length is 8-63 characters.

Save

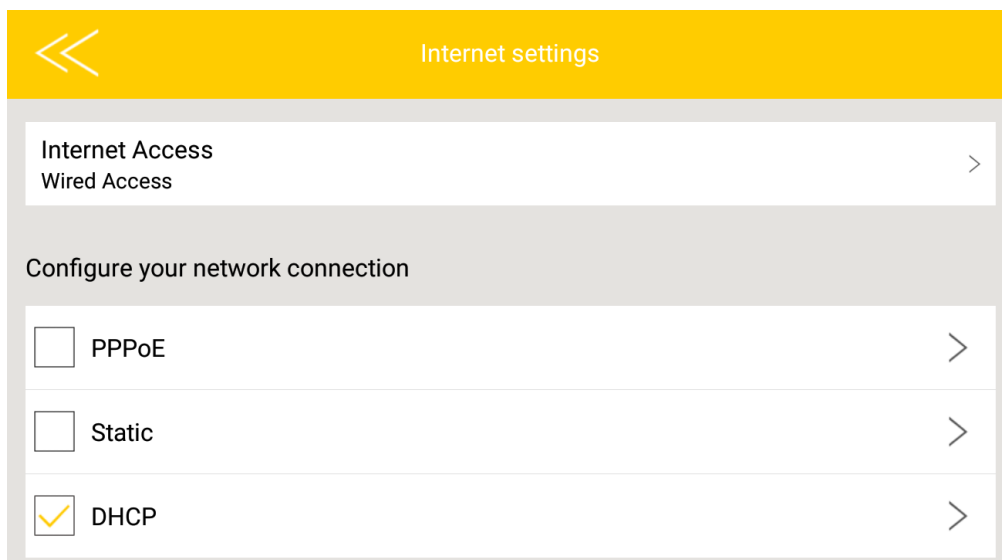
11.3.4 DOSTĘP DO INTERNETU

Pod ustawieniami internetowymi zaprezentowane zostaną Państwu dostępy do Internetu. Mogą Państwo wybierać między dostępem przewodowym (wired) i bezprzewodowym (wireless).

Połączenie bezprzewodowe znajdą Państwo pod ustawieniami internetowymi pośrodku poniższej maski:



Jeśli wybiorą Państwo wariant przewodowy, wtedy należy najpierw skonfigurować sieć na którą Państwo dokonali wyboru.

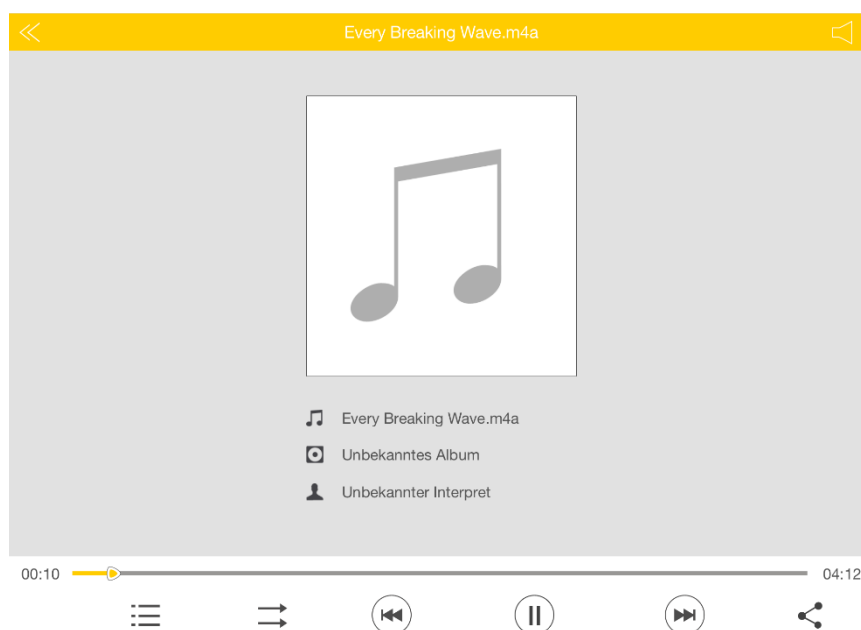


11.4 ODTWARZANIE PLIKÓW MUZYCZNYCH/AUDIO (IOS / ANDROID)

Uwaga: Zaleca się utworzenie jednego lub kilka folderów dla Państwa wszystkich plików muzycznych / audio. Ułatwia to użytkowanie i organizację Państwa twardego dysku WiFi.

Pliki muzyczne lub audio można odtwarzać niezależnie od aktualnego menu i miejsca pamięci („Memory 2 Move Pro” lub „Moje urządzenie”).

W tym celu powinni Państwo jedynie poszukać pliku. Poprzez kliknięcie na żądany plik zostaje on automatycznie odtworzony.



Informacja: Celem uzyskania dalszych informacji w kwestii obsługiwanych formatów plików proszę zapoznać się z instrukcją obsługi swego urządzenia iOS.






⏮ - Proszę kliknąć na ten przycisk rozpoczęcia od początku aktualnie odtwarzanego pliku audio. Przy podwójnym kliknięciu odtwarzany będzie poprzedni plik audio.

⏭ - Proszę kliknąć na ten przycisk w celu przejścia do następnego pliku audio.

▶ - Proszę kliknąć na ten przycisk w celu rozpoczęcia odtwarzania pliku audio.

Proszę kliknąć na przycisk przerwy ⏸ w celu przerwania/zatrzymania odtwarzania.

Istnieje 4 sposobów odtwarzania:

- a.  - Powtórzenie aktualnego pliku: Aktualnie odtwarzany plik zostanie powtórzony. Przerwa nastąpi po naciśnięciu .
- b.  - Przypadkowe odtwarzanie wszystkich plików audio, które znajdują się w folderze.
- c.  - Odtwarzanie aktualnego folderu: muzyka lub pliki audio będą odtwarzane, a nie powtarzane.
- d.  Powtórzenie folderu: wszystkie pliki audio w folderze będą odtworzone po kolei, a następnie powtórzone.

Informacja: Proszę uchwycić guzik sygnalizacji postępu realizacji i przesuwać go w prawo lub w lewo w celu umożliwienia sobie przewijania pliku audio w przód lub w tył.

Uwaga: Mogą Państwo w każdej chwili wyjść z poziomu odtwarzacza muzycznego. Odtwarzanie Państwa plików wideo odbywać się będzie dalej w tle.















11.5 ODTWARZANIE FILMÓW / WIDEO



11.5.1 IOS

Uwaga: Zaleca się utworzenie jednego lub kilka folderów dla Państwa wszystkich plików wideo / filmowych. Ułatwia to użytkowanie i organizację Państwa twardego dysku WiFi.

Pliki filmowe lub wideo można odtwarzać niezależnie od aktualnego menu i miejsca pamięci („Memory 2 Move Pro” lub „Moje urządzenie”).





W tym celu powinni Państwo jedynie poszukać pliku. Poprzez kliknięcie na żądany plik zostaje on automatycznie odtworzony.

Videos			
All Files	Top 25		My Favorites
	1984.mov 10.1MB	2015/08/07 11:30:18	
	Change.mov 11.5MB	2015/08/07 11:30:24	
	dja.mov 10.1MB	2015/08/07 11:30:34	
	HDD-Test.mov 10.4MB	2015/08/07 11:30:12	
	Intenso_Testsieger.MOV 12.3MB	2015/08/07 11:30:03	
	Preis-Leistung-Sieger_Intenso.mov 10.4MB	2015/08/07 11:30:08	
	Quality-First.mov 9.9MB	2015/08/07 11:30:40	

 M2M Pro  iPad

Informacja: W celu uzyskania dalszych informacji o obsługiwanych formatach plików proszę zapoznać się z instrukcją obsługi Państwa urządzenia iOS.

Standardowo, odtwarzanie jest w formacie poziomym. Mają Państwo następujące możliwości wyboru:

1.  - Proszę przytrzymać ten przycisk w stanie wciśnięcia w celu przewinięcia w tył pliku wideo podczas jego odtwarzania.
2.  - Proszę przytrzymać ten przycisk w stanie wciśnięcia w celu przewinięcia w przód pliku wideo podczas jego odtwarzania.
3.  - Proszę kliknąć na ten przycisk w celu uruchomienia/kontynuacji odtwarzania pliku wideo.
4.  - Proszę kliknąć na ten przycisk w celu przerwania odtwarzania pliku wideo.

11.5.2 ANDROID

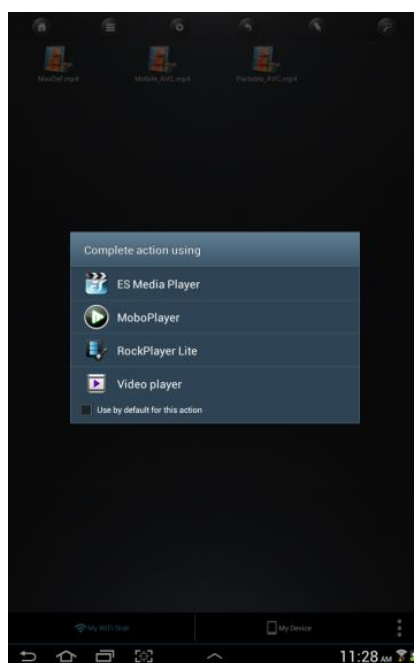
Uwaga: Zaleca się utworzenie jednego lub kilka folderów dla Państwa wszystkich plików wideo / filmowych. Ułatwia to użytkowanie i organizację Państwa twardego dysku WiFi.

Pliki filmowe lub wideo można odtwarzać niezależnie od aktualnego menu i miejsca pamięci („Memory 2 Move Pro” lub „Moje urządzenie”).

W tym celu powinni Państwo jedynie poszukać pliku. Poprzez kliknięcie na żądany plik zostaje on automatycznie odtworzony.

Informacja: Możliwości obsługi i ustawień odtwarzania wideo zmienia się w zależności od tego, jaki odtwarzacz filmowy został zainstalowany na Państwa urządzeniu Android.

W sprawie informacji o obsłudze proszę zapoznać się z instrukcją eksploatacji danego odtwarzacza filmowego.



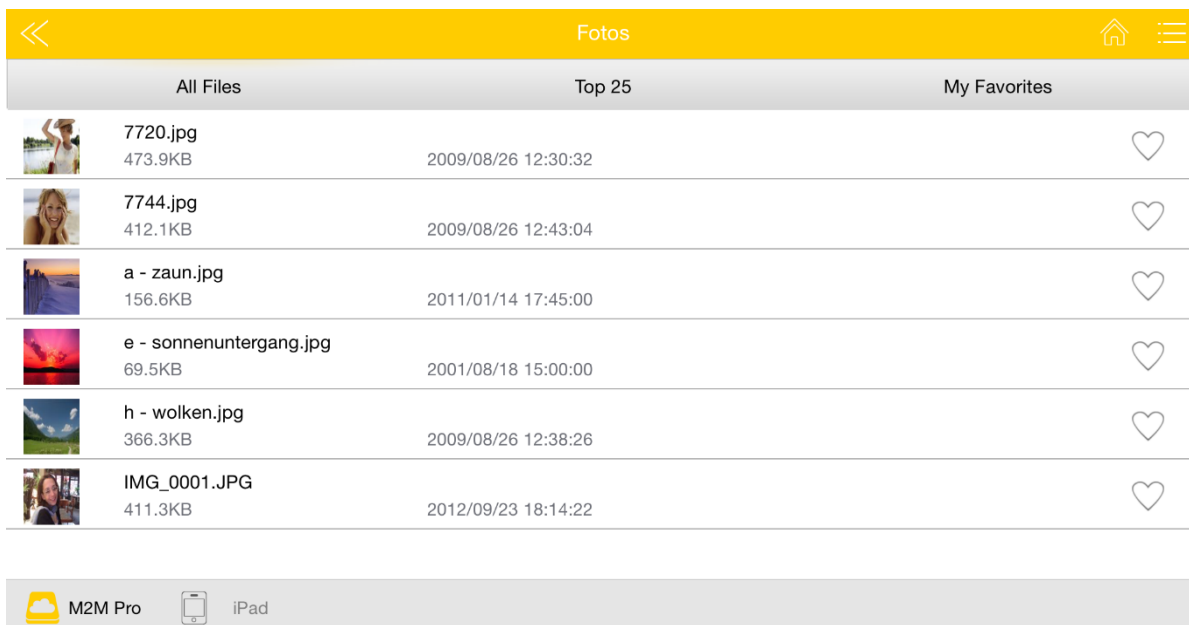
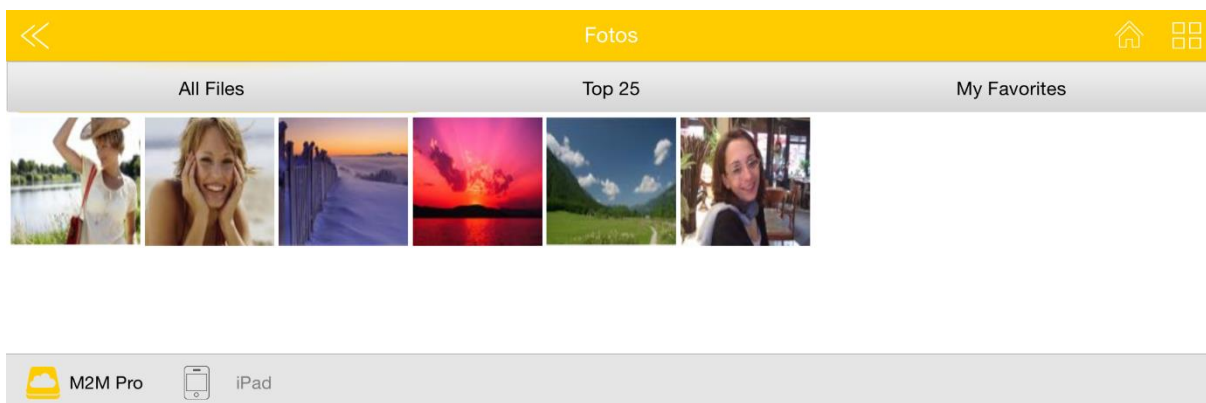
11.6 ODTWARZANIE PLIKÓW GRAFICZNYCH

11.6.1 IOS

Uwaga: Zaleca się sporządzić jeden lub więcej folderów dla wszystkich Państwa plików graficznych na Memory 2 Move Pro. Ułatwi to użytkowanie i organizację Państwa twardego dysku Wi-Fi.

Informacja Twardy dysk Wi-Fi obsługuje odtwarzanie następujących formatów graficznych: .jpg, .tiff, .gif oraz .bmp

Obsługiwane pliki graficzne mogą być prezentowane albo jako przegląd miniatur, albo w formie listy, tak jak to przedstawiono na poniższych ilustracjach. Wszelka grafika w nieobsługiwanych formatach zostanie przedstawiona w formie przeglądu miniatur lub jako ikona.






Proszę kliknąć na dowolny plik graficzny w celu otwarcia automatycznego pokazu obrazów. Jeżeli belka menu nie otwiera się bezpośrednio, wtedy należy kliknąć drugi raz na obraz i wtedy się pokaże (patrz na górną część poniższego obrazu).



Podczas pokazu obrazów można wybrać następujące funkcje:

Proszę przeciągnąć palcem po ekranie z prawa na lewo lub z lewa na prawo w celu ręcznego sterowania prezentacją obrazów i kliknąć na przycisk włączenia odtwarzania

▶ w celu uruchomienia automatycznego pokazu obrazów.

- Proszę kliknąć na przycisk przerwy  w celu przerywania pokazu obrazów. Przez ponowne naciśnięcie przycisku przerwy powoduje się kontynuację pokazu obrazów.
- Proszę kliknąć przycisk  w celu odtworzenia Zdjęć jeden raz lub powtórzenia całego folderu.
- Proszę kliknąć przycisk  w celu powrotu z poprzedniego ekranu.

Można dodać muzykę w tle w trakcie odtwarzania pokazu slajdów. Proszę kliknąć przycisk



w celu włączenia muzyki w tle. Aby zatrzymać muzykę w tle należy kliknąć przycisk

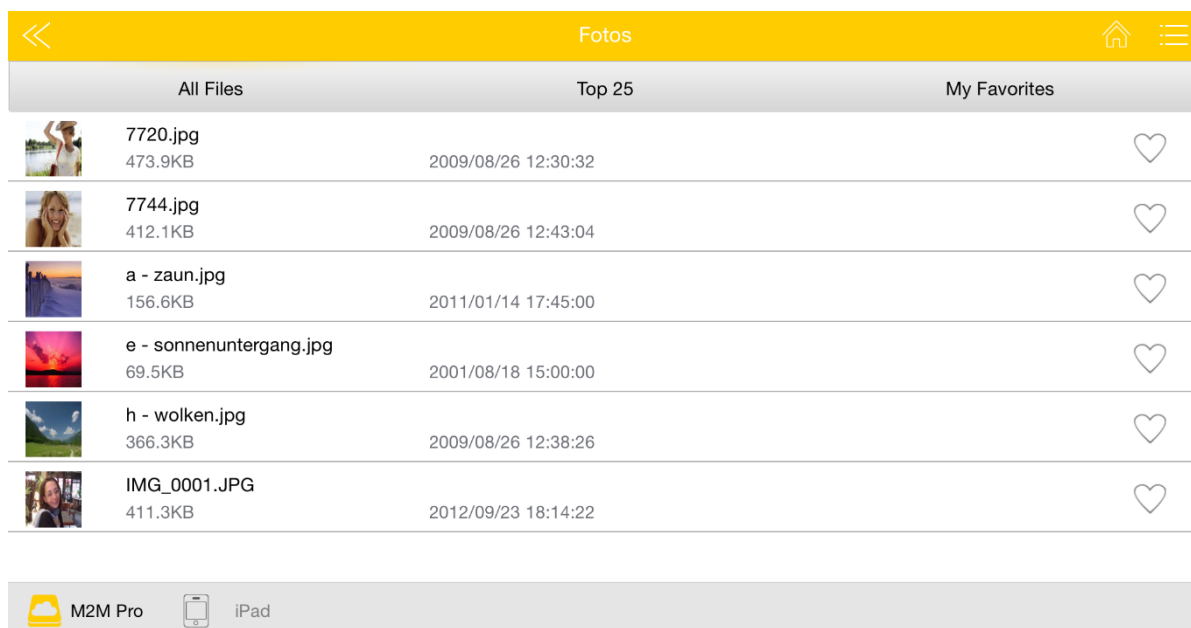
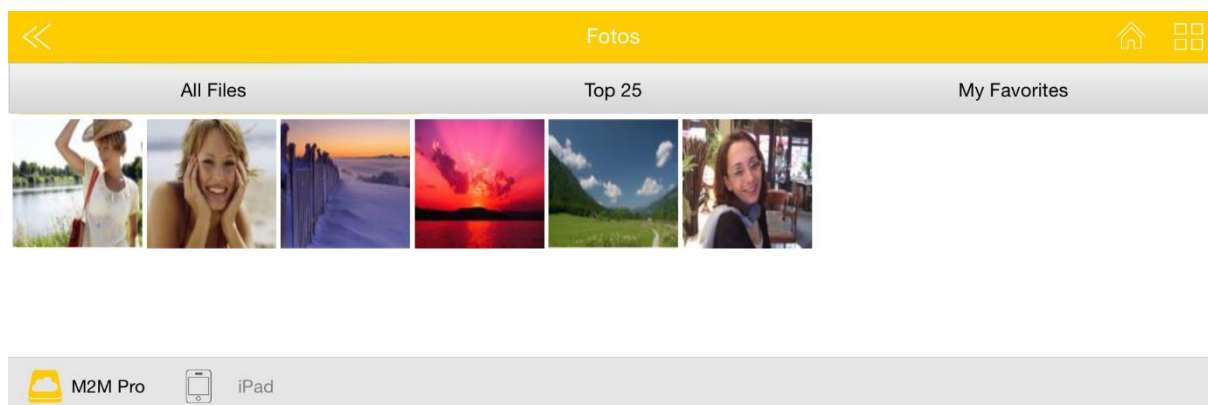


11.6.2 ANDROID

Uwaga: Zaleca się sporządzić jeden lub więcej folderów dla wszystkich Państwa plików graficznych. Ułatwi to użytkowanie i organizację Państwa twardego dysku Wi-Fi.

Informacja Twardy dysk Wi-Fi obsługuje odtwarzanie następujących formatów graficznych: .jpg, .tiff, .gif oraz .bmp


Obsługiwane pliki graficzne mogą być prezentowane albo jako przegląd miniatur, albo w formie listy, tak jak to przedstawiono na poniższych ilustracjach. Wszelka grafika w nieobsługiwanych formatach zostanie przedstawiona w formie przeglądu miniatur lub jako ikona.






Proszę kliknąć na dowolny plik graficzny w celu otwarcia automatycznego pokazu obrazów. Jeżeli belka menu nie otwiera się bezpośrednio, wtedy należy kliknąć drugi raz na obraz i wtedy się on pokaże (patrz na górną część poniższego obrazu).





Podczas pokazu obrazów można wybrać następujące funkcje:

Proszę przeciągnąć palcem po ekranie z prawa na lewo lub z lewa na prawo w celu ręcznego sterowania prezentacją obrazów i kliknąć na przycisk odtwarzanie  w celu uruchomienia automatycznego pokazu obrazów.

- Proszę kliknąć na przycisk przerwy  w celu przerwania pokazu obrazów. Przez ponowne naciśnięcie przycisku przerwy powoduje się kontynuację pokazu obrazów.
- Proszę kliknąć przycisk  w celu odtworzenia Zdjęć jeden raz lub powtórzenia całego folderu.
- Proszę kliknąć przycisk  w celu powrotu z poprzedniego ekranu.

Można dodać muzykę w tle w trakcie odtwarzania pokazu slajdów. Proszę kliknąć

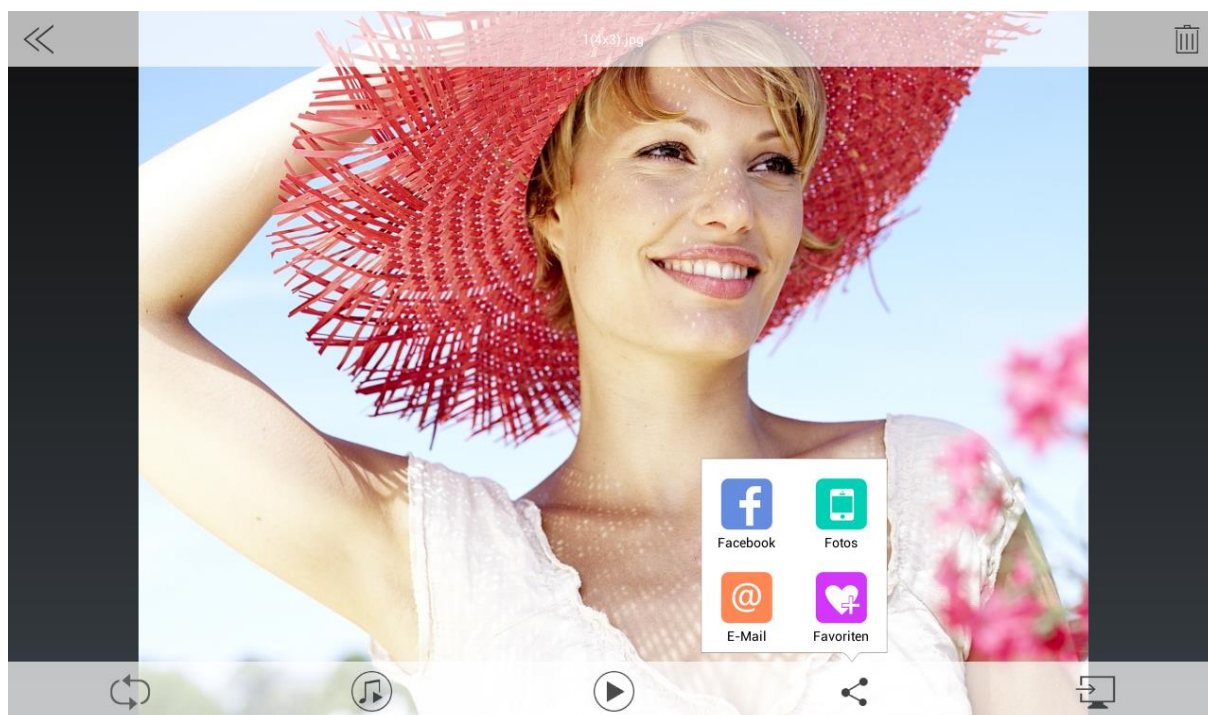
przycisk  w celu włączenia muzyki w tle. Aby zatrzymać muzykę w tle należy kliknąć przycisk .


11.7 WYSYŁANIE PLIKÓW GRAFICZNYCH

11.7.1 IOS

Stworzono Państwu różne możliwości podzielenia się swymi plikami graficznymi z rodziną i przyjaciółmi, na przykład pocztą elektroniczną, przez zapisanie w albumie fotograficznym używanego urządzenia lub poprzez wysłanie na Facebook.

Informacja: W celu wysłania plików graficznych pocztą elektroniczną lub portale społecznościowe muszą mieć Państwo połączenie internetowe.



- Proszę kliknąć na  w górnym, prawym rogu ekranu w celu wyświetlenia trzech możliwości wysyłania plików graficznych. Proszę kliknąć na „Powrót” w celu powrotu do poprzedniego menu.

- 1) Poczta elektroniczna - proszę kliknąć tutaj w celu uruchomienia standardowej aplikacji poczty elektronicznej i wybrać żądany plik graficzny jako załącznik.

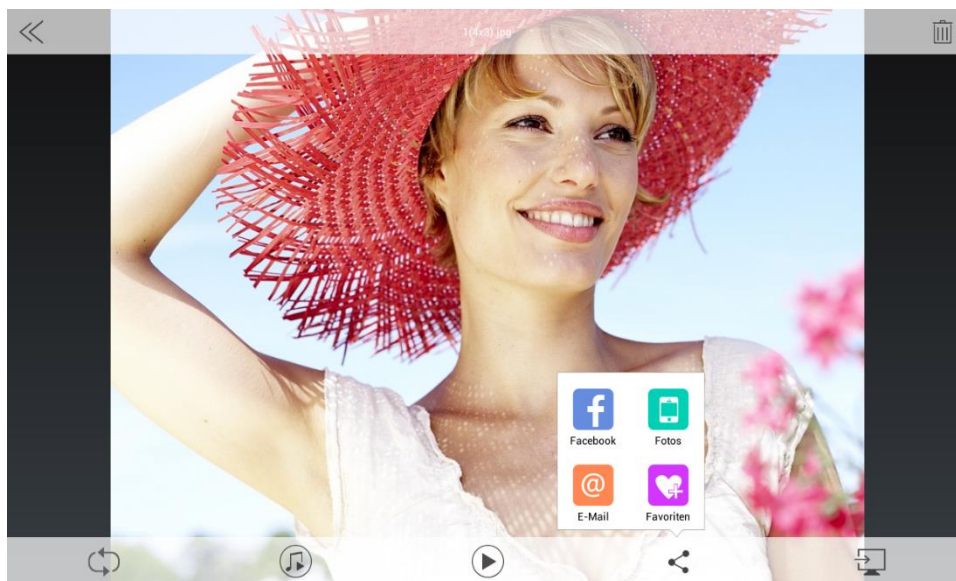



- 2) Dołączanie do albumu: Proszę kliknąć na tę opcję w celu dołączenia wybranego pliku graficznego do albumu fotograficznego stosowanego urządzenia.
- 3) Wysyłanie na Facebook: Proszę kliknąć na tę opcję i zostaną Państwo automatycznie zaprowadzeni do loginu Facebooka. W tym celu musi być zainstalowana aplikacja Facebooka na Państwa urządzeniu. Wymagane jest również konto Facebooka.

11.7.2 ANDROID

Różnorakie możliwości wysyłania Państwa plików graficznych zależą od różnych aplikacji, które są zainstalowane na Państwa urządzeniu.

Informacja: W celu wysyłania plików graficznych pocztą elektroniczną lub portalami społecznościowymi muszą mieć Państwo połączenie z Internetem.

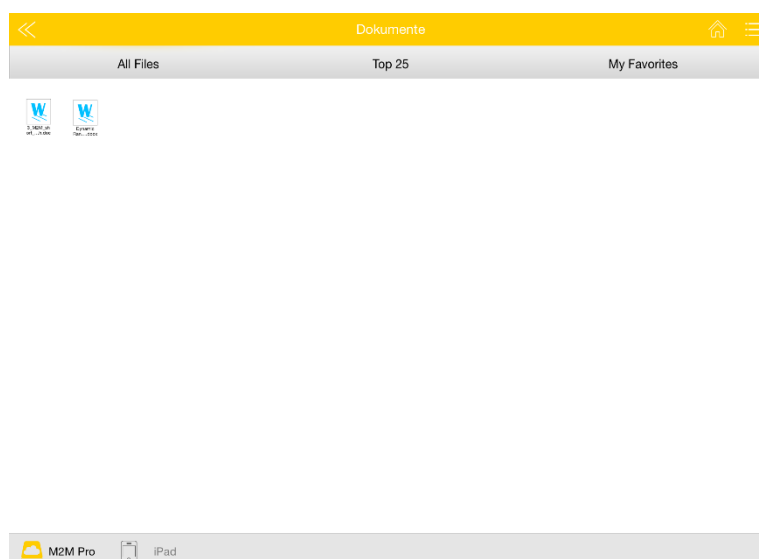


Proszę wybrać symbol  w prawym górnym rogu ekranu w celu wyświetlenia różnych możliwości wysyłania plików graficznych. Proszę kliknąć na przycisk „Powrót” w celu powrotu do poprzedniego menu. Proszę kliknąć na


11.8 OTWARCIE/PREZENTACJA DOKUMENTÓW

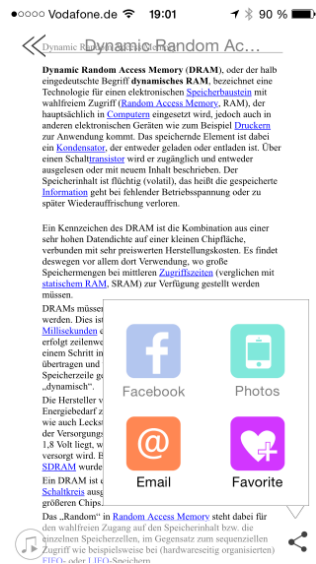
11.8.1 IOS

Aplikacja „Memory 2 Move Pro” obsługuje pliki Keynote, Numbers, Page, Excel, PowerPoint oraz Word, a także pliki .pdf oraz .txt.



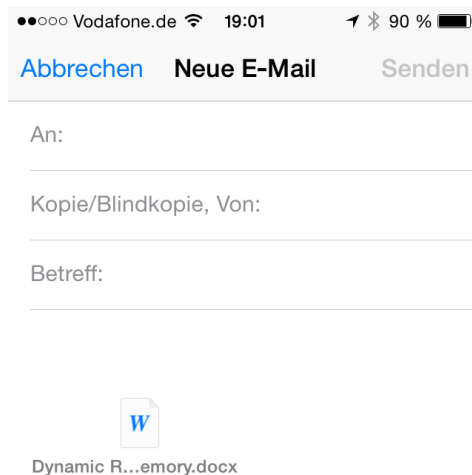
W celu otwarcia i przedstawienia tych plików proszę kliknąć na żądany plik. Obsługiwane formaty otwierane są automatycznie. Proszę kliknąć na przycisk „Powrót” << w celu

powrotu do poprzedniego menu lub kliknąć na przycisk  aby plik graficzny wysłać pocztą elektroniczną, co widać na poniższej ilustracji.



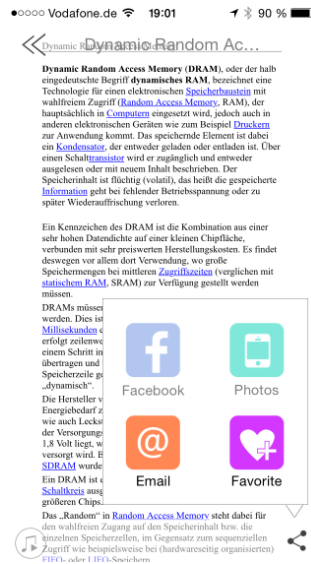
Informacja: W celu wysłania emaili konieczne jest posiadania połączenia internetowego.

Proszę kliknąć na przycisk “E-Mail”. Uruchamia się standardowa aplikacja emailowa i wybrany dokument można wysłać jako załącznik.



11.8.2 ANDROID


W celu otwarcia dokumentów na Państwa urządzeniu Android proszę dotknąć żądany plik. Zostanie on otwarty automatycznie programem standardowym lub zainstalowaną przez Państwo aplikacją (patrz ilustracja poniżej).

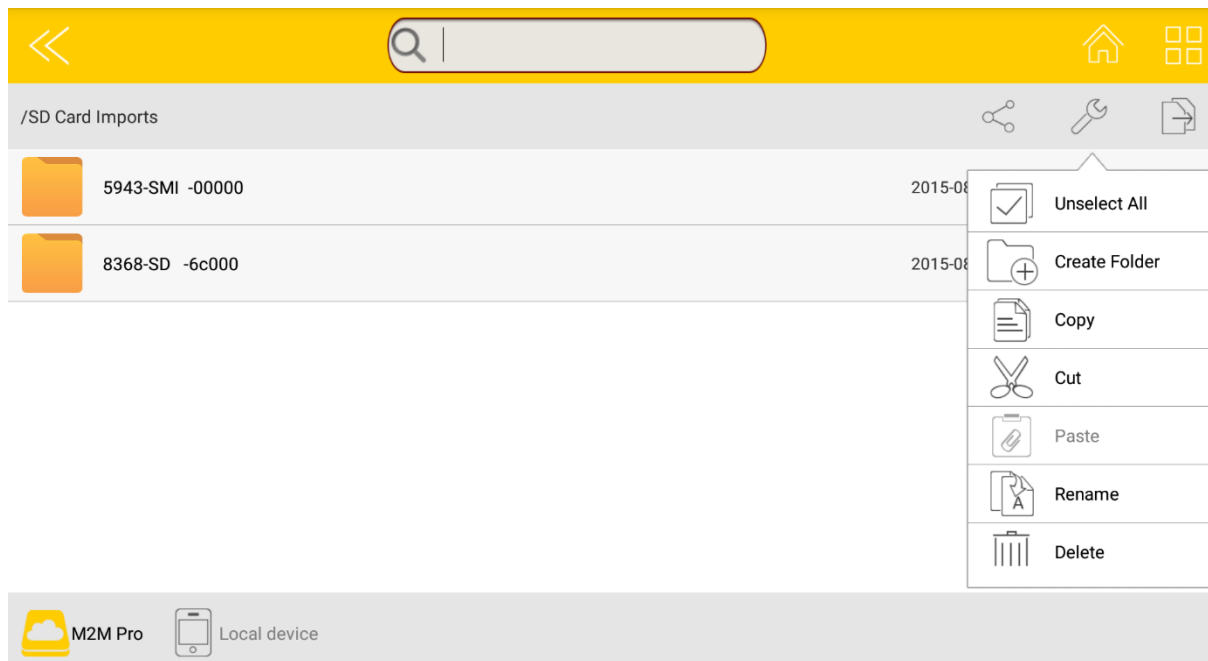


W celu wysłania dokumentu jako załącznika proszę zapoznać się z instrukcją programu przy pomocy którego otworzyli Państwo plik.



Informacja: W celu wysłania emaili muszą mieć Państwo połączenie internetowe.

11.9 COPY, DELETE, DOWNLOAD, UPLOAD FUNCTIONS (IOS AND ANDROID)

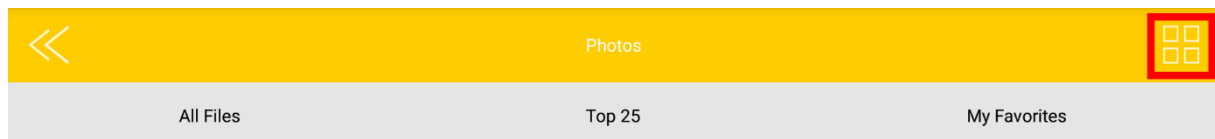
Wystarczy wybrać pliki poprzez kliknięcie ikony tak, by pojawił się czerwony znaczek zaznaczenia i otworzyć menu przeglądarki poprzez kliknięcie przycisku  .



Dostępne są następujące opcje: Wybierz wszystkie, Utwórz folder, Kopiuj, Wytnij, Wklej, Zmień nazwę i Usuń.

Można również udostępnić pliki wybierając przycisk  . Po kliknięciu przycisku  pokaże się obecny status przesyłu pliku.

11.10 OPCJE SORTOWANIA - FORMAT WIDOKU:



1) posortowane według czasu:

a) zaczynając od najnowszego elementu

b) zaczynając od najstarszego elementu

2) posortowane według nazwy:

a) zaczynając od litery a

b) zaczynając od litery b

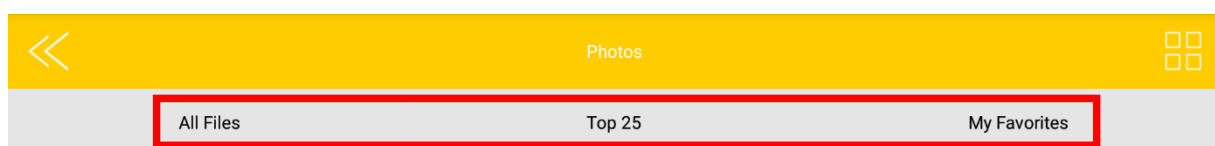
3) posortowane według formatu pliku:

a) zaczynając od litery a

b) zaczynając od litery b

Dostępne pliki można wyświetlić jako listę lub miniatury.

11.11 OPCJE WYBORU PLIKU:



1.) Wszystkie pliki: wyświetlenie wszystkich dostępnych plików.

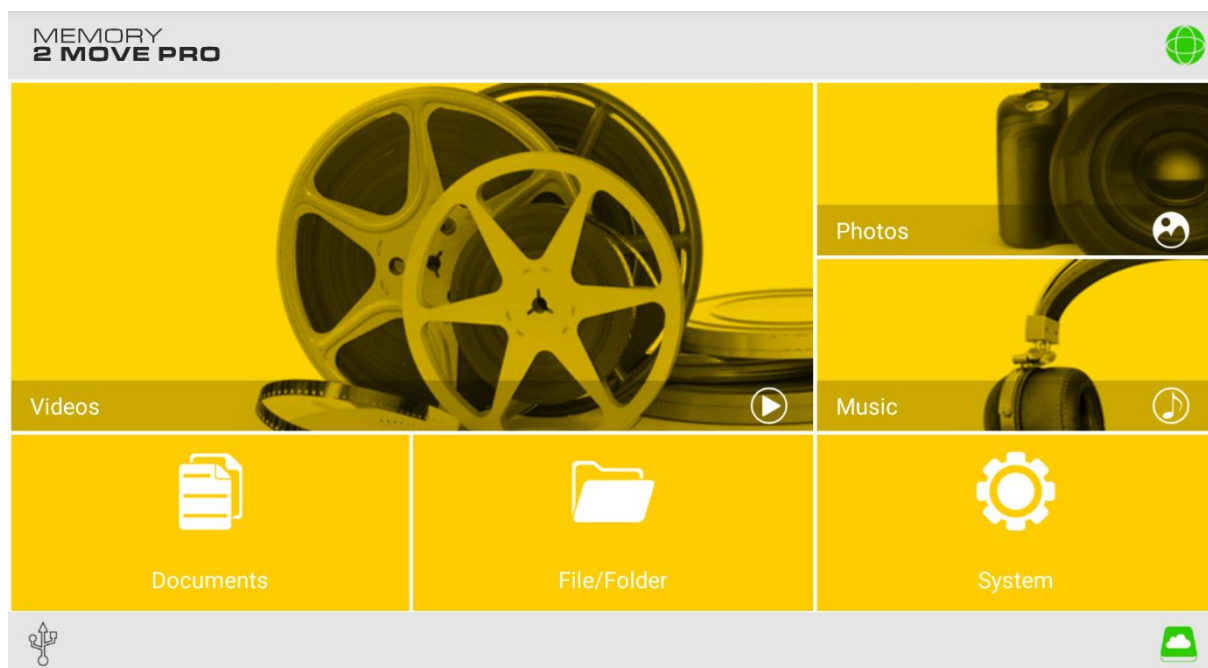
2.) Top 25: wyświetlenie 25 najczęściej wybieranych plików.

3.) Ulubione: poszczególne pliki można dodać do Ulubionych poprzez wybranie czerwonego serca obok nazwy pliku.

12. FUNKCJE WEB MANAGEMENT

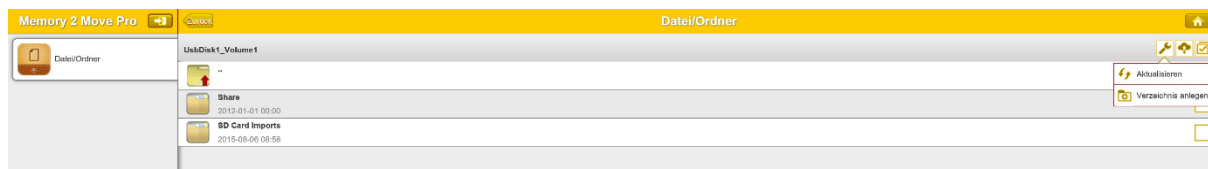
W celu skonfigurowania urządzenia WiFi proszę użyć oprogramowania „WiFi Finder“, co pozwoli na połączenie się z Memory 2 Move Pro. Mogą Państwo alternatywnie otworzyć swą przeglądarkę sieciową w wierszu adresowym wczytać adres IP 10.10.10.254, o ile fabrycznie ustawiony adres nie został zmieniony.









Widok menu głównego:



12.1 FUNKCJA EXPLORER

Mogą tu Państwo poprzez ten poziom administratora kopiować dane na Memory 2 Move Pro oraz także kopiować dane z Memory 2 Move Pro na używany przez Państwo komputer osobisty. Oprócz tego mogą Państwo zakładać, kopiować, przemianowywać lub usuwać katalogi, zupełnie jak jest to możliwe w Państwa komputerze.



 Refresh	Aktualizuj – proszę kliknąć na ten przycisk w celu zaktualizowania widoku ekranu.
	Wyślij – proszę kliknąć na ten przycisk w celu wysłania plików na urządzenie.
 Create Folder	Utwórz – w celu utworzenia katalogu na Memory 2 Move Pro. Nazwa katalogu powinna zawierać maksymalnie 26 znaków.
 Copy	Kopiuj – w celu skopiowania plików w innym folderze.
 Cut	Przesuń – w celu przesunięcia pliku do innego miejsca jego zapisu.
	Zaznacz wszystkie pliki na raz
 Delete	Usuń – w celu usunięcia plików z urządzenia.
 Rename	Przemianuj – w celu dokonania zmiany nazwy pliku.

12.2 INFORMACJE

Tutaj prezentowane są szczegółowe informacje o sprzęcie, statusie sieci i miejscu zapisywania.

12.2.1 INFORMACJE O SPRZĘCIE

Tutaj prezentowane są informacje takie jak nazwa urządzenia, numer seryjny, producent, i obciążenie CPU.

12.2.2 INFORMACJA O PAMIĘCI

Tutaj otrzymają Państwo informacje na temat wbudowanego napędu, czyli o pojemności całkowitej, producencie twardego dysku i wielkości pamięci.

12.2.3 INFORMACJE O SIECI

Prezentowane są szczegółowe informacje o aktualnym statusie sieci, jak na przykład adresie sieciowym, strusie internetowym lub aktualnej nazwie sieciowej Wi-Fi (SSID).

12.3 USTAWIENIA

12.3.1 UŻYTKOWNIK

W menu ustawień proszę kliknąć na pole aktywujące w celu zmiany ustawień administratora. Hasło powinno zawierać od 5 do maksymalnie 32 znaków. Poprzez kliknięcie na przycisk „Zapisz” nastąpi przejęcie zmian.

W stanie dostawy hasło administratora brzmi: 00000

12.4 SIEĆ

12.4.1 NAZWA HOST

Nazwa Host należy do urządzenia, które jest włączone do sieci. Nazwa ta jest dowolna. Jedynym warunkiem jest to, aby nazwa rozpoczynała się od litery i dalej była zbudowana z kombinacji liter i cyfr. Wymaga się co najmniej 2 i maksymalnie 8 znaków.

12.4.2 WI-FI & LAN

The screenshot shows a configuration page for Wi-Fi and LAN settings. The page has a yellow header with 'Wi-Fi & LAN' and navigation buttons. The settings are as follows:

- Hide SSID: ON
- SSID: Memory2MovePro-ED68
- Mode: 11b/g/n
- Password: [masked]
- MAC Address: 00:1C:C2:1D:ED:98
- IP Address: 10.10.10.254
- Subnet mask: 255.255.255.0
- Region: Germany
- Channel: 11
- Security: Mixed WPA/WPA2-PSK

A 'Save' button is located at the bottom of the form.

Wszystkie ustawienia sieciowe można zaaranżować według Państwa potrzeb. Do wyboru są następujące opcje:

- **SSID:** Proszę nanieść tu nazwę Państwa sieci. W ustawieniu podstawowym występuje tutaj „Memory2Move-XXXX. Dla nazwy SSID możliwe są maksymalnie 32 znaki.
- **Kanał Wi-Fi:** Proszę nanieść tutaj kanał na którym urządzenie Wi-Fi ma nadawać i odbierać. Ustawienie podstawowe to „Auto“. Kanał zostanie w takim przypadku ustawiony przez urządzenie w sposób automatyczny. Mogą jednak Państwo ustalić ręcznie na jaki kanał ma odbywać się nadawanie i odbiór. Do dyspozycji jest od 1 do 13 kanałów.
- **TRYB Wi-Fi:** Ustawiony wstępnie bezprzewodowy standard sieciowy brzmi: 802.11/b/g/n. Mogą Państwo również ręcznie ustawić tryb (802.11b), 54 Mbps (802.11g lub 150 Mbps (802.11n)
- **Bezpieczeństwo:** W stanie dostawy nie wybrano typu bezpieczeństwa. Mają Państwo wybór między następującymi typami kodowania: brak kodowania, WPA-PSK, WPA2-PSK, Mixed WPA/WPA2-PSK.
- **Hasło:** W zależności od wybranego typu kodowania należy wczytać hasło zawierające co najmniej 8 i maksymalnie 63 znaki.

- Adres IP: Wstępnie ustawiony adres IP brzmi: 10.10.10.254 z maską podsieci 255.255.255.0 Ten adres IP mogą Państwo zmienić ręcznie.

12.4.3 SERWER DHCP

Dynamic Host Configuration Protocol (DHCP) jest protokołem sieciowym, który pozwala serwerowi przekazywać dynamicznie adresy IP do połączonych z nim komputerów. W ustawieniu podstawowym protokół DHCP jest aktywny. Opcję tę można aktywować według potrzeb i adresy IP można przydzielać ręcznie.

Proszę kliknąć na przycisk „Lista DHCP”, pokaże się lista wszystkich aktualnie podłączonych urządzeń.

12.4.4 USTAWIENIA INTERNETU

... przez inne połączenie z dostępną siecią

Można wybrać spośród dwóch dostępnych opcji Dostępu do Internetu – przez domyślny Dostęp Bezprzewodowy jest wybrany (patrz zdjęcie).

- A. Dostęp Bezprzewodowy: Podłączenie urządzenia “M2M” do innej sieci bezprzewodowej w celu dostępu do internetu.
- B. Dostęp Przewodowy: Bezpośrednie podłączenie “M2M” do dostępnego portu z tyłu routera w celu połączenia z inną siecią.

Wybór Dostępu Bezprzewodowego

- **Hasło:** Proszę wpisać poprawne hasło, aby połączyć się z wybraną siecią bezprzewodową.
- **Adres IP:** Proszę wybrać DHCP lub Przypisz ręcznie adres IP
 - Wybierając DHCP, host dostarczy automatyczny adres IP w celu połączenia z internetem.
 - Wybierając Ręcznie, należy ręcznie przypisać adres IP w celu połączenia z internetem.

Wybór Dostępu Przewodowego

Wybierając Dostęp Przewodowy domyślnie wybrany jest Dynamiczny IP. Można przypisać ręcznie własny adres IP, klikając na zieloną strzałkę i wybierając opcję Statyczny.

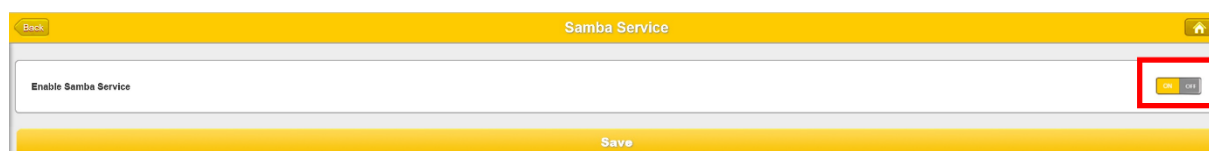
Proszę kliknąć na przycisk "X" w celu anulowania i wyjścia z tego okna.

Uwaga: Jeśli nie można połączyć się z inną siecią, proszę skonsultować się z administratorem Państwa sieci w celu uzyskania instrukcji!

12.5 USŁUGI

12.5.1 SAMBA

Dostęp i wymiana danych Windows File Service | Samba (Mac) Service są bardzo łatwe. Usługa ta jest już aktywowana w stanie dostawy (patrz zrzut ekranu).



12.5.2 SERWER MEDIA



Funkcje:

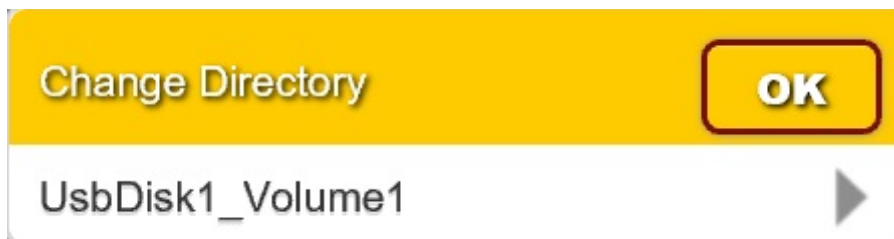
Tutaj mogą Państwo włączyć / wyłączyć Usługę: Wł. / Wył. Można również zmienić adres DLNA

- 1.) Proszę przycisnąć strzałkę w prawo „Adres DLNA.

DLNA Directory



- 2.) Proszę wybrać OK, aby zmienić adres.
- 3.) Proszę wybrać preferowany adres i wcisnąć OK.

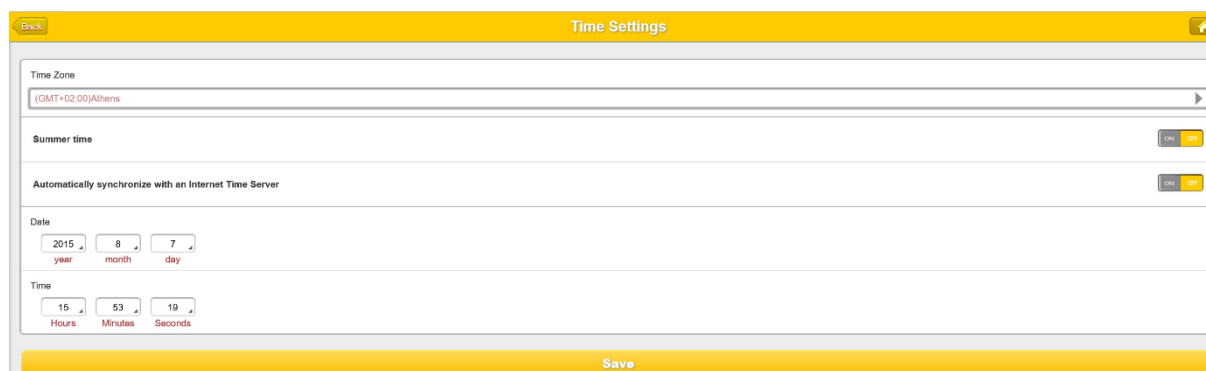


12.5.3 USTAWIENIA CZASOWE

Mają Państwo do tego możliwość zarówno ręcznego ustawienia strefy czasowej, jak również przeprowadzenie automatycznej synchronizacji czasowej.

Jeśli zdecydowali się Państwo na ręczny wybór strefy czasowej to proszę kliknąć na żółtą strzałkę obok kwadracika „Strefa czasowa” i wybrać z punktu menu, w zależności od swej lokalizacji, odpowiednią strefę czasową.

Proszę wybrać automatyczną synchronizację czasu, co spowoduje że nastąpi aktualizacja godziny po tym, gdy połączą się Państwo z internetem.



Opcje dla synchronizacji godziny zegarowej:

Częstotliwość: codziennie, co 2 dni, co 3 dni,Mogą Państwo wybierać interwały synchronizacji do co 7 dni.

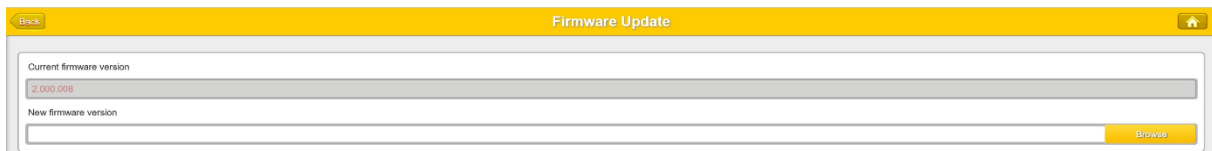
Automatyczną synchronizację godziny zegarowej można znieść w każdej chwili i wybrać zamiast niej opcję „Przejście godziny z PC”. W takim przypadku aktualna godzina zegarowa przejmowana będzie z Państwa komputera osobistego, zatem oba urządzenia będą pokazywały tą samą godzinę.

Mogą Państwo również wpisać ręcznie datę i czas.

Poprzez aktywację Czasu Letniego urządzenie przełączy się automatycznie na czas letni lub zimowy i ustawi odpowiednio zegar.

12.5.4 AKTUALIZACJA FIRMWARE

Jeżeli aktualizacja Firmware jest dostępna na www.intenso.de wtedy w proszę postępować zgodnie z procedurami w celu uaktualnienia oprogramowania.



The screenshot shows a web interface titled "Firmware Update". At the top, there is a yellow bar with "Back" on the left and a home icon on the right. Below this, the "Current firmware version" is displayed as "2.000.008". Underneath, there is a field for "New firmware version" which is currently empty, followed by a yellow "Browse" button.

- Proszę pobrać Firmware na swój komputer.
- Proszę kliknąć na przycisk „Aktualizuj” i poszukać pobraną aktualizację Firmware w swym PC. Proszę wybrać plik i kliknąć na „Otwórz” w celu kontynuowania.
- Poniżej przycisku „Aktualizuj” pokazywany jest teraz numer wersji Firmware na podstawie którego urządzenie jest aktualizowane. Proszę kliknąć na „Zabezpiecz” na dole po prawej stronie maski w celu uruchomienia procesu aktualizacji Firmware.

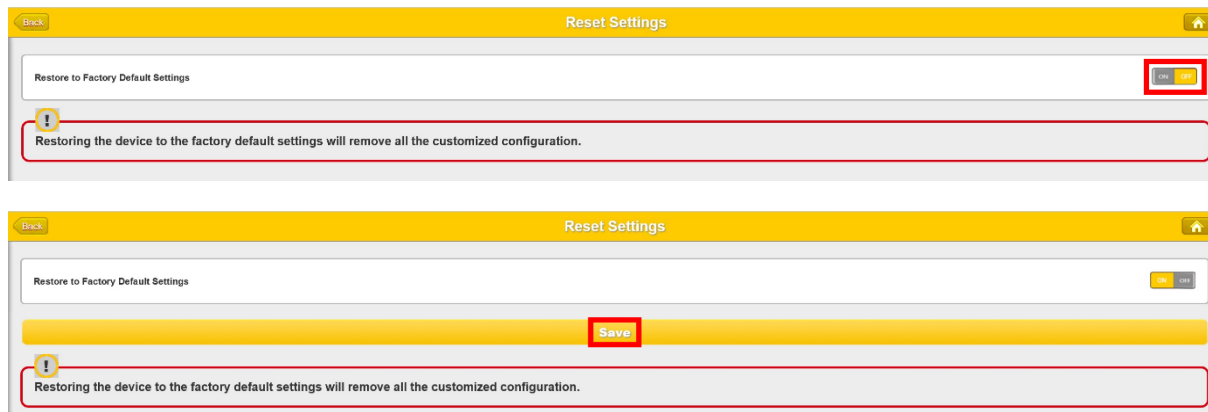


This screenshot is similar to the previous one but shows the "New firmware version" field populated with the file path: "fw-7620-HDD-Intenso-GmbH-M2M-Pro-16MFlash-2.000 (1).008". At the bottom of the page, a yellow bar contains a red-bordered button labeled "Firmware Update".

- Podczas aktualizacji pokazuje się ostrzeżenie informujące Państwo o aktualnym statusie procesu aktualizacji. Po pomyślnej aktualizacji urządzenie na nowo startuje automatycznie i prezentowany jest ekran loginu.

12.5.5 RESET

Jeśli Państwo zresetują urządzenie na ustawienia fabryczne, wtedy wszystkie dokonane w nim ustawienia zostaną usunięte i aktywowane ponownie będą ustawienia właściwe dla stanu dostawy.



W celu wybrania zresetowania na ustawienia fabryczne proszę kliknąć na okrągły przycisk. Proszę kliknąć na przycisk „Zabezpiecz” w celu uruchomienia procesu. W celu wykluczenia nieporozumień, proszę potwierdzić swój wybór na pojawiającym się następnie ostrzeżeniu.

Poniższa informacja pojawia się podczas aktywnego procesu i podaje komunikaty o bieżącym stanie zaawansowania.

Warning

You are about to restore your device to the factory default settings. This process will remove your customized settings and may destroy the data on your hard drive. Click OK to continue or Cancel to exit.

OK

Cancel

Warning

Are you sure you want to restore your device to the factory default settings? Click OK to proceed or Cancel to exit.

OK

Cancel

Informacja: Po tym, gdy urządzenie zostało zresetowane następuje również zresetowanie hasła administratora. Aktualnym staje się hasło takie, jak w stanie dostawy.

Notice of GNU GENERAL PUBLIC LICENSE and LESSER GENERAL PUBLIC LICENSE

Dear Customer,

If interested, you and any third party can download the source code of used GPL / LGPL from Intenso Webpage <http://www.intenso.de> . The source code of the desired product is available to anyone on the selection of valid product category and the desired device. In the product details you will find the entry "drivers". Open this menu to download the corresponding GPL / LGPL code. For a fee of 35 € (delivery to another country as Germany), it is also possible to obtain this code by postal delivery. More information about the GPL/LGPL-Licence can you find on following website www.gnu.org

GNU GENERAL PUBLIC LICENSE

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc.

51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete

machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that contradict the conditions of this License, they do not

excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

one line to give the program's name and an idea of what it does.

Copyright (C) yyyy name of author

This program is free software; you can redistribute it and/or

modify it under the terms of the GNU General Public License

as published by the Free Software Foundation; either version 2

of the License, or (at your option) any later version.

*This program is distributed in the hope that it will be useful,
but WITHOUT ANY WARRANTY; without even the implied warranty of
MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the
GNU General Public License for more details.*

*You should have received a copy of the GNU General Public License
along with this program; if not, write to the Free Software
Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA.*

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

*Gnomovision version 69, Copyright (C) year name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details
type `show w'. This is free software, and you are welcome
to redistribute it under certain conditions; type `show c'
for details.*

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

*Yoyodyne, Inc., hereby disclaims all copyright
interest in the program `Gnomovision'
(which makes passes at compilers) written
by James Hacker.*

signature of Ty Coon, 1 April 1989

Ty Coon, President of Vice

СОДЕРЖАНИЕ

1.	Общая информация об устройстве	4
2.	Функции устройства	4
3.	Комплект поставки	6
4.	Технические характеристики.....	6
5.	Минимальные требования	6
6.	Внешний вид устройства.....	7
7.	Имеющиеся порты	7
7.1	RJ45 WAN порт	7
7.2	Интерфейс Micro USB 3.0	7
7.3	Светодиодная индикация	8
8.	Создание резервных копий SD-карт	9
9.	Использование компьютера PC или MAC.....	11
9.1	Создание беспроводной LAN сети с одним компьютером PC.....	11
9.2	PC WiFi Finder(WiFi поисковик).....	12
9.2.1	My Storage (Моя Память)	13
9.3	Создание беспроводной LAN сети с одним компьютером MAC	13
9.3.1	MAC WiFi Finder	14
9.3.2	My Storage (Моя память).....	16
9.4	Конфигурация Memory 2 Move Pro	17
10.	Использование мобильных устройств.....	21
10.1	Инсталляция приложения iOS Memory 2 Move Pro	21
10.2	Беспроводное соединение с iPhone/iPad.....	22
10.3	Вход пользователя (iOS).....	23
10.4	Инсталляция приложения Android Memory 2 Move Pro	25
10.5	Беспроводное соединение с устройством на платформе Android.....	25
10.6	Вход пользователя (Android)	27
11.	Основные функции.....	29
11.1	Программное обеспечение для устройства на платформе iOS.....	29

11.2	Программное обеспечение для Android устройства	30
11.3	Настройки WI-Fi (iOS и Android).....	31
11.3.1	Интерфейс настроек Wi-Fi.....	31
11.3.2	Изменение имени устройства	31
11.3.3	Безопасность.....	32
11.3.4	Доступы к интернету	32
11.4	Проигрывание музыки и аудиофайлов (IOS/Android)	34
11.5	Проигрывание фильмов/видео.....	35
11.5.1	iOS	35
11.5.2	Android.....	37
11.6	Воспроизведение графических файлов.....	38
11.6.1	iOS	38
11.6.2	Android.....	40
11.7	Передача графических файлов.....	42
11.7.1	iOS	42
11.7.2	Android.....	43
11.8	Открытие/просмотр документов	44
11.8.1	iOS	44
11.8.2	Android.....	46
11.9	Copy, Delete, Download, Upload functions (iOS and Android).....	47
11.10	ПАРАМЕТРЫ СОРТИРОВКИ – ФОРМАТ ОТОБРАЖЕНИЯ:.....	48
11.11	ВАРИАНТЫ ВЫБОРА ФАЙЛОВ:.....	48
12.	Функции веб-управления.....	49
12.1	Функция Explorer	49
12.2	Информация	50
12.2.1	Информация об устройстве	50
12.2.2	Информация о памяти	50
12.2.3	Информация о сетях.....	51
12.3	Установки	51
12.3.1	Пользователь	51

12.4	Сеть	51
12.4.1	Имя хоста.....	51
12.4.2	Wi-Fi и LAN.....	51
12.4.3	DHCP- сервер.....	52
12.4.4	Настройки Интернет	53
12.5	Службы	54
12.5.1	Samba.....	54
12.5.2	Медиа-сервер	54
12.5.3	Установка времени.....	55
12.5.4	Обновление встроенного ПО	56
12.5.5	Системный сброс (Reset).....	57
13.	лицензия информация	58

1. ОБЩАЯ ИНФОРМАЦИЯ ОБ УСТРОЙСТВЕ

Memory 2 Move Pro позволяет обеспечить беспроводной доступ к видео, музыке, фотографиям и данным для их стриминга на iPad®, iPhone®, планшете, смартфоне и ноутбуке – и все это без ненужных пучков кабелей.

Благодаря встроенному жесткому диску уже нет необходимости беспокоиться об ограничениях памяти в мобильном устройстве, а встроенный USB 3.0-порт позволяет быстро и просто переносить данные.

Полная мобильность Memory 2 Move Pro обеспечивается благодаря подзаряжаемому аккумулятору. Чтобы зарядить аккумулятор, можно просто подсоединить устройство к свободному USB порту и при этом одновременно копировать файлы на жесткий диск. Одно движение – и устройство готово к применению. Устройство Memory 2 Move Pro можно пользоваться и во время подзарядки.

2. ФУНКЦИИ УСТРОЙСТВА

- Стриминг медиафайлов через Wi-Fi соединение одновременно для 5 пользователей.
- Доступ к музыкальным, видео- и фото- файлам с помощью бесплатного приложения для iOS и Android.
- Время работы батареи без подзарядки до 5 часов*.
- Доступ к интернету через опциональное соединение RJ45 (LAN порт) или в беспроводном режиме с помощью стандарта 802.11 b/g/n.
- Поддерживается NTFS (New Technologie File System – файловая система новой технологии) и форматирование FAT32 (File Allocation Table – таблица размещения файлов).
- Поддерживается межплатформенный обмен данными через соединение LAN (Local Area Net – локальная сеть) между Windows, Mac, iOS и Linux.
- Поддерживаются пользовательские прикладные программы на разных платформах, включая Windows/Mac/Linux/iPad/iPhone/Android.

*Точное время работы батареи зависит от используемых программ и настроек.

Использование в качестве внешнего жесткого диска: Встроенный USB 3.0-порт позволяет осуществлять быструю передачу информации и заряжать батарею, когда Memory 2 Move Pro соединен с компьютером или сетевым блоком питания. Он функционирует только тогда, когда устройство выключено.

Использование в LAN соединении: Для этого соедините один конец кабеля RJ45 с Memory 2 Move Pro, а другой конец – со свободным портом маршрутизатора. Теперь активируйте функцию DHCP (Dynamic Host Configuration Protocol – протокол динамического конфигурирования узла) на Memory 2 Move Pro для автоматической настройки IP адреса.



Беспроводное использование: Подключите Memory 2 Move Pro к беспроводному маршрутизатору, как описано в приведенной ниже инструкции, чтобы можно было получить доступ к интернету по Wi-Fi.



3. КОМПЛЕКТ ПОСТАВКИ

- Memory 2 Move Pro
- USB 3.0 кабель
- CD
- Руководство по применению
- Сетевой блок питания (KTEC – KSAS0060500100VEU – 5V / 1A)

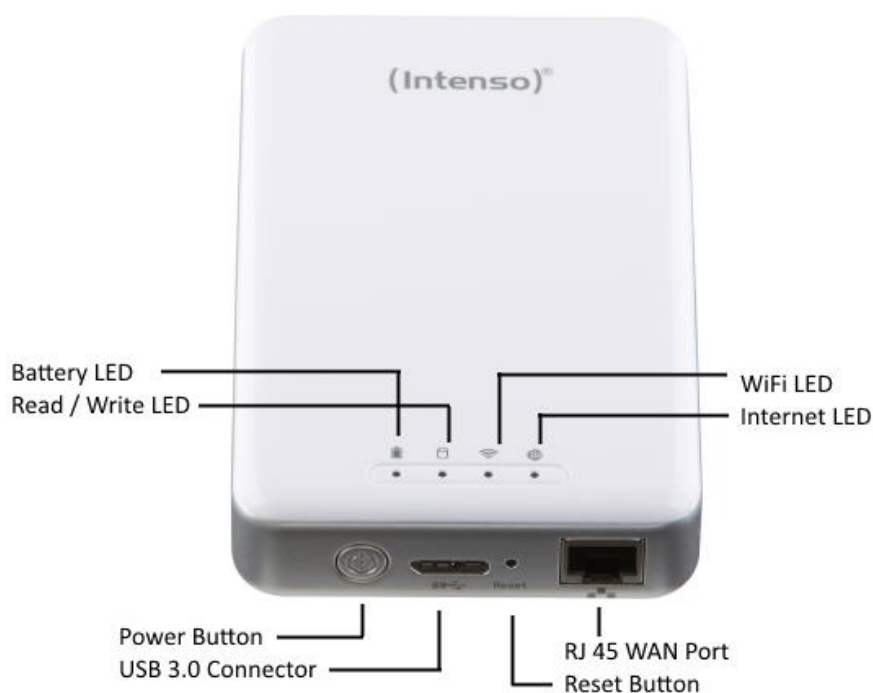
4. ТЕХНИЧЕСКИЕ ХАРАКТЕРИСТИКИ

- Габариты: 130 мм (L) X 83 мм (B) X 26 мм (H)
- Wi-Fi:
- Стандарт: 802.11 b/g/n,
- Частота: 2,4 ГГц
- Скорость передачи: 300 Мбит/с
- Сетевой интерфейс: 100 Мбит/с Ethernet RJ45
- USB порт: Micro USB 3.0, для передачи данных и зарядки аккумулятора
- Емкость аккумулятора: 3000 мА-ч
- Рабочая температура: оптимальная рабочая температура в пределах от 5 до 35°C

5. МИНИМАЛЬНЫЕ ТРЕБОВАНИЯ

- Связь с интернетом
- Системные требования:
 - о Windows: XP/Vista/Windows 7/8 / 8.1 / 10
 - о Mac: OS X 10.7.0 и выше
 - о Прочие: Fedora 12 (Linux) и выше
- PC интернет браузер
 - о Windows: поддерживает Internet Explorer 9 и выше
 - о Mac: поддерживает Safari 5.0 и выше
 - о Прочие: Firefox 3.5 и выше
- Маршрутизатор и сетевой коммутатор

6. ВНЕШНИЙ ВИД УСТРОЙСТВА



7. ИМЕЮЩИЕСЯ ПОРТЫ

7.1 RJ45 WAN ПОРТ

- A. Режим маршрутизатора: Memory 2 Move Pro работает как обычный маршрутизатор и может задавать IP адреса на процессорах, которые соединены через WLAN.
- B. Режим WAN (Wide-Area Network - территориальная компьютерная сеть):
Позволяет создать новые компьютерные сети на базе уже имеющихся.

7.2 ИНТЕРФЕЙС MICRO USB 3.0

Встроенный USB 3.0-порт позволяет осуществлять быструю передачу информации и заряжать батарею, когда Memory 2 Move Pro соединен с компьютером или сетевым блоком питания. Он функционирует только тогда, когда устройство выключено.

7.3 СВЕТОДИОДНАЯ ИНДИКАЦИЯ

Светодиод питания (Power LED):

- не светится: устройство выключено;
- непрерывно светится зеленым цветом: батарея полностью заряжена;
- быстро мигает зеленым цветом: устройство выключается;
- медленно мигает зеленым цветом: устройство заряжается;
- постоянно светится красным цветом: зарядка аккумулятора ниже 30%;
- быстро мигает красным цветом: аккумулятор разряжен.

Светодиод жесткого диска (HDD LED):

- мигающий: активный процесс записи/чтения;
- постоянно светится: связь с ПК;
- светодиод не светится: устройство находится в спящем режиме.

Синий светодиод Wi-Fi (Wi-Fi LED):

- мигающий: процесс инициализации начался;
- светодиод не светится: устройство выключено или обесточено;
- постоянно светится:
 - процесс инициализации закончился;
 - режим готовности – устройства можно соединять.

Светодиод интернета (Internet LED):

- светодиод не светится: устройство выключено или обесточено;
- мигает зеленым цветом: процесс инициализации начался;
- постоянно светится зеленым цветом: процесс инициализации закончился;
Режим готовности.

8. СОЗДАНИЕ РЕЗЕРВНЫХ КОПИЙ SD-КАРТ

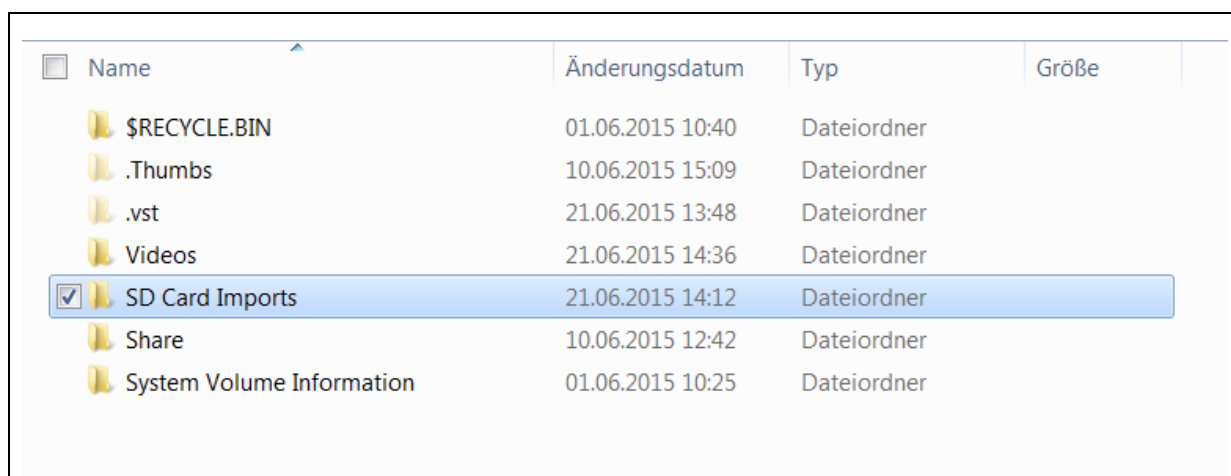
Для того чтобы создать резервную копию сохраненных на SD-карте данных в системе Memory 2 Move Pro, выполните указанные ниже действия.

- 1) ПОЖАЛУЙСТА, ЗАПУСТИТЕ MEMORY 2 MOVE PRO И ДОЖДИТЕСЬ ГОТОВНОСТИ УСТРОЙСТВА К РАБОТЕ.
- 2) ПОСЛЕ ЭТОГО ВСТАВЬТЕ SD-КАРТУ В ГНЕЗДО MEMORY 2 MOVE PRO ДЛЯ КАРТ.
- 3) ТЕПЕРЬ ДВАЖДЫ НАЖМИТЕ НА КНОПКУ ВКЛЮЧЕНИЯ ПИТАНИЯ, ЧТОБЫ ЗАПУСТИТЬ ПРОЦЕСС СОЗДАНИЯ РЕЗЕРВНОЙ КОПИИ.

Указание: мигание светодиодного индикатора белого цвета на Memory 2 Move Pro свидетельствует о копировании данных с SD-карты на накопитель устройства Memory 2 Move Pro. Пожалуйста, ни в коем случае не извлекайте SD-карту из устройства, пока процесс создания резервной копии не будет завершен. В противном случае это может привести к повреждению и – как результат – потере данных.

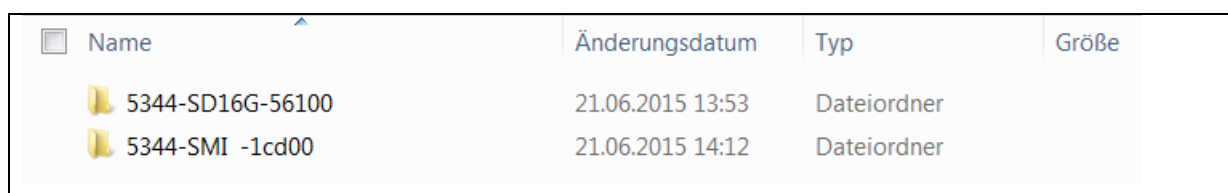
Схема работы с резервными копиями:

- 1) ФАЙЛЫ РЕЗЕРВНОЙ КОПИИ SD-КАРТЫ ВЫ НАЙДЕТЕ В ПАПКЕ «SD CARD BACKUP» НА НОСИТЕЛЕ ДАННЫХ УСТРОЙСТВА MEMORY 2 MOVE PRO.



Name	Änderungsdatum	Typ	Größe
\$RECYCLE.BIN	01.06.2015 10:40	Dateiordner	
.Thumbs	10.06.2015 15:09	Dateiordner	
.vst	21.06.2015 13:48	Dateiordner	
Videos	21.06.2015 14:36	Dateiordner	
<input checked="" type="checkbox"/> SD Card Imports	21.06.2015 14:12	Dateiordner	
Share	10.06.2015 12:42	Dateiordner	
System Volume Information	01.06.2015 10:25	Dateiordner	

- 2) ЕСЛИ ВЫ СОЗДАЕТЕ В ПАМЯТИ MEMORY 2 MOVE PRO РЕЗЕРВНУЮ КОПИЮ НЕ ОДНОЙ SD-КАРТЫ, ТО ДЛЯ КАЖДОЙ КАРТЫ БУДЕТ СОЗДАНА ОТДЕЛЬНАЯ ПАПКА. ЭТО ПОЗВОЛЯЕТ ХРАНИТЬ РАЗНЫЕ РЕЗЕРВНЫЕ КОПИИ ОТДЕЛЬНО ДРУГ ОТ ДРУГА.



Name	Änderungsdatum	Typ	Größe
5344-SD16G-56100	21.06.2015 13:53	Dateiordner	
5344-SMI -1cd00	21.06.2015 14:12	Dateiordner	

- 3) КРОМЕ ТОГО, В ПАПКЕ С РЕЗЕРВНОЙ КОПИЕЙ SD-КАРТЫ БУДЕТ СОЗДАНА ОТДЕЛЬНАЯ ПАПКА ДЛЯ КАЖДОЙ ДАТЫ ВЫПОЛНЕНИЯ РЕЗЕРВНОГО КОПИРОВАНИЯ. РЕЗЕРВНАЯ КОПИЯ ВСЕГДА СОЗДАЕТСЯ ДЛЯ ВСЕХ ДАННЫХ, ПРИСУТСТВУЮЩИХ НА SD-КАРТЕ. ЕСЛИ, К ПРИМЕРУ, ВЫ СОЗДАЛИ РЕЗЕРВНЫЕ КОПИИ ВАШИХ ДАННЫХ НА SD-КАРТЕ 1 И 8 ИЮНЯ, ТО ОТДЕЛЬНЫЕ ПАПКИ ПОЗВОЛЯТ ВАМ СРАВНИТЬ ПЕРВОНАЧАЛЬНЫЕ ДАННЫЕ ОТ 1 ИЮНЯ С ДАННЫМИ ОТ 8 ИЮНЯ С ВОЗМОЖНЫМИ ИЗМЕНЕНИЯМИ.

Name	Änderungsdatum	Typ	Größe
2015-06-01	31.12.2011 23:42	Dateiordner	
2015-06-08	21.06.2015 14:05	Dateiordner	

- 4) ЕСЛИ ВЫ НЕОДНОКРАТНО ВЫПОЛНЯЕТЕ РЕЗЕРВНОЕ КОПИРОВАНИЕ В ОДИН И ТОТ ЖЕ ДЕНЬ, ТО НАЧИНАЯ СО ВТОРОЙ РЕЗЕРВНОЙ КОПИИ ПРОИСХОДИТ СОХРАНЕНИЕ ТОЛЬКО НОВЫХ ДОБАВЛЕННЫХ ДАННЫХ, А ТАКЖЕ КОПИЙ ТЕХ ДАННЫХ, КОТОРЫЕ ЗА ЭТО ВРЕМЯ БЫЛИ ИЗМЕНЕНЫ.

Name	Änderungsdatum	Typ	Größe
IMG_4861(1).JPG	21.06.2015 14:46	JPEG-Bild	7.619 KB
IMG_4861.CR2	21.06.2015 14:12	CR2-Datei	25.922 KB
IMG_4861.JPG	21.06.2015 14:44	JPEG-Bild	5.199 KB
IMG_4862.CR2	21.06.2015 14:12	CR2-Datei	24.604 KB
IMG_4862.JPG	21.06.2015 14:12	JPEG-Bild	6.823 KB
IMG_4863.CR2	21.06.2015 14:12	CR2-Datei	22.746 KB

9. ИСПОЛЬЗОВАНИЕ КОМПЬЮТЕРА PC ИЛИ MAC

9.1 СОЗДАНИЕ БЕСПРОВОДНОЙ LAN СЕТИ С ОДНИМ КОМПЬЮТЕРОМ PC

Включите Wi-Fi устройство, нажав кнопку питания на его передней панели.

Активируйте функцию WLAN (Wireless Local Area Network – беспроводная локальная сеть) на ПК и щелкните по символу WLAN в списке задач внизу справа. Открывается следующая индикация:



Выберете локальную сеть под именем «Memory2Move-XXXX».

Указание: предварительно заданный пароль в состоянии поставки: «intenso1». Пожалуйста, после успешно выполненного соединения в целях собственной безопасности задайте новый пароль.

После того как будет успешно выполнено соединение с Wi-Fi устройством, установите, пожалуйста, прилагаемое при поставке клиентское ПО (программное обеспечение) следующим образом:

В качестве условия соединения Wi-Fi устройства с компьютером используйте, пожалуйста, входящее программное средство «WiFi Finder» (WiFi поисковик) из прилагаемого драйвера на CD. ПО автоматически находит в локальной сети подключенное Wi-Fi устройство.

Просто дважды щелкните по иконке и следуйте указаниям на экране.



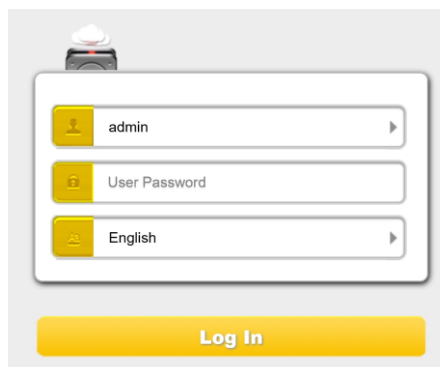
9.2 PC WIFI FINDER(WIFI ПОИСКОВИК)

Пожалуйста, двойным щелчком по ссылке запустите программу «WiFi Finder». ПО автоматически находит в подключенной локальной сети Memory 2 Move Pro (см. скриншот).



Указание: если в списке подключенных локальных сетей пользователя не удастся найти «M2M», нажмите, пожалуйста, на «Обновить», чтобы снова найти Wi-Fi устройство.

- 1.) Пожалуйста, выберите меню от Memory 2 Move Pro и нажмите на кнопку "Вход" для подключения с интерфейсом веб-администрирования (см. скриншот).



- 2.) Пожалуйста, введите имя пользователя и пароль:

Имя пользователя: admin

П а роль: 00000

Указание: пожалуйста, после успешно выполненного соединения в целях собственной безопасности задайте новый пароль.

9.2.1 MY STORAGE (МОЯ ПАМЯТЬ)

Если выбрать пункт меню «My Storage» (Моя Память), появляется показанная ниже картинка. Чтобы успешно подключиться, используйте следующие данные для входа:

Имя пользователя: admin

Пароль: 00000

Указание: пожалуйста, после успешно выполненного соединения в целях собственной безопасности задайте новый пароль.



9.3 СОЗДАНИЕ БЕСПРОВОДНОЙ LAN СЕТИ С ОДНИМ КОМПЬЮТЕРОМ MAC

Включите Wi-Fi устройство, нажав кнопку питания на его передней панели. Подождите несколько минут, пока светодиод прекратит мигать. Активируйте функцию WLAN на ПК и щелкните по символу WLAN в списке задач внизу справа. Выберите локальную сеть под именем «Memory2Move-XXXX».

Указание: предварительно заданный пароль в состоянии поставки: «intenso1». Пожалуйста, после успешно выполненного соединения в целях собственной безопасности задайте новый пароль.

После того как будет успешно выполнено соединение с Wi-Fi устройством, установите, пожалуйста, прилагаемое при поставке клиентское ПО следующим образом:

В качестве условия соединения Wi-Fi устройства с компьютером используйте, пожалуйста, входящее программное средство «WiFi Finder» из прилагаемого драйвера на CD. ПО автоматически находит в локальной сети подключенное Wi-Fi устройство.

Просто дважды щелкните по иконке и следуйте указаниям на экране.



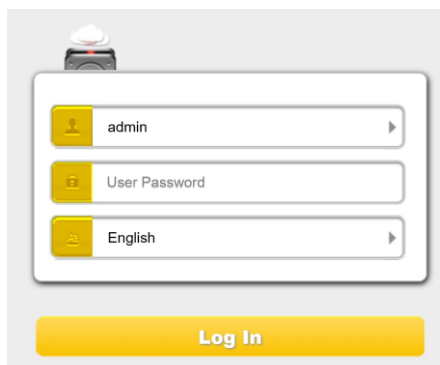
9.3.1 MAC WIFI FINDER

Пожалуйста, двойным щелчком по ссылке запустите программу «WiFi Finder». ПО автоматически находит в подключенной локальной сети Memory 2 Move Pro (см. скриншот).



Указание: если в списке подключенных локальных сетей пользователя не удастся найти «M2M», нажмите, пожалуйста, на «Обновить», чтобы снова найти Wi-Fi устройство.

- 1.) Пожалуйста, выберите меню от Memory 2 Move Pro и нажмите на кнопку "Вход" для подключения с интерфейсом веб-администрирования (см. скриншот).



The screenshot shows a login form with three input fields and a 'Log In' button. The first field contains 'admin', the second is labeled 'User Password', and the third is labeled 'English'. The 'Log In' button is yellow and located at the bottom of the form.

- 2.) Пожалуйста, введите имя пользователя и пароль:

Имя пользователя: admin

П а роль: 00000

Указание: пожалуйста, после успешно выполненного соединения в целях собственной безопасности задайте новый пароль.

9.3.2 MY STORAGE (МОЯ ПАМЯТЬ)

Если выбрать пункт меню «My Storage», появляется показанная ниже картинка. Чтобы успешно подключиться, используйте следующие данные для входа:

Имя пользователя: admin

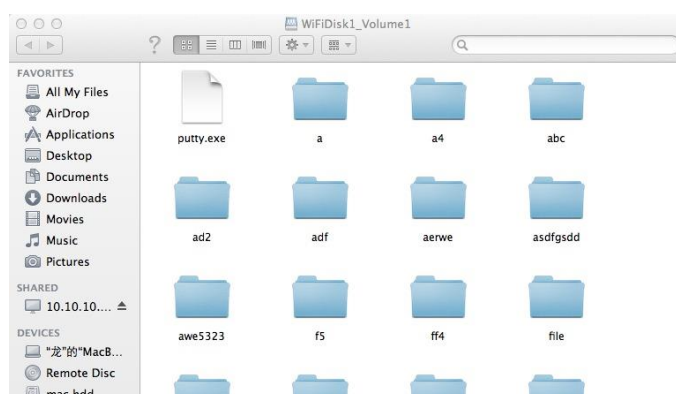
Пароль: 00000

Указание: пожалуйста, после успешно выполненного соединения в целях собственной безопасности задайте новый пароль.



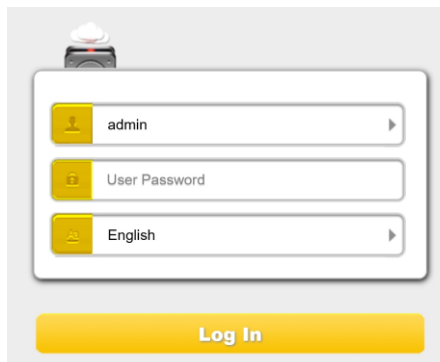
На Memory 2 Move Pro каталоги и папки можно создавать, удалять, копировать, редактировать, переименовывать или перемещать.

Кроме того, можно осуществлять взаимный обмен данными между компьютером MAC и Memory 2 Move Pro (выгружать/загружать).



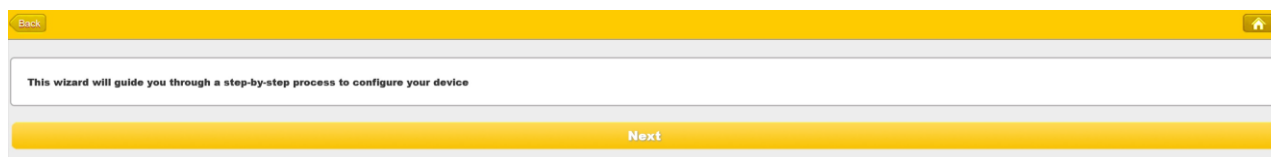
9.4 КОНФИГУРАЦИЯ MEMORY 2 MOVE PRO

Пожалуйста, используйте клиентское ПО ПК, как описано выше, чтобы подключиться к Wi-Fi устройству и войти в качестве администратора в веб-интерфейс администрирования. Теперь можно создать конфигурацию устройства.



Start-Assistent (мастер настроек)

Во время первого использования устройства после успешного входа запустите так называемый «Start-Assistent» (мастер настроек), который позволяет просто выполнять важные установки.



Указание: если нажать на X (вверху справа в Assistent), происходит выход из Start-Assistent, и все заводские настройки сохраняются в качестве стандартных.

Чтобы конфигурировать устройство, нажмите, пожалуйста, клавишу «Далее».

Настройка доступа к интернету

...с помощью подключения к одной из уже имеющихся сетей.

Wi-Fi-Modus

LAN

Automatisch ✓

Statische IP

SSID Neuer Scan

Intenso-WLAN

Intenso-Guest

StoMa15-WiFi

Anderes Netzwerk...

Passwort

Weiter Überspringen

Имеется возможность выбора между 2 имеющимися опциями доступа к интернету. При стандартной установке предусмотрен проводной доступ (как видно на рисунке вверху).

A. Беспроводной доступ (WLAN):

Чтобы осуществить подключение к интернету, соедините M2M с другим WLAN маршрутизатором.

B. Проводной доступ (LAN):

Чтобы подключиться к другой сети, соедините M2M непосредственно с портом на обратной стороне маршрутизатора,

WLAN-доступ:

Internetzugriff

Wi-Fi-Modus

LAN

LAN Modus

PPPoE

Statische IP

Dynamische IP ✓

IP-Adresse

172.16.20.68

Subnetzmaske

255.255.0.0

Gateway

172.16.0.1

Pri DNS Server

172.16.0.14

Sek DNS Server

172.16.0.43

Weiter Überspringen

Имя сети (SSID): Задайте имя сети или щелкните на «Новое сканирование», чтобы в автоматическом режиме найти все имеющиеся сети.

Пароль: Пожалуйста, введите пароль для выбранной беспроводной сети.

IP адрес: При выборе «Автоматический режим» сеть представляет IP адрес автоматически.
- При выборе «Статический IP» нужно IP адрес сети, к которой необходимо подключиться, ввести самостоятельно.

Указание: щелкнув по X (вверху справа), можно покинуть опционное меню LAN.

Указание: если не удастся подключиться к другим сетям, свяжитесь с сетевым администратором!

Щелкните «Далее», чтобы продолжить конфигурирование Memory 2 Move Pro. Теперь нужно осуществить установки Wi-Fi и LAN.

LAN-доступ:

The screenshot shows the 'Wi-Fi & LAN' configuration page. The top bar is yellow with 'Zurück' on the left and 'Wi-Fi & LAN' in the center. A home icon is on the right. Below the bar, there's a section for Wi-Fi settings. A toggle switch for 'SSID verstecken' is set to 'off'. The SSID field contains 'Memory2MovePro-ED68'. The 'Wi-Fi-Modus' dropdown is set to '11b/g/n'. The 'Passwort' field contains 'intenso1'. The 'MAC-Adresse' field is highlighted in grey and contains '00:1C:C2:1D:ED:68'. The 'IP-Adresse' field contains '10.10.10.254'. The 'Subnetmaske' field contains '255.255.255.0'. The 'Region' dropdown is set to 'Germany'. The 'Kanal' dropdown is set to 'auto'. The 'Sicherheit' dropdown is set to 'Mixed WPA/WPA2-PSK'. At the bottom, there are two yellow buttons: 'Weiter' and 'Überspringen'.

В первоначальных установках выбирается «Динамический IP». Можно вручную задать IP адрес, щелкнув по желтой стрелке и выбрав опцию «Статический IP».

Настройки Wi-Fi и LAN

The screenshot shows the 'Wi-Fi & LAN' configuration page. The SSID is 'Memory2MovePro-ED68', the Wi-Fi mode is '11b/g/n', the password is 'Intenso1', the MAC address is '00:1C:C2:1D:ED:68', the IP address is '10.10.10.254', the subnet mask is '255.255.255.0', the region is 'Germany', the channel is 'auto', and the security is 'Mixed WPA/WPA2-PSK'. The 'SSID verstecken' checkbox is checked. At the bottom, there are 'Weiter' and 'Überspringen' buttons.

- **Имя сети:** пожалуйста, введите здесь имя сети. В первоначальных настройках здесь стоит всегда «Memory2Move-XXXX». Для имени сети может быть использовано максимум 32 символа.
- **Канал:** пожалуйста, введите здесь канал, на котором Wi-Fi устройство должно передавать и принимать сигнал. Первоначальная установка: «Авто». В этом случае канал определяется устройством автоматически. Но можно канал, на котором сигнал должен приниматься и передаваться, определить вручную. Для этого в распоряжении имеются каналы с 1 по 13.
- **Режим Wi-Fi:** предварительная установка беспроводной сети: 802.11/b/g/n. Здесь равным образом можно вручную установить режимы 11 Мбит/с (802.11b), 54 Мбит/с (802.11g) или 150 Мбит/с (802.11n).
- **Безопасность:** в состоянии поставки выбран смешанный тип WPA/WPA2-PSK. Есть выбор между следующими типами кодирования:
кодирование отсутствует, WPA-PSK, WPA2-PSK, смешанное кодирование WPA/WPA2-PSK.
- **Пароль:** в зависимости от выбранного типа кодирования, нужно ввести минимум 8 и максимум 63 символа.
- **IP адрес:** предварительная установка IP адреса: 10.10.10.254 с маской подсети 255.255.255.0, этот IP адрес можно изменить в ручном режиме.

Щелкните «Далее», чтобы установить пароль администратора. Если нажать на «Пропустить», установки нового пароля уничтожаются, и сохраняются предварительные.

Zurück Benutzerereinstellungen

admin

Passwort

Passwort bestätigen

Fortigstellen Überspringen

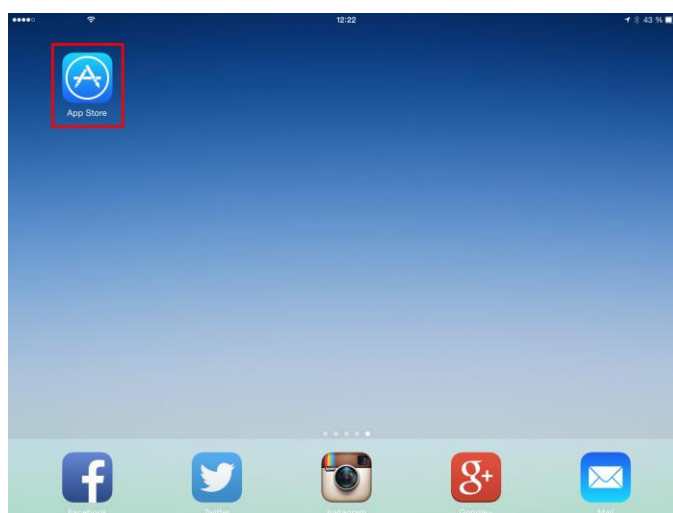
После окончания работы с Start-Assistent система перезапускается. Этот процесс длится 2 минуты. Его фактическое состояние можно отслеживать по соответствующему сообщению.

You have successfully configured your device and the system is rebooting. Please wait 2 minutes. Remaining 116 seconds ...
If you are unable to reconnect the device, please use the client tool to re-search.

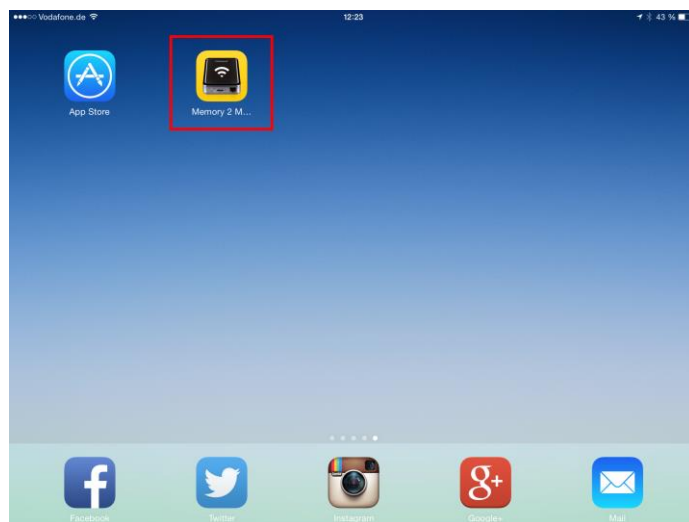
10. ИСПОЛЬЗОВАНИЕ МОБИЛЬНЫХ УСТРОЙСТВ

10.1 ИНСТАЛЛЯЦИЯ ПРИЛОЖЕНИЯ IOS MEMORY 2 MOVE PRO

1. Щелкните иконку App Store на основном окне, как показано на следующей картинке. Найдите бесплатную версию приложения «Memory 2 Move Pro» и следуйте указаниям по инсталляции на экране.

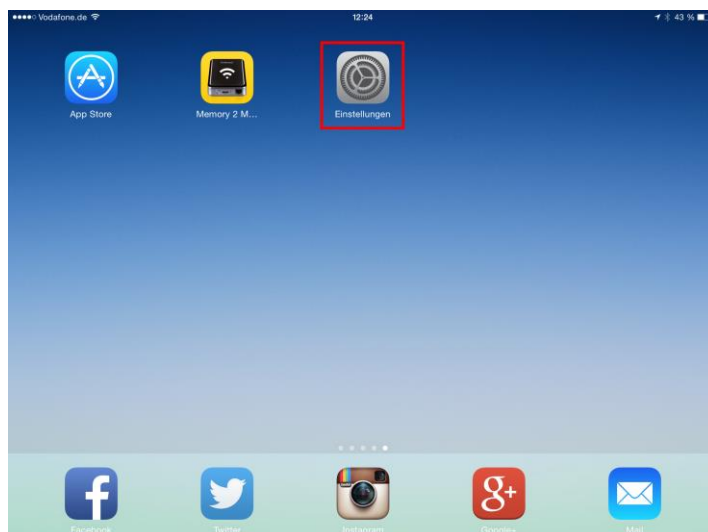


Как только инсталляция успешно завершена, приложение «Memory 2 Move Pro» нужно искать на основном экране устройства (см. следующий рисунок).



10.2 БЕСПРОВОДНОЕ СОЕДИНЕНИЕ С IPHONE/IPAD

1. Включите Memory 2 Move Pro. Подождите пару минут, пока инсталляция завершится. Это видно по синему Wi-Fi светодиоду, который после завершения инсталляции прекращает мигать.
2. Щелкните иконку «Настройки», как показано на следующем рисунке.



3. Щелкните на пункте меню «Wi-Fi». В списке имеющихся Wi-Fi сетей должна появиться сеть «Memory2Move-XXXX».
- Щелкните по этой сети, как показано на следующей картинке. Если во время выполнения шага 8.4 «Настройки Wi-Fi и Lan» был установлен пароль, введите его.



Как только выбирается «Memory2Move-XXXX», перед именем сети появляется птичка, а в левом верхнем углу устройства – Wi-Fi логотип.

10.3 ВХОД ПОЛЬЗОВАТЕЛЯ (IOS)

Чтобы начать работу, щелкните по логотипу «Memory 2 Move Pro», как показано на следующей картинке.



Введите пароль администратора, который был задан во время конфигурирования (заводская настройка: **00000**). Пароль нужен только при первом входе. Устройство запоминает этот ввод, так что при 2-ом входе больше вводить его не нужно.

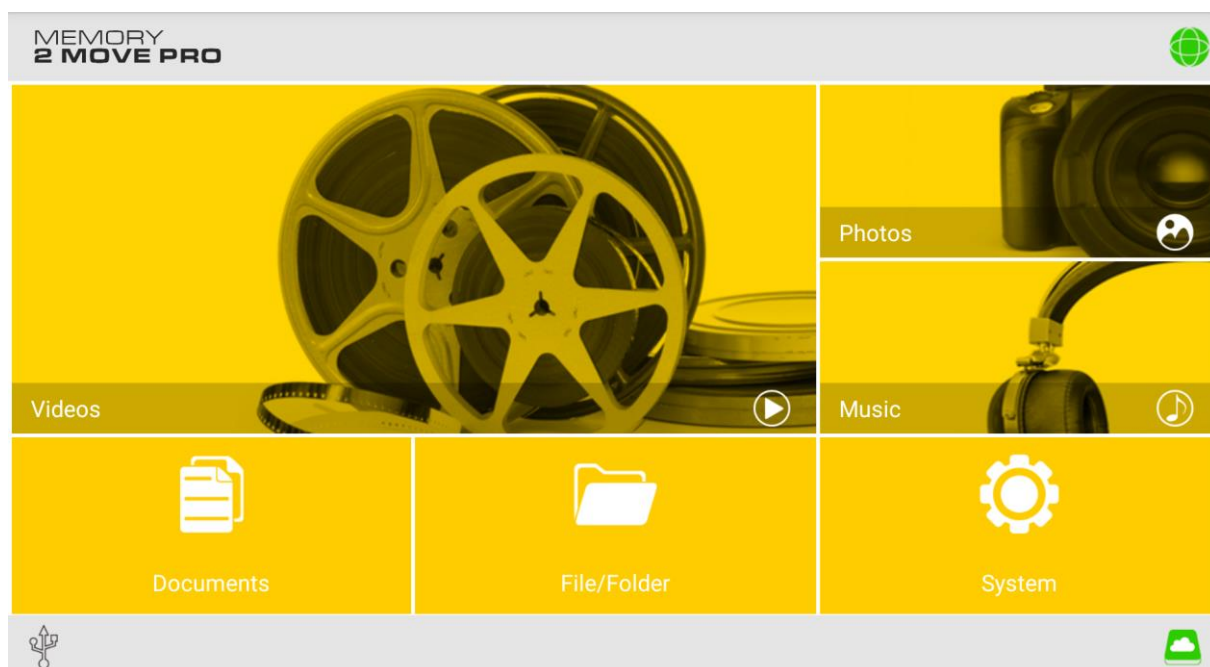
MEMORY 2 MOVE PRO

User Name

Password

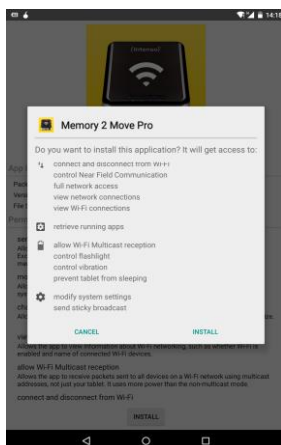
Remember password

Как только пароль правильно введен, автоматически выдается меню «Memory 2 Move Pro». Это прямой доступ к Wi-Fi жесткому диску.

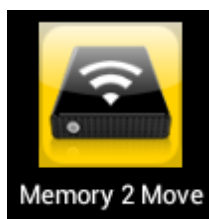


10.4 ИНСТАЛЛЯЦИЯ ПРИЛОЖЕНИЯ ANDROID MEMORY 2 MOVE PRO

1. Откройте «Google Playstore» или «App Center» и найдите бесплатную версию приложения «Memory 2 Move Pro».
2. Следуйте указаниями по инсталляции на экране, как показано на следующей картинке.



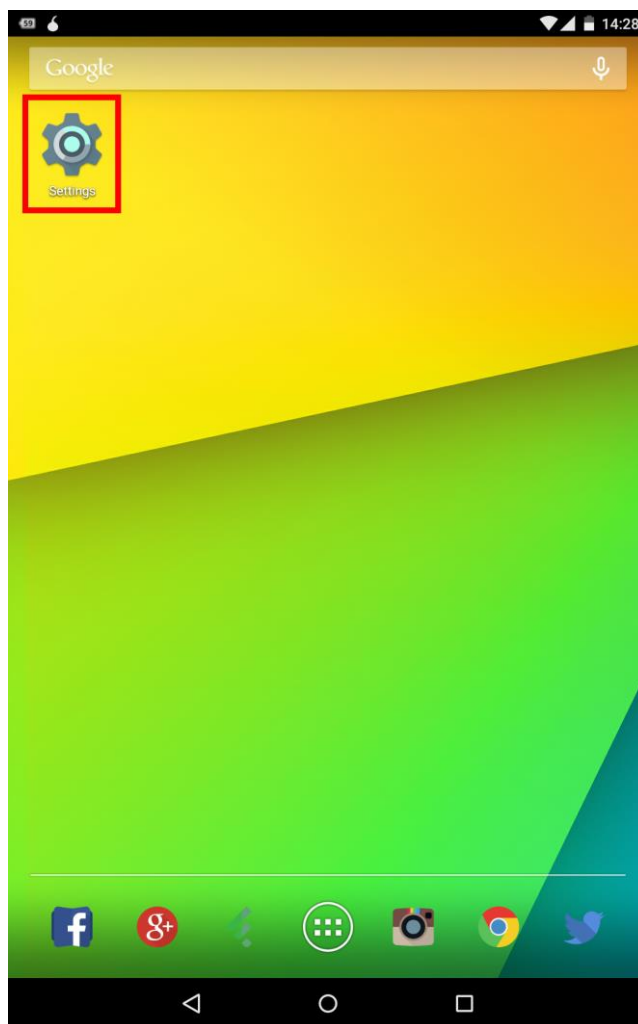
3. Как только инсталляция успешно завершена, приложение «Memory 2Move» нужно искать на основном экране устройства (см. следующий рисунок).



10.5 БЕСПРОВОДНОЕ СОЕДИНЕНИЕ С УСТРОЙСТВОМ НА ПЛАТФОРМЕ ANDROID

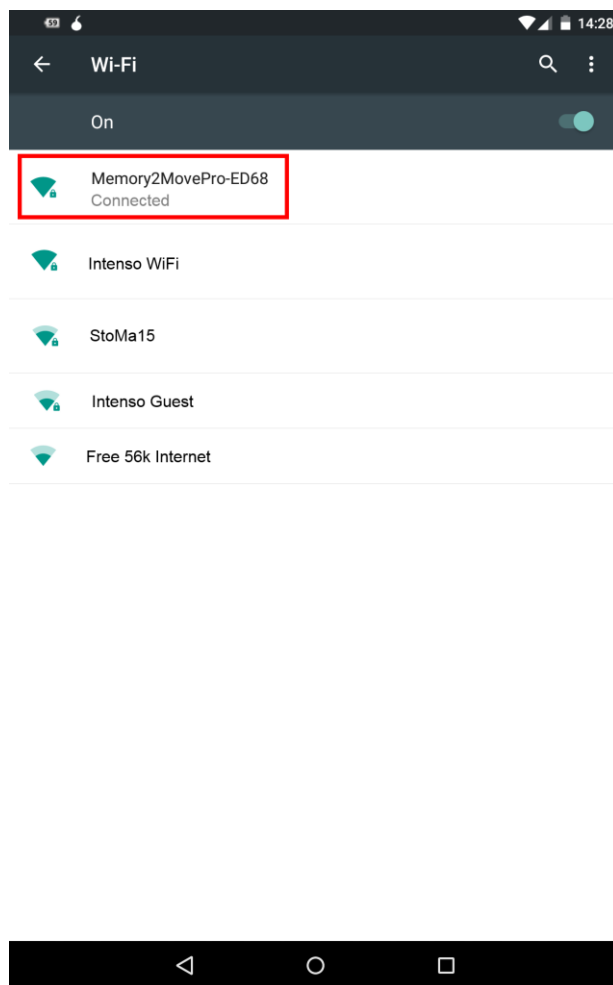
1. Включите Memory 2 Move Pro. Подождите пару минут, пока инсталляция завершится. Это видно по синему Wi-Fi светодиоду, который после завершения инсталляции прекращает мигать.

- Щелкните иконку «Настройки», как показано на следующей картинке.



- Включите функцию Wi-Fi, сдвинув «виртуальное окно» вправо.

В списке имеющихся Wi-Fi сетей должна появиться сеть «Memory2Move-XXXX». Щелкните по этой сети, как показано на следующей картинке. Если во время выполнения шага 8 «Настройки Wi-Fi и Lan» был установлен пароль, введите его.



4. Если устройство успешно соединено с Wi-Fi жестким диском, появляется сообщение «Подключено» под именем сети (SSID).

10.6 ВХОД ПОЛЬЗОВАТЕЛЯ (ANDROID)

1. Щелкните по логотипу приложения «Memory 2 Move Pro», чтобы запустить это приложение (см. следующую картинку).



2. Введите пароль администратора, который был задан во время конфигурирования (заводская настройка: **00000**). Пароль нужен только при первом входе. Устройство запоминает этот ввод, так что при 2-ом входе больше вводить его не нужно.

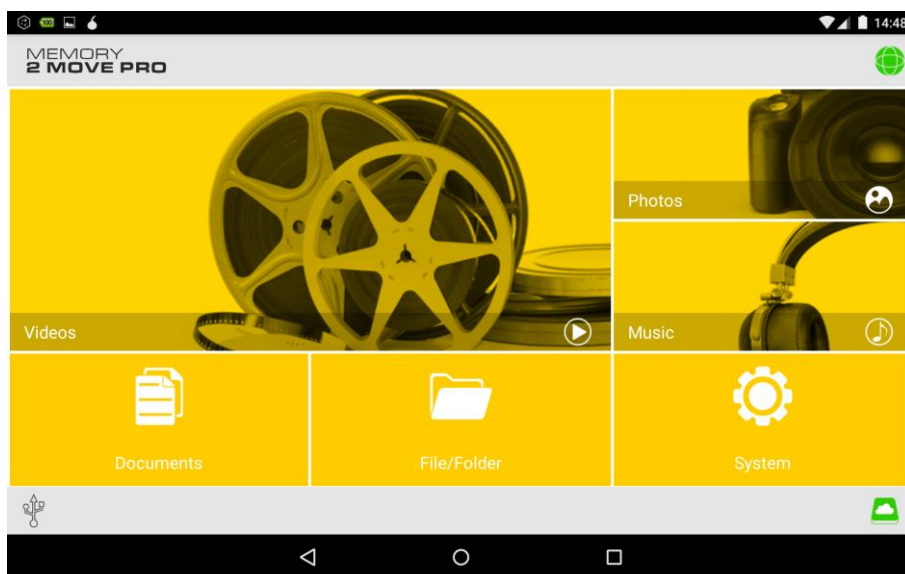
**MEMORY
2 MOVE PRO**

User Name

Password

Remember password

3. Как только пароль правильно введен, автоматически выдается меню «Memory 2 Move Pro». Это прямой доступ к Wi-Fi жесткому диску.



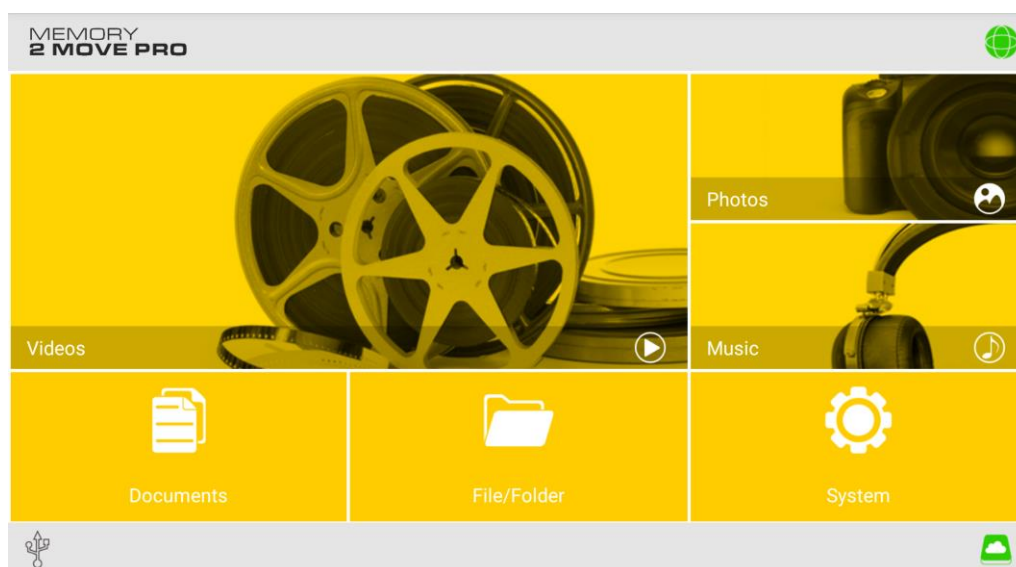
11. ОСНОВНЫЕ ФУНКЦИИ



11.1 ПРОГРАММНОЕ ОБЕСПЕЧЕНИЕ ДЛЯ УСТРОЙСТВА НА ПЛАТФОРМЕ IOS

Как только Memory 2 Move Pro успешно подключено, происходит автоматический переход к меню «Memory 2 Move Pro». Это прямой доступ к Wi-Fi жесткому диску. Меню «Мое устройство» – это доступ к устройству, которое сейчас используется для соединения с Memory 2 Move Pro.

В меню можно выбрать следующие пункты:

Главное меню «Мое устройство» – Для систематизации файлов здесь имеются стандартные папки «Документы», «Музыка», «Фото», «Видео» и «iPad»/«iPhone».



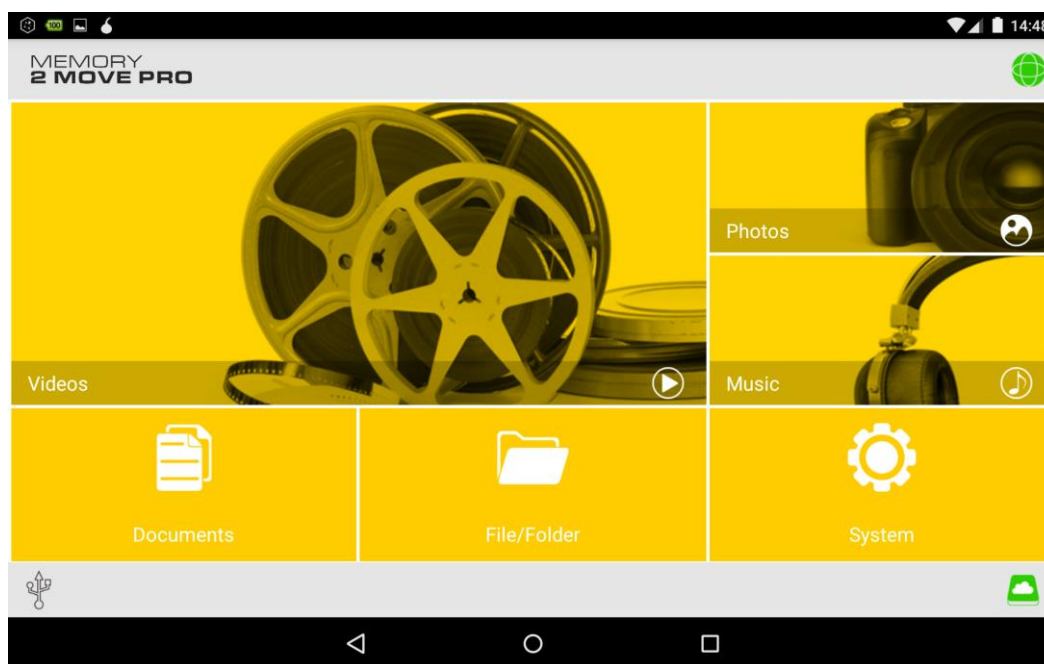
	При установке соединения с интернетом символ Интернета отображается зелёным цветом.
	При установке соединения с устройством символ Wi-Fi HDD отображается зелёным цветом.



11.2 ПРОГРАММНОЕ ОБЕСПЕЧЕНИЕ ДЛЯ ANDROID УСТРОЙСТВА

Как только Memory 2 Move Pro успешно подключено, происходит автоматический переход к меню «Memory 2 Move Pro», это и есть прямой доступ к Wi-Fi жесткому диску. Меню «Мое устройство» – это доступ к устройству, которое сейчас используется для соединения с Memory 2 Move Pro.

В меню можно выбрать следующие подпункты:

Главное меню «Мое устройство» – Для систематизации файлов здесь имеются стандартные папки «Документы», «Музыка», «Фото», «Видео» и «SD карта».

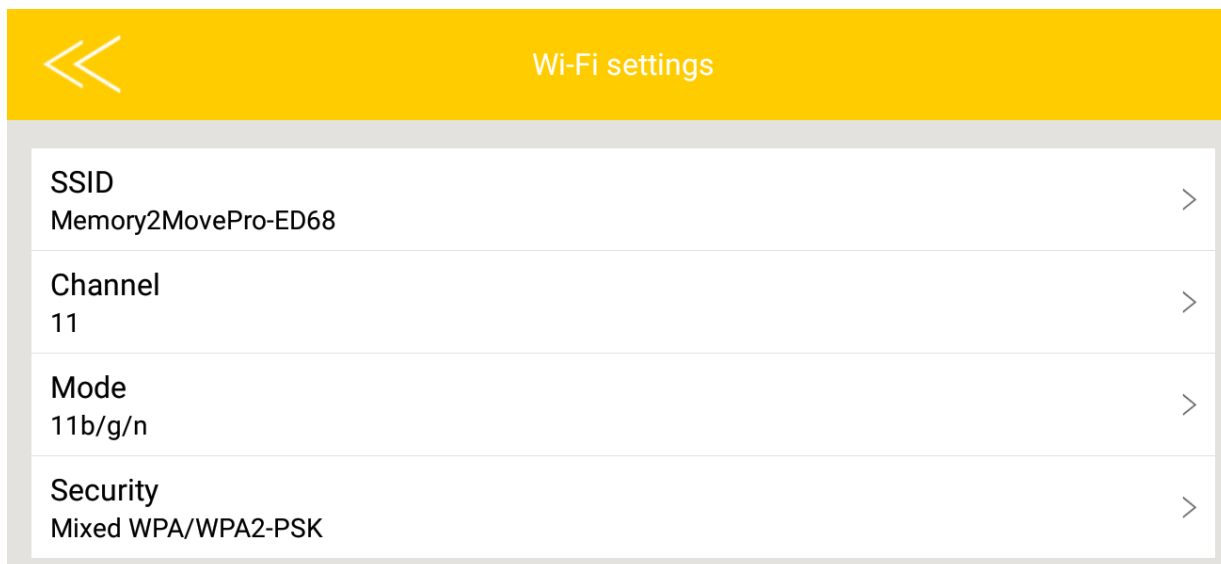


	При установке соединения с интернетом символ интернета отображается зелёным цветом.
	При установке соединения с устройством символ Wi-Fi HDD отображается зелёным цветом.

11.3 НАСТРОЙКИ WI-FI (IOS И ANDROID)

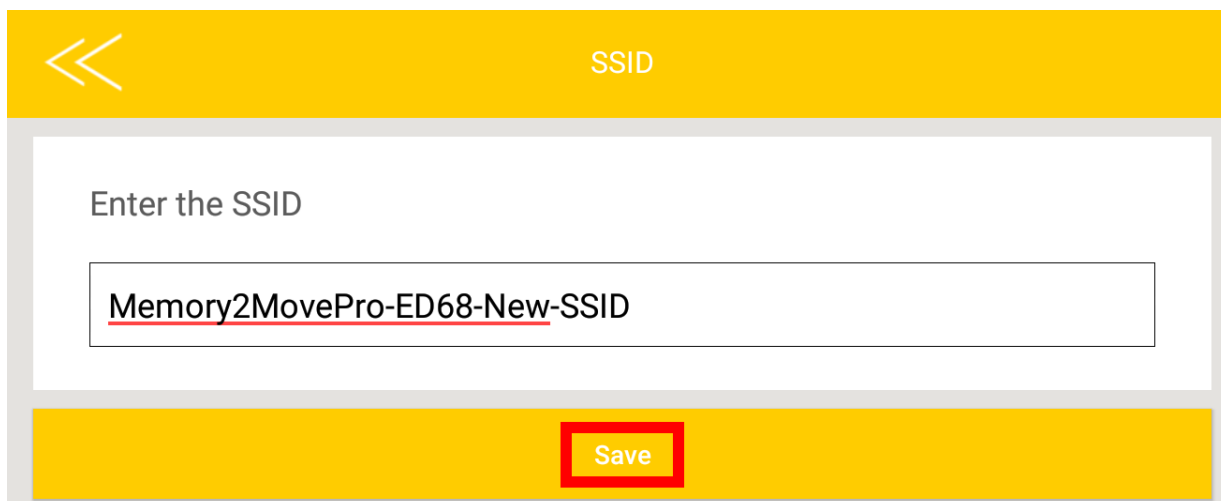
11.3.1 ИНТЕРФЕЙС НАСТРОЕК WI-FI

Щелкните по , чтобы изменить настройки Wi-Fi. Эта возможность появляется только тогда, если перейти к «Мое Wi-Fi устройство».



11.3.2 ИЗМЕНЕНИЕ ИМЕНИ УСТРОЙСТВА

Щелкните по клавише >, чтобы изменить имя.



После того, как введено новое имя, вверху справа появляется клавиша «Ввод»/«Set», по которой нужно щелкнуть, чтобы изменения сохранились.

11.3.3 БЕЗОПАСНОСТЬ

При Wi-Fi HDD настройках появляются опции безопасности. Wi-Fi жесткий диск поддерживает следующие форматы безопасности: WPA-PSK, WPA2-PSK, смешанный WPA/WPA2-PSK. Если необходимо добавить новый код безопасности, последует запрос о пароле.

После этого нужно вверху справа выбрать клавишу «Set» или «Ввод», чтобы изменение пароля сохранить.

Security

None

WPA-PSK

WPA2-PSK

Mixed WPA/WPA2-PSK ✓

Enter the password

.....

Show password

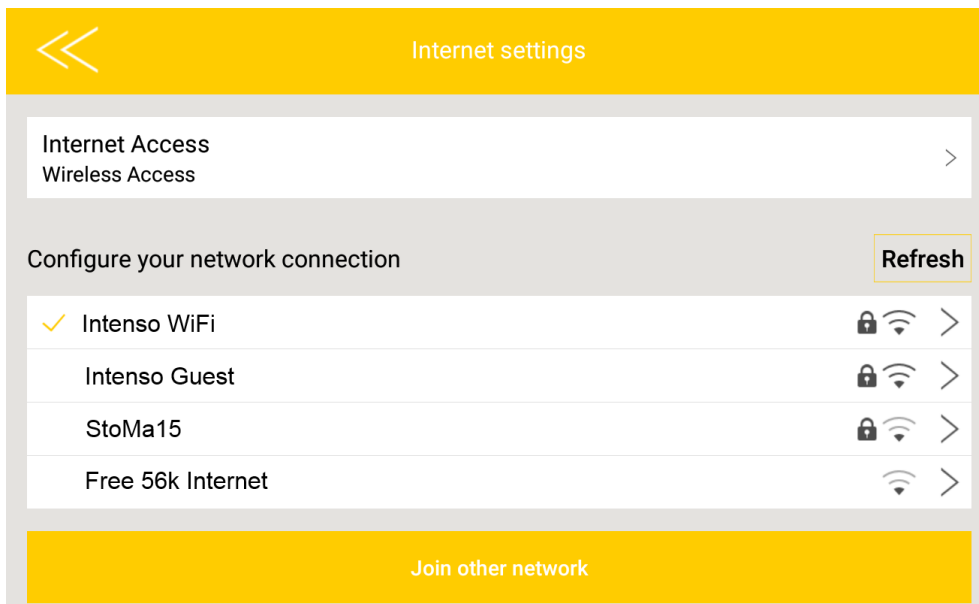
Password must be any combination of letters and numbers, length is 8-63 characters.

Save

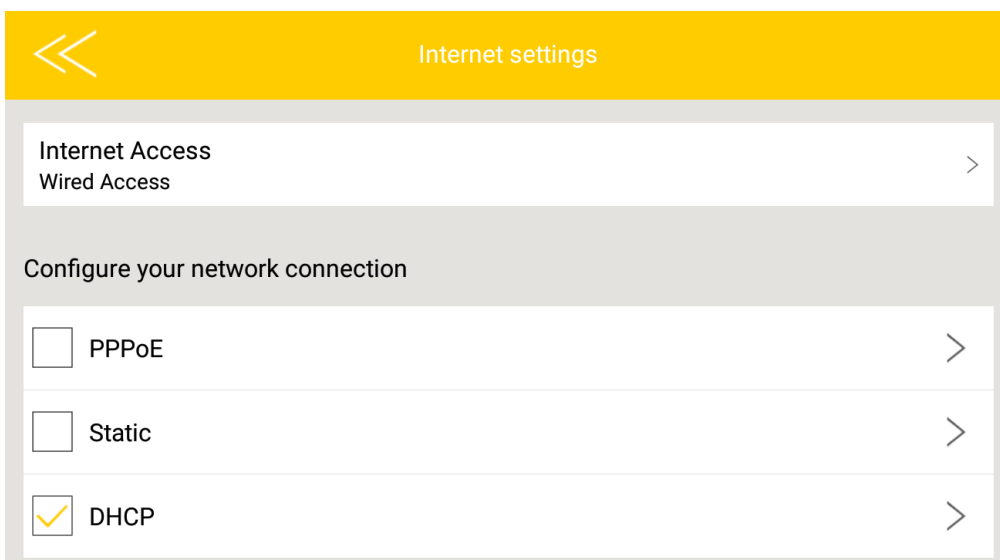
11.3.4 ДОСТУПЫ К ИНТЕРНЕТУ

При настройках интернета появляется сообщение о наличии вариантов доступа к интернету. Можно выбирать между проводным и беспроводным доступом.

Информация о беспроводном интернете при установке настроек интернета появляется в середине показанного ниже экрана:



Если выбрать беспроводной вариант, то нужно создать конфигурацию сети, выбор которой был сделан.

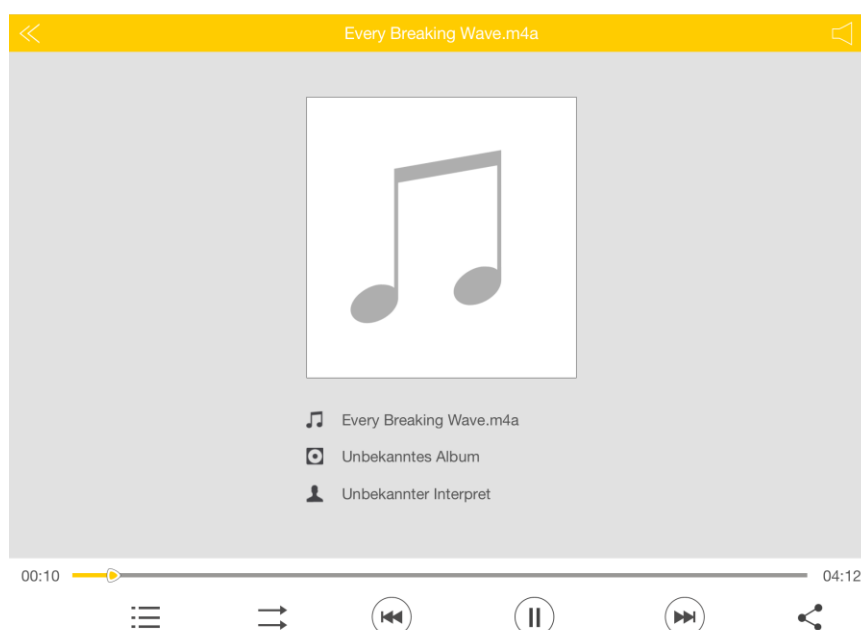


11.4 ПРОИГРЫВАНИЕ МУЗЫКИ И АУДИОФАЙЛОВ (IOS/ANDROID)

Совет: Рекомендуется создать одну или несколько папок для всех музыкальных и аудиофайлов. Это облегчит их использование и систематизацию на WiFi жестком диске.

Музыкальные и аудиофайлы могут воспроизводиться независимо от текущего меню и адреса памяти («Memory 2 Move Pro» или «Мое устройство»).

Для этого нужно лишь найти файл. При щелчке по желаемому файлу он воспроизводится автоматически.



Указание: Дополнительную информацию относительно поддерживаемого формата файлов можно получить из руководства по эксплуатации соответствующего устройства на платформе iOS.






⏮ - Щелкните по этой клавише, чтобы заново начать воспроизведение аудиофайла, который играет в настоящее время. Для воспроизведения предыдущего аудиофайла щелкните дважды.

⏭ - Щелкните по этой клавише, чтобы перейти к следующему аудиофайлу.

▶ - Щелкните по этой клавише, чтобы начать воспроизведение аудиофайла.

Щелкните по клавише «Пауза» ⏸, чтобы сделать паузу/остановить воспроизведение.

Есть 4 режимов воспроизведения:

- a.  - Повторение данного файла: Воспроизводимый в настоящее время файл повторяется. Можно сделать паузу, нажав  .
- b.  - Произвольный порядок воспроизведение всех аудиофайлов, которые находятся в данной папке.
- c.  - Воспроизведение текущей папки: музыка или аудиофайлы будут воспроизведены один раз, без повторений.
- d.  - Повторение папки: все аудиофайлы в папке проигрываются по порядку и потом повторяются.

Указание: удерживайте метку индикатора выполнения задания нажатой и сдвигайте ее вправо или влево, чтобы прокрутить аудиофайл вперед или назад.

Совет: графический интерфейс музыкального плеера можно закрыть в любое время. Воспроизведение аудиофайла продолжается при экранной заставке.















11.5 ПРОИГРЫВАНИЕ ФИЛЬМОВ/ВИДЕО



11.5.1 IOS

Совет: рекомендуется создать одну или несколько папок для всех фильмов и видеофайлов. Это облегчит их использование и систематизацию на Wi-Fi жестком диске.

Фильмы и видеофайлы могут воспроизводиться независимо от текущего меню и адреса памяти («Memory 2 Move Pro» или «Мое устройство»).





Для этого нужно лишь найти файл. При щелчке по желаемому файлу он воспроизводится автоматически.

Videos			
All Files	Top 25		My Favorites
	1984.mov 10.1MB	2015/08/07 11:30:18	
	Change.mov 11.5MB	2015/08/07 11:30:24	
	dja.mov 10.1MB	2015/08/07 11:30:34	
	HDD-Test.mov 10.4MB	2015/08/07 11:30:12	
	Intenso_Testsieger.MOV 12.3MB	2015/08/07 11:30:03	
	Preis-Leistung-Sieger_Intenso.mov 10.4MB	2015/08/07 11:30:08	
	Quality-First.mov 9.9MB	2015/08/07 11:30:40	

 M2M Pro  iPad

Указание: дополнительную информацию относительно поддерживаемого формата файлов можно получить из руководства по эксплуатации соответствующего устройства на платформе iOS.

В стандартном варианте воспроизведение видео осуществляется в горизонтальном формате. Есть следующие варианты выбора:

1.  - Удерживайте эту клавишу нажатой, чтобы в процессе воспроизведения прокрутить видеофайл назад.
2.  - Удерживайте эту клавишу нажатой, чтобы в процессе воспроизведения прокрутить видеофайл вперед.
3.  - Щелкните по этой клавише, чтобы начать/продолжить воспроизведение видеофайла.
4.  - Щелкните по этой клавише, чтобы остановить воспроизведение видеофайла.

11.5.2 ANDROID

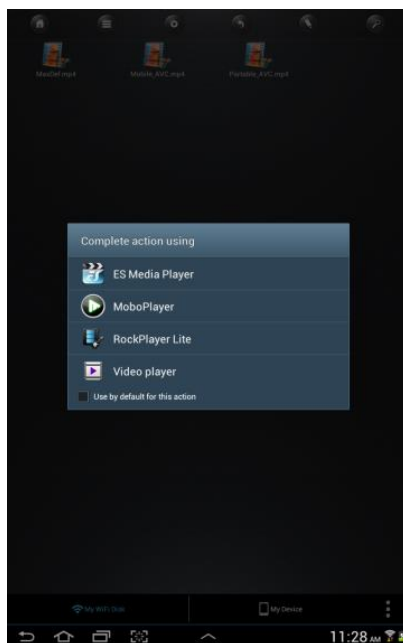
Совет: Рекомендуется создать одну или несколько папок для всех фильмов и видеофайлов. Это облегчит их использование и систематизацию на Wi-Fi жестком диске.

Фильмы и видеофайлы могут воспроизводиться независимо от текущего меню и адреса памяти («Memory 2 Move Pro» или «Мое устройство»).

Для этого нужно лишь найти файл. При щелчке по желаемому файлу он воспроизводится автоматически.

Указание: управление вариантами установок при воспроизведении видео варьируются в зависимости от видеоплеера, установленного на данном Android устройстве.

Пожалуйста, для получения информации относительно работы с соответствующим видеоплеером обратитесь с руководством по его использованию.



11.6 ВОСПРОИЗВЕДЕНИЕ ГРАФИЧЕСКИХ ФАЙЛОВ

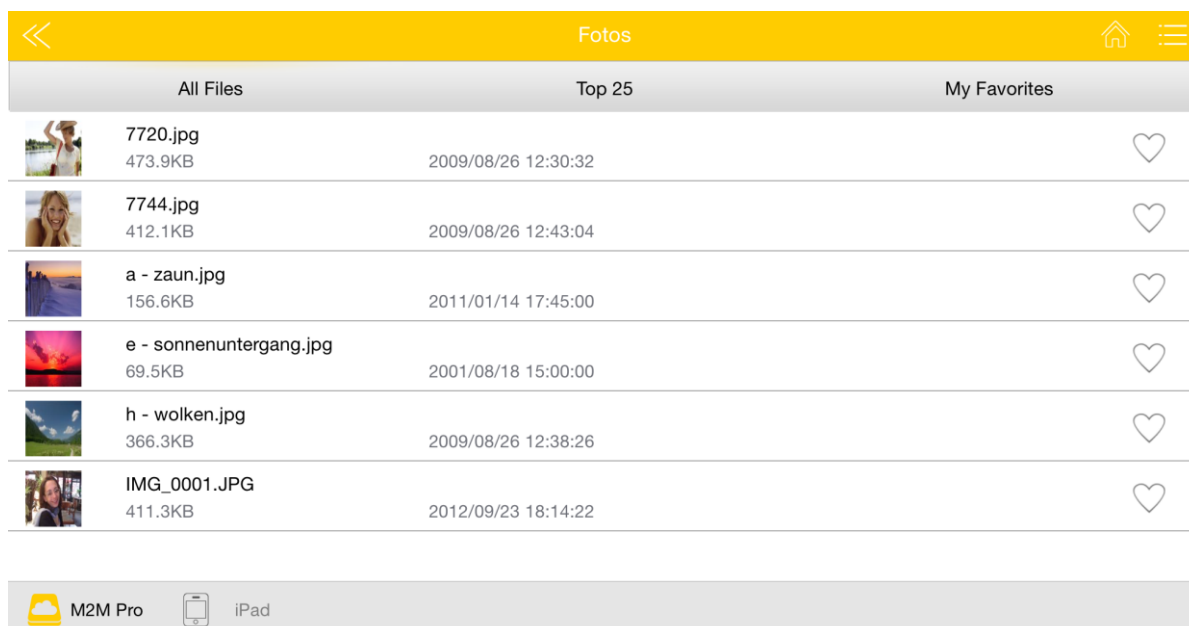
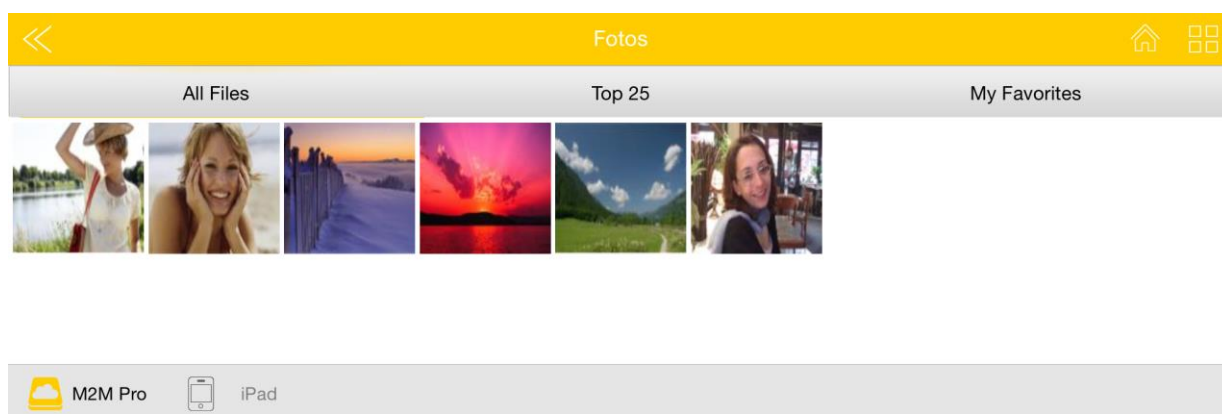
11.6.1 IOS

Совет: рекомендуется создать одну или несколько папок для всех графических файлов на Memory 2 Move Pro. Это облегчит их использование и систематизацию на Wi-Fi жестком диске.

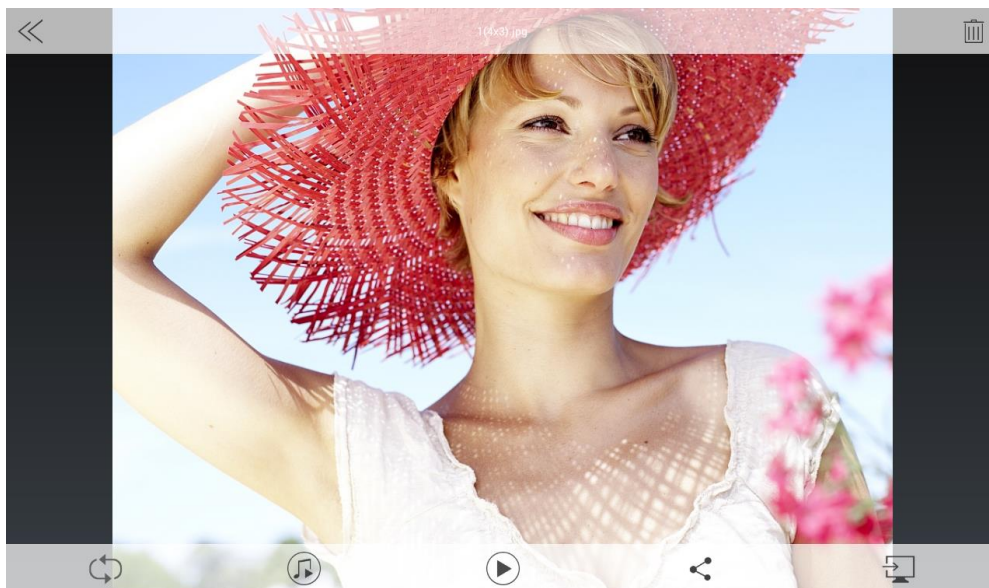
Указание: Wi-Fi жесткий диск поддерживает воспроизведение графических файлов в следующих форматах: .jpg, .tiff, .gif und .bmp

Такие графические файлы в поддерживаемых форматах могут представляться или в виде миниатюр, или в виде списка, как показано на следующих экранах.

Все рисунки в не поддерживаемых форматах представляются в виде шаблонных миниатюр или иконок.






Кликните по любому графическому файлу, чтобы открыть автоматический режим слайд-шоу. Не обращая непосредственно к списку в меню, щелкните второй раз по картинке, чтобы она открылась (см. вверху на показанной ниже картинке).



В режиме слайд-шоу имеются на выбор следующие функции:

проведите пальцем по экрану справа налево или слева направо, управляя изображением слайд-шоу вручную, или щелкните по клавише воспроизведения

▶, чтобы включить автоматический просмотр слайд-шоу.

- Щелкните по клавише «Пауза» , чтобы остановить слайд-шоу. При повторном нажатии клавиши «Пауза» просмотр слайд-шоу продолжится.
- Щелкните по клавише , чтобы запустить автоматический просмотр графических файлов один раз или повторить просмотр всех файлов в папке.
- Щелкните по клавише , чтобы вернуться на предыдущий экран.

Во время автоматического воспроизведения слайд-шоу можно включить музыку на

фоне. Для этого щелкните по клавише .

Чтобы остановить воспроизведение музыки на фоне, щелкните по клавише .

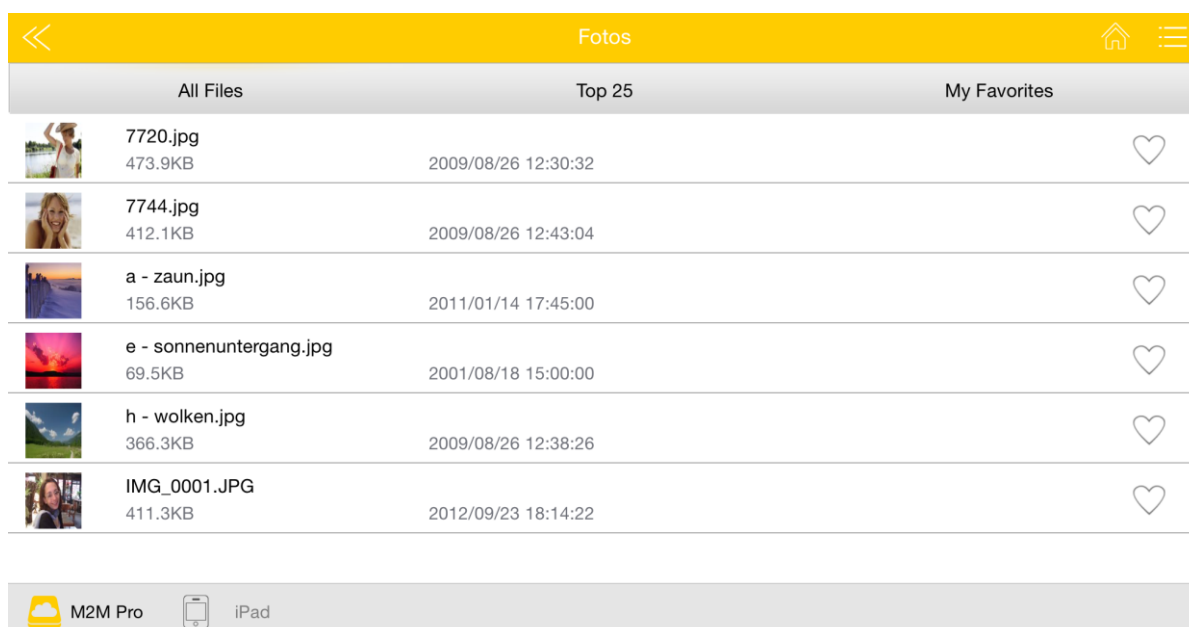
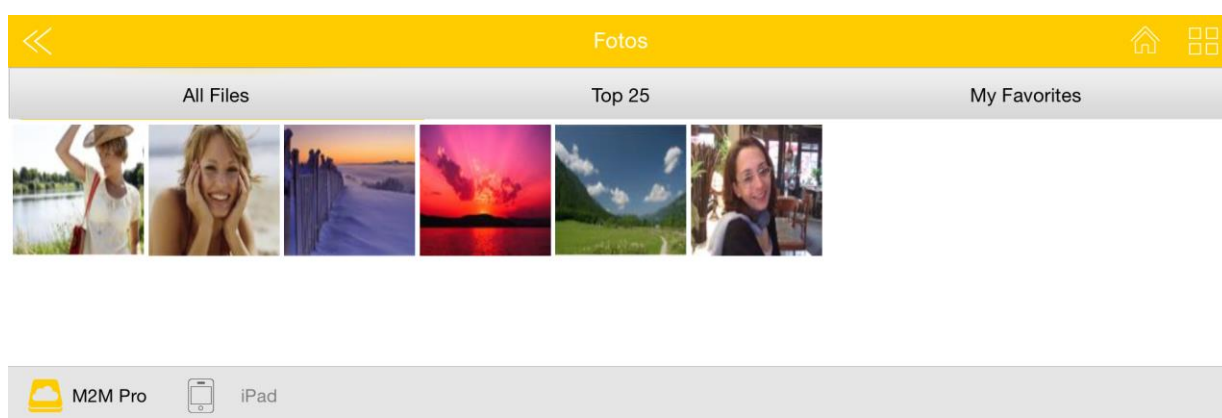
11.6.2 ANDROID

Совет: рекомендуется создать одну или несколько папок для всех графических файлов. Это облегчит их использование и систематизацию на Wi-Fi жестком диске.

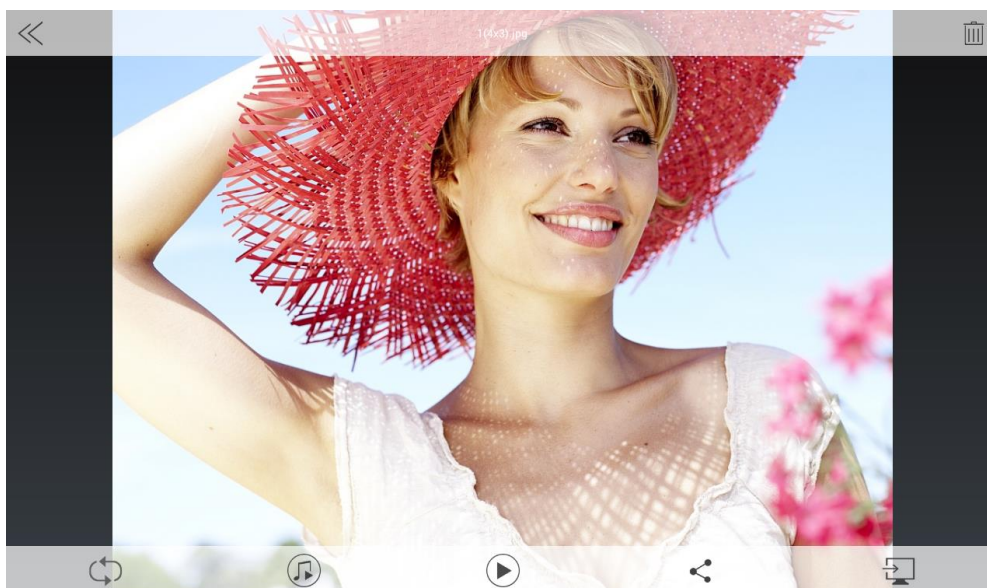
Указание: Wi-Fi жесткий диск поддерживает воспроизведение графических файлов в следующих форматах: .jpg, .tiff, .gif und .bmp

Такие графические файлы в поддерживаемых форматах могут представляться или в виде миниатюр, или в виде списка, как показано на следующих экранах.

Все рисунки в не поддерживаемых форматах представляются в виде шаблонных миниатюр или иконок.






Кликните по любому графическому файлу, чтобы открыть автоматический режим слайд-шоу. Не обращая непосредственно к списку в меню, щелкните второй раз по картинке, чтобы она открылась (см. вверху справа на показанной ниже картинке).



В режиме слайд-шоу имеются на выбор следующие функции:

проведите пальцем по экрану справа налево или слева направо, управляя изображением слайд-шоу вручную, или щелкните по клавише воспроизведения

▶ , чтобы включить автоматический просмотр слайд-шоу.

- Щелкните по клавише «Пауза»  , чтобы остановить слайд-шоу. При повторном нажатии клавиши «Пауза» просмотр слайд-шоу продолжится.
- Щелкните по клавише  , чтобы запустить автоматический просмотр графических файлов один раз или повторить просмотр всех файлов в папке.
- Щелкните по клавише  , чтобы вернуться на предыдущий экран.

Во время автоматического воспроизведения слайд-шоу можно включить музыку на

фоне. Для этого щелкните по клавише  . Чтобы остановить воспроизведение

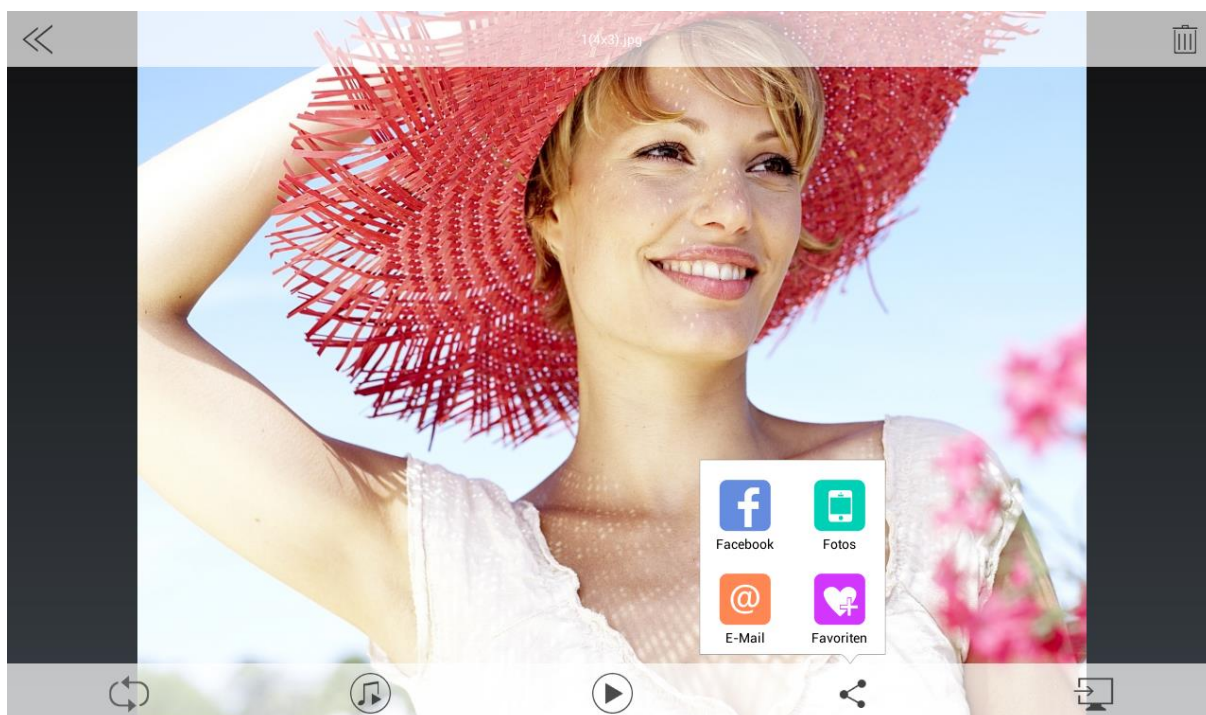
музыки на фоне, щелкните по клавише  .


11.7 ПЕРЕДАЧА ГРАФИЧЕСКИХ ФАЙЛОВ

11.7.1 IOS

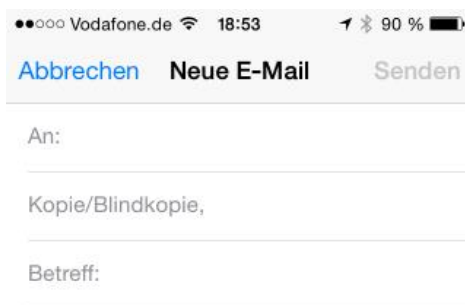
Существует возможность передавать графические файлы родственникам и друзьям, например, по электронной почте, путем сохранения в памяти фотоальбома используемого устройства или выгрузкой на Facebook.

Указание: для передачи графических файлов по электронной почте или через социальные медиасети требуется соединение с интернетом.



- Щелкните по  в верхнем правом углу экрана, чтобы появились три варианта передачи графических файлов. Щелкните по клавише «Назад», чтобы вернуться к предыдущему меню.

- 1) «Email» (Электронная почта) – щелкните здесь, чтобы запустить стандартное программное приложение для электронной почты и выберите в качестве приложения к сообщению желаемый графический файл.

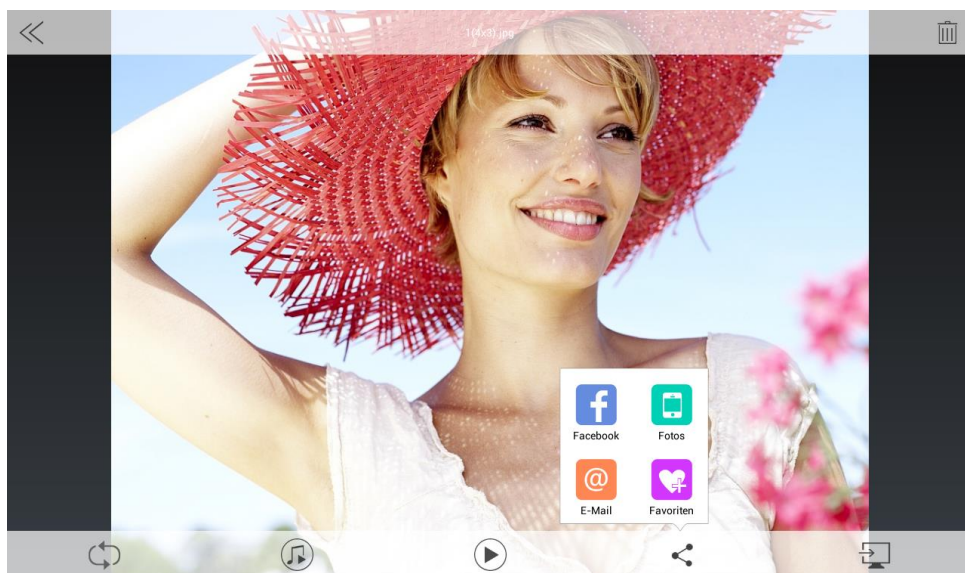



- 2) «Добавить в альбом»: щелкните по этой опции, чтобы добавить выбранный файл в фотоальбом используемого устройства.
- 3) «Опубликовать на Facebook»: щелкните по этой опции и произойдет автоматический вход на Facebook. Для этого на устройстве должно быть установлено программное приложение Facebook. Требуется также наличие аккаунта на Facebook.

11.7.2 ANDROID

Разные возможности передачи графических файлов зависят от разных программных приложений, которые установлены на устройстве.

Указание: для передачи графических файлов по электронной почте или через социальные медиасети требуется соединение с интернетом.

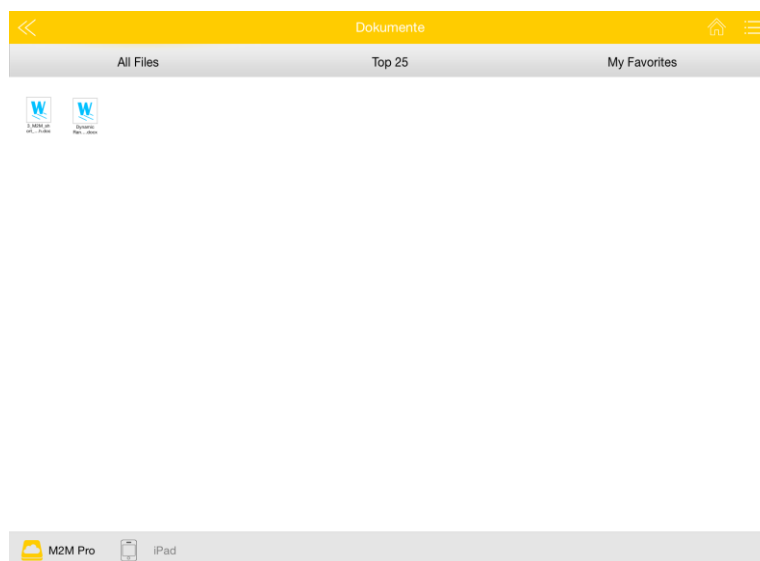


Выбрать символ  в правом верхнем углу экрана, чтобы вывести разные возможности передачи графических файлов. Щелкните по клавише «Назад», чтобы вернуться в предыдущее меню. Щелкните

11.8 ОТКРЫТИЕ/ПРОСМОТР ДОКУМЕНТОВ



11.8.1 IOS

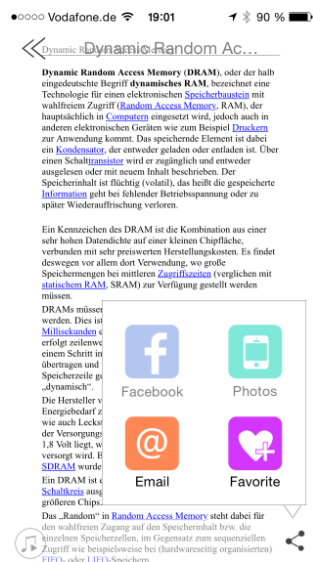
Программное приложение «Memory 2 Move Pro» поддерживает программные и цифровые файлы, файлы подкачки, Excel-, PowerPoint- и Word-файлы, а также файлы с расширением .pdf und .txt.



Чтобы эти файлы открыть и просмотреть, просто щелкните по желаемому файлу.

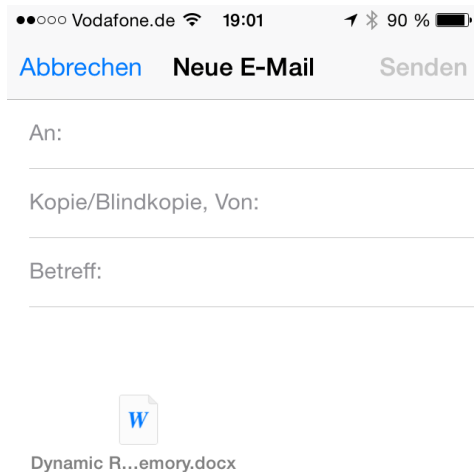
Поддерживаемые форматы открываются автоматически. Щелкните по клавише

«Назад» , чтобы вернуться в предыдущее меню или щелкните по клавише , чтобы переслать графический файл по электронной почте, как показано на следующей картинке.



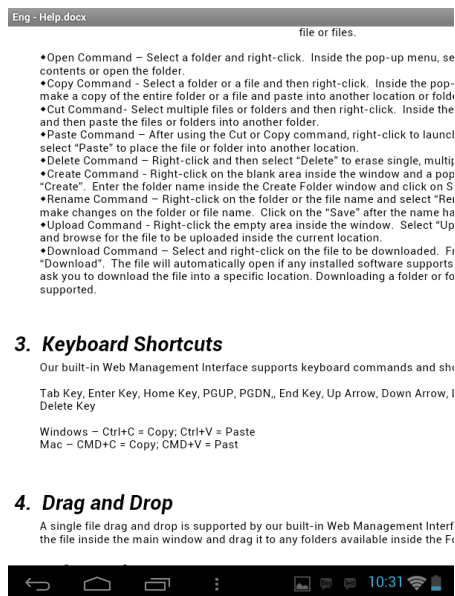
Указание: для отправки по электронной почте необходима связь с интернетом.

Щелкните по клавише «Email». Стандартное программное приложение электронной почты запускается автоматически, и выбранный документ может передаваться в качестве приложения к сообщению.



11.8.2 ANDROID


Чтобы открыть документы на Android устройстве, просто прикоснитесь к выбранному файлу. Он автоматически открывается с помощью стандартной программы или установленного пользователем программного приложения (см. следующую картинку).

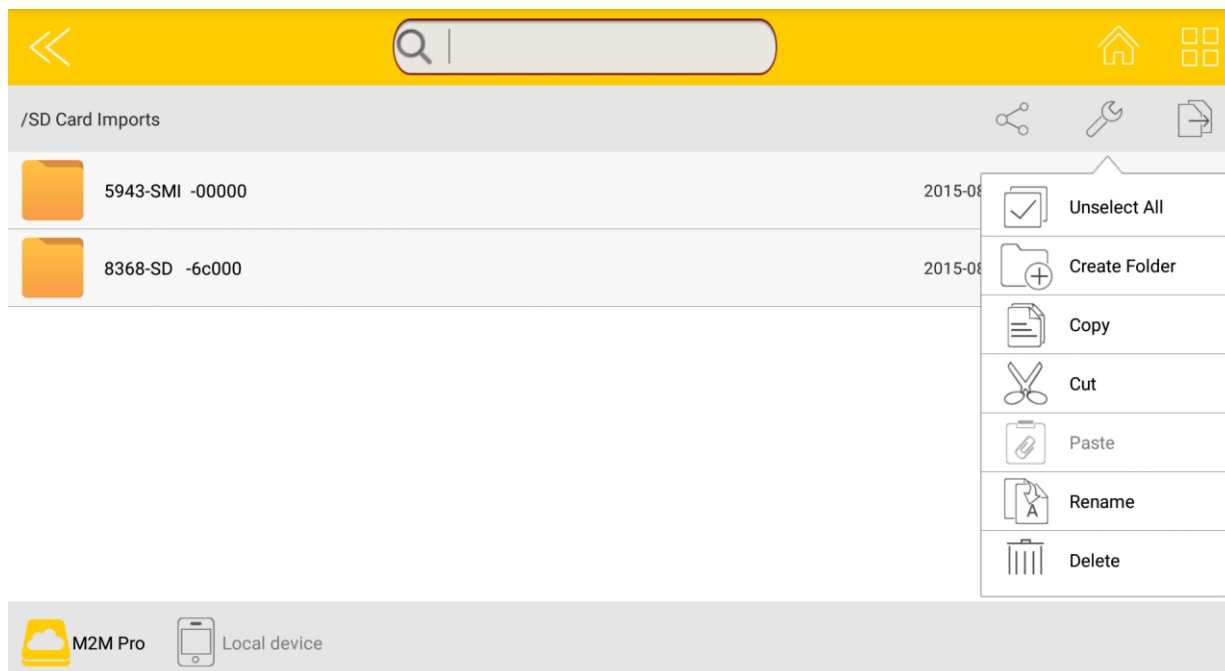


Чтобы отправить картинку в качестве приложения к сообщению, ознакомьтесь с руководством по применению программы, с помощью которой открывается файл.



Указание: для отправки по электронной почте необходима связь с интернетом.

11.9 COPY, DELETE, DOWNLOAD, UPLOAD FUNCTIONS (IOS AND ANDROID)

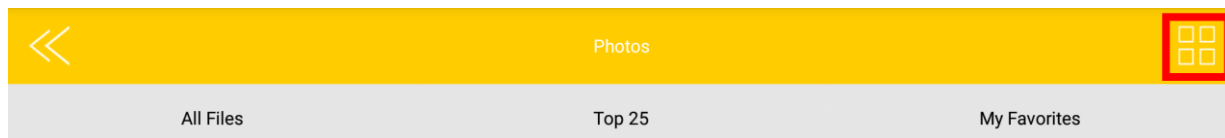
Выделите файлы, щелкая на иконке требуемого файла так, чтобы появилась красная отметка, после чего откройте меню проводника, коснувшись клавиши .



В открывшемся меню пользователю доступны следующие варианты: Выделить всё (Select All), Создать папку (Create Folder), Копировать (Copy), Вырезать (Cut), Вставить (Paste), Переименовать (Rename) и Удалить (Delete).

Коснувшись кнопки , Вы можете включить функцию совместного использования файлов. Коснувшись кнопки , Вы узнаете текущий статус передачи файлов.

11.10 ПАРАМЕТРЫ СОРТИРОВКИ – ФОРМАТ ОТОБРАЖЕНИЯ:



1) сортировка по времени:

- a) начиная с последнего введённого элемента
- b) начиная с первого введённого элемента

2) сортировка по имени:

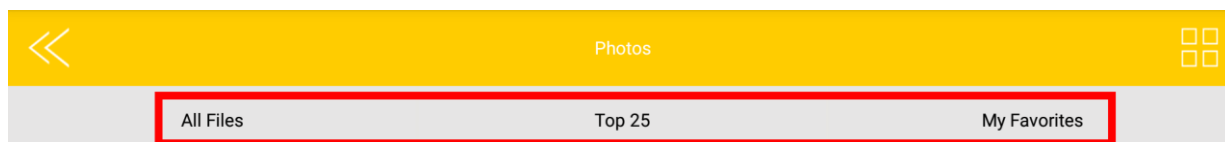
- a) начиная с буквы «а»
- b) начиная с буквы «z»

3) сортировка по формату файла:

- a) начиная с буквы «а»
- b) начиная с буквы «z»

Имеющиеся файлы могут отображаться в виде списка или в виде миниатюрных рисунков.

11.11 ВАРИАНТЫ ВЫБОРА ФАЙЛОВ:



1.) Все файлы: отображение всех имеющихся файлов

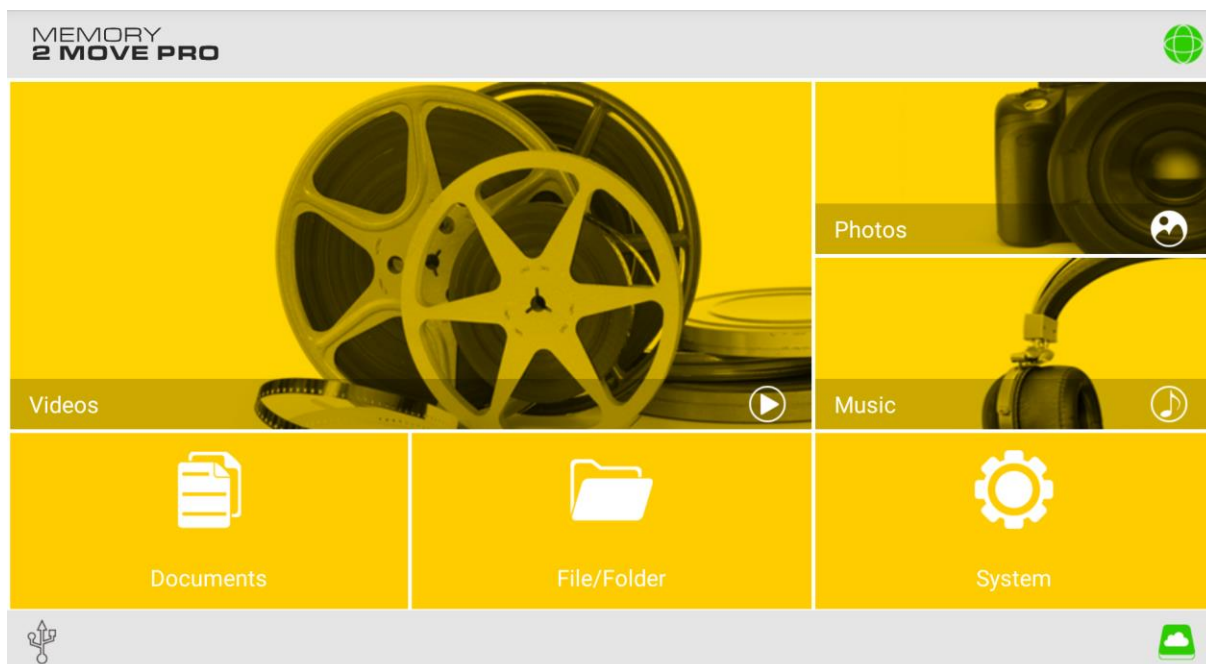
2.) Топ 25: отображение 25 наиболее часто выбираемых файлов.

3.) Избранное: при выборе красного сердечка рядом с именем файла отдельные файлы можно включить в список избранного.

12. ФУНКЦИИ ВЕБ-УПРАВЛЕНИЯ

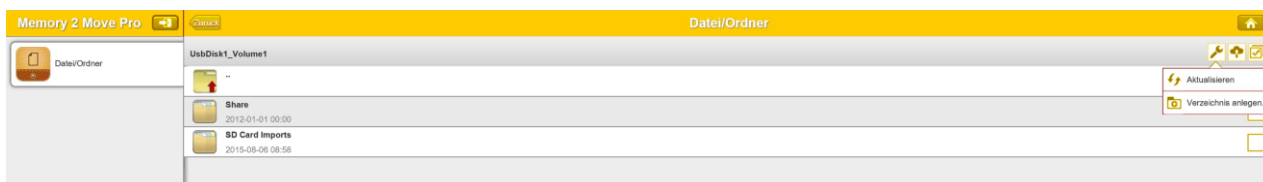
Чтобы создать конфигурацию WiFi-устройства, используйте, пожалуйста, ПО «WiFi Finder», чтобы соединиться с Memory 2 Move Pro. Можно открыть веб-браузер альтернативным способом и ввести в адресную строку IP адрес 10.10.10.254, поскольку предварительно заданная заводская установка не меняется.









Внешний вид главного меню:



12.1 ФУНКЦИЯ EXPLORER

Через этот интерфейс администрирования можно копировать данные на Memory 2 Move Pro, а также копировать файлы с Memory 2 Move Pro на ПК пользователя. Кроме этого, можно запускать, копировать, переименовывать или удалять каталоги совершенно так же, как это делают на обычном компьютере.



 Refresh	«Обновить» – щелкните по этой клавише, чтобы обновить изображение на экране.
	«Выгрузить» – щелкните по этой клавише, чтобы выгрузить файлы на устройство.
 Create Folder	«Создать» – для создания каталога на Memory 2 Move Pro. Имя каталога может содержать максимум 26 символов.
 Copy	«Копировать» – для копирования файлов в другие папки.
 Cut	«Открыть/загрузить» – щелкните по этой клавише, чтобы открывать файлы или копировать их на ПК. Если на ПК запускается инсталляция совместимого ПО, автоматически включается звуковое сопровождение. В противном случае идет запрос, действительно ли файл нужно загрузить. Каталоги загружаться не могут. Для загрузки нужно выбирать минимум один файл.
	Выделить все файлы сразу
 Delete	«Удалить» – для удаления файлов из устройства.
 Rename	«Переименовать» - для изменения имен файлов.

12.2 ИНФОРМАЦИЯ

Здесь показывается информация о ПО, статусе сети и адресе памяти.

12.2.1 ИНФОРМАЦИЯ ОБ УСТРОЙСТВЕ

Здесь показывается такая информация, как серийный номер, изготовитель, номер модели и загруженность процессора.

12.2.2 ИНФОРМАЦИЯ О ПАМЯТИ

Здесь представляется информация о встроенном локальном диске, например, о его общей вместимости, а также об изготовителе жесткого диска и имеющихся адресах памяти.

12.2.3 ИНФОРМАЦИЯ О СЕТЯХ

Показывается подробная информация о текущем статусе сети, как например, адрес сети, о статусе интернета или имени Wi-Fi сети (SSID) в данный момент.

12.3 УСТАНОВКИ

12.3.1 ПОЛЬЗОВАТЕЛЬ

Щелкните в меню установок по ссылке, чтобы изменить установки администратора. Пароль должен содержать минимум 5 и максимум 32 символа. Щелчком по клавише «Сохранить» изменения сохраняются.

В состоянии поставки пароль администратора: 00000

12.4 СЕТЬ

12.4.1 ИМЯ ХОСТА

Имя хоста относится к устройству, которое подсоединено к сети. Это имя может выбираться произвольно. Единственным условием является то, чтобы имя начиналось с буквы, после которой следует комбинация букв и цифр. Требуется минимум 2 символа, и разрешается максимум 8 символов.

12.4.2 WI-FI И LAN

Все установки сети могут осуществляться по определенным пожеланиям. В распоряжении имеются следующие опции:

- Имя сети: пожалуйста, введите здесь имя сети. В первоначальных установках здесь стоит «Memory2Move-XXXX». 32 символа – это максимум для имени сети (SSID).
- Wi-Fi канал: пожалуйста, введите здесь канал, на котором Wi-Fi устройство должно передавать сигнал. Первоначальная установка: «Авто». В этом случае канал определяется устройством автоматически. Но можно канал, на котором сигнал должен приниматься и передаваться, определить вручную. Для этого в распоряжении имеются каналы с 1 по 13.
- Режим Wi-Fi: предварительная установка беспроводной сети: 802.11/b/g/n. Можно равным образом вручную установить режим 11 Мбит/с (802.11b), 54 Мбит/с (802.11g или 150 Мбит/с (802.11n).
- Безопасность: в состоянии поставки не выбран никакой тип безопасности. Есть выбор между следующими типами кодирования: никакого кодирования, WPA-PSK, WPA2-PSK, смешанное кодирование WPA/WPA2-PSK.
- Пароль: в зависимости от выбранного типа кодирования, нужно ввести минимум 8 и максимум 63 символа
- IP адрес: предварительная установка IP адреса: 10.10.10.254 с маской подсети 255.255.255.0, этот IP адрес можно изменить в ручном режиме.

12.4.3 DHCP- СЕРВЕР

DHCP – это протокол сети для динамического назначения IP адресов в подключенных процессорах. В первоначальных установках протокол DHCP активирован. По желанию, эта опция может быть деактивирована, и IP адреса могут задаваться вручную.

Щелкните по клавише «Список DHCP», и появится список всех подключенных в настоящее время устройств.

12.4.4 НАСТРОЙКИ ИНТЕРНЕТ

... с помощью другого соединения с доступной сетью

Вы можете выбрать один из двух доступных вариантов получения доступа в сеть Интернет. По умолчанию при этом выбран вариант беспроводного доступа (как показано на рисунке).

- A.** Беспроводной доступ: Подключение устройства «M2M» к другой беспроводной сети для получения доступа в сеть Интернет.
- B.** Проводной доступ: Подключение устройства «M2M» напрямую в свободный порт маршрутизатора, чтобы установить соединение с другой сетью.

Выбор беспроводного доступа

- **Пароль:** Чтобы установить соединение с выбранной беспроводной сетью, введите правильный пароль.
- **IP-адрес:** Выберите опцию автоматического получения IP-адреса через DHCP или присвойте IP-адрес вручную.
 - Если выбран DHCP, хост получит IP-адрес автоматически, после чего установит соединение с сетью Интернет.
 - Выбрав Ручной режим, Вы можете самостоятельно назначить IP-адрес для соединения с сетью Интернет.

Выбор проводного доступа

Если выбран проводной доступ, то в качестве настройки по умолчанию включается получение динамического IP-адреса. Вы можете назначить собственный IP-адрес вручную, нажав на зеленую стрелку и выбрав вариант присвоения статического адреса.

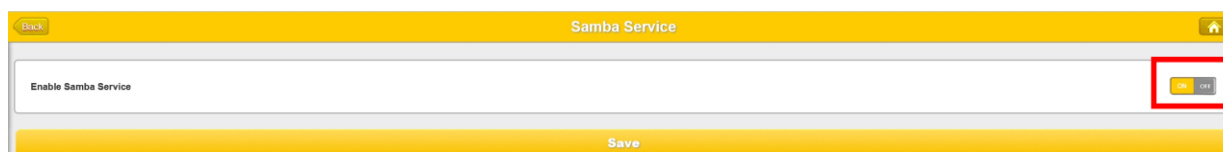
Для отмены и закрытия этого окна нажмите кнопку «X».

Примечание: если установить соединение с другой сетью не удастся, обратитесь за рекомендациями к сетевому администратору!

12.5 СЛУЖБЫ

12.5.1 SAMBA

Доступ и файлообмен осуществляется очень просто с помощью службы Windows File Service | Samba (Mac). Эта служба уже активирована при первом включении (см. скриншот).



12.5.2 МЕДИА-СЕРВЕР



Функции:

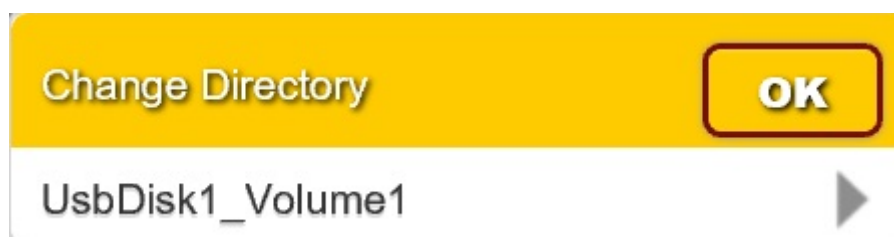
В этом меню можно активировать / деактивировать службу DLNA: On / Off (Вкл/Выкл). Также можно изменить директорию DLNA

- 1.) Нажмите на стрелку рядом с надписью «DLNA Directory», («Директория DLNA»)

DLNA Directory

WiFiDisk1_Volume1/Share

- 2.) Нажмите OK, чтобы изменить директорию.
- 3.) Выберите желаемую директорию и нажмите OK.

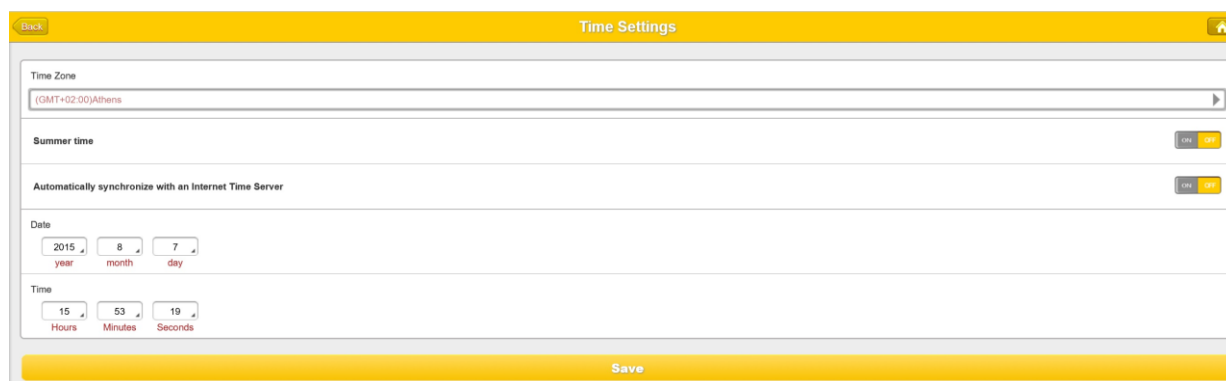


12.5.3 УСТАНОВКА ВРЕМЕНИ

Для этого существует возможность выбрать часовой пояс как в ручном режиме, так и осуществить синхронизацию времени автоматически.

Если принимается решение выбрать часовой пояс в ручном режиме, просто щелкните по желтой стрелке возле блока «Часовой пояс» и выберите из меню, в зависимости от стандарта, желаемый часовой пояс.

Если выбирается автоматическая синхронизация времени, то время каждый раз обновляется, когда происходит соединение с интернетом.



Опции для синхронизации времени:

Частота: ежедневно, каждые 2 дня, каждые 3 дня,... Можно выбрать интервал синхронизации до 7 дней.

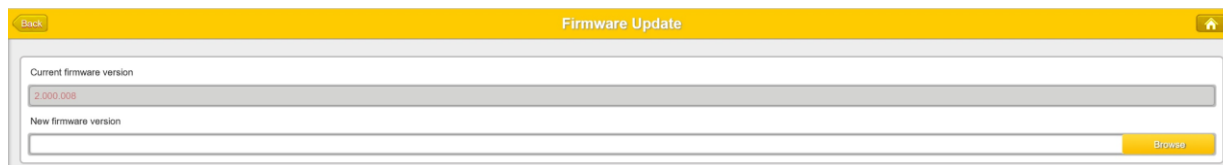
Автоматическая синхронизация времени может быть отменена когда угодно, и вместо этого выбирается опция «Принять время ПК». В этом случае воспринимается текущее время от ПК, так что оба устройства показывают одно и то же время.

Дату и время также можно ввести вручную.

Активация функции Декретного времени (Daylight Saving Time) позволяет устройству автоматически переключаться на зимнее или летнее время, изменяя настройку часов соответствующим образом.

12.5.4 ОБНОВЛЕНИЕ ВСТРОЕННОГО ПО

Если для обновления встроенного ПО используется сайт www.intenso.de, нужно выполнить следующие операции, позволяющие это сделать.



The screenshot shows a web interface titled "Firmware Update". At the top left is a "Back" button and at the top right is a home icon. Below the title bar, there are two input fields. The first is labeled "Current firmware version" and contains the text "2.000.008". The second is labeled "New firmware version" and is currently empty. To the right of the second field is a yellow "Browse" button.

- 1.) Загрузите встроенное ПО на ПК.
- 2.) Пожалуйста, щелкните по клавише «Обновить» и найдите загруженное встроенное ПО на ПК. Выберите файл и щелкните по «Открыть», чтобы продолжить дальше.

Ниже клавиши «Обновить» теперь появляется номер версии встроенного ПО, по которой обновляется устройство. Пожалуйста, щелкните по «Сохранить» внизу справа на экране, чтобы запустить процесс обновления встроенного ПО.

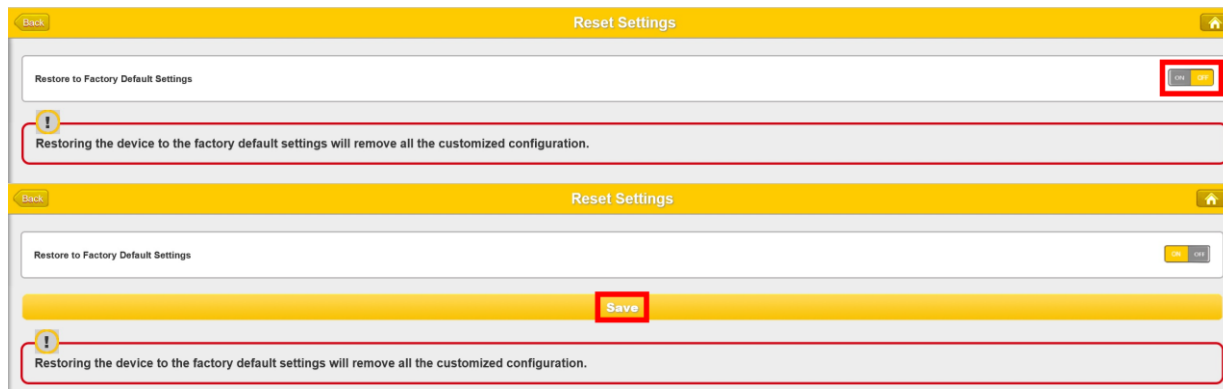


This screenshot is similar to the previous one, but the "New firmware version" field now contains the text "fw-7620-HDD-Intenso-GmbH-M2M-Pro-16MFlash-2.000 (1).008". At the bottom of the page, a yellow button labeled "Firmware Update" is highlighted with a red rectangular box.

Указание: если загружен неправильный формат, появляется следующее предупреждение об ошибке:

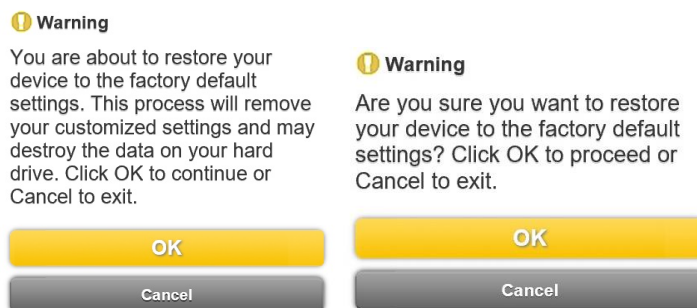
12.5.5 СИСТЕМНЫЙ СБРОС (RESET)

Когда устройство возвращается к заводским настройкам, все предпринятые ранее настройки удаляются, и снова активируются настройки, действовавшие с самого начала.



После выбора функции сброса на заводские настройки («Restore to Factory Default Settings») нажмите на круглую кнопку. Для продолжения коснитесь кнопки Save (Сохранить).

На экране появится окно с предупреждающим сообщением. Устройство Memory 2 Move Pro” будет автоматически перезагружено сразу же после сброса на заводские настройки (см. рисунок внизу).



Указание: после того, как на устройстве произведен системный сброс, пароль администратора тоже стирается. Снова действует пароль, который был в состоянии поставки.

Notice of GNU GENERAL PUBLIC LICENSE and LESSER GENERAL PUBLIC LICENCE

Dear Customer,

If interested, you and any third party can download the source code of used GPL / LGPL from Intenso Webpage <http://www.intenso.de> . The source code of the desired product is available to anyone on the selection of valid product category and the desired device. In the product details you will find the entry "drivers". Open this menu to download the corresponding GPL / LGPL code. For a fee of 35 € (delivery to another country as Germany), it is also possible to obtain this code by postal delivery. More information about the GPL/LGPL-Licence can you find on following website www.gnu.org

GNU GENERAL PUBLIC LICENSE

Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc.

51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA

Everyone is permitted to copy and distribute verbatim copies of this license document, but changing it is not allowed.

Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software--to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Lesser General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.

b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.

c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:

a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,

c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.

6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.

7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court

order, agreement or otherwise) that contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.

9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.

Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.

10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

END OF TERMS AND CONDITIONS

How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

one line to give the program's name and an idea of what it does.

Copyright (C) yyyy name of author

This program is free software; you can redistribute it and/or

modify it under the terms of the GNU General Public License

as published by the Free Software Foundation; either version 2

of the License, or (at your option) any later version.

This program is distributed in the hope that it will be useful,

but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with this program; if not, write to the Free Software Foundation, Inc., 51 Franklin Street, Fifth Floor, Boston, MA 02110-1301, USA.

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

Gnomovision version 69, Copyright (C) year name of author

Gnomovision comes with ABSOLUTELY NO WARRANTY; for details

type `show w'. This is free software, and you are welcome

to redistribute it under certain conditions; type `show c'

for details.

The hypothetical commands `show w' and `show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than `show w' and `show c'; they could even be mouse-clicks or menu items--whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright

interest in the program `Gnomovision'

(which makes passes at compilers) written

by James Hacker.

signature of Ty Coon, 1 April 1989

Ty Coon, President of Vice