

pDLNA

Installation, Configuration and Debugging Guide

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Chapter 1

Introduction

This document gives detailed information and instructions regarding the requirements, the installation and the configuration of *pDLNA* in its version 0.60.1.

The following chapter 2 gives an overview regarding the necessary requirements to run *pDLNA*. The chapters 3, 4 and 5 describe the installation steps on various operating systems and chapter 6 describes all the possible configuration parameters.

While chapter 7 gives a short introduction into the functionality of the WebUI, chapter 8 gives a description about the preinstalled *VMware* images, which are available to download.

Chapter 9 gives an overview regarding debugging or reporting problems of *pDLNA* on different operating systems.

In the end of this document, chapter 10 contains a list of known issues, which affect this version of *pDLNA* and possible workarounds, to fix the issue temporarily.

If you have any questions at all, please do not hesitate to contact me.

Chapter 2

Requirements

This chapter gives an overview regarding the supported Perl versions, necessary Perl modules and additional/optional third party software, which are required for specific functionalities of *pDLNA*.

2.1 Perl

Currently, *pDLNA* has been tested with the following Perl versions:

- 5.10

Your installed Perl version can be determined by executing:

```
pdlna@mediaserver:~$ perl -v
```

Additionally, for those without interest in their Perl version, *pDLNA* has been tested with the following Linux distributions:

- Debian GNU/Linux 6 (squeeze)
- CentOS 6

NOTE: *pDLNA* probably works with any other Perl version or Linux distribution. Please feel free to contact me about your installation environment.

2.2 Perl modules

The following two tables give an overview about the necessary Perl modules. While table 2.1 lists the Debian GNU/Linux 6 (and its variants) package names, table 2.2 lists the CentOS 6 package names of these modules.

As already mentioned you need to install these Perl modules. You are able to install these modules using *CPAN* (*Comprehensive Perl Archive Network*)¹ or even via the package management of your favourite Linux distribution.

For example, installing the *XML::Simple* Perl module can be installed via *CPAN* by using the following command

¹cpan.perl.org/

PERL MODULE NAME	DEBIAN 6 PACKAGE NAME
Audio::FLAC::Header	libaudio-flac-header-perl
Audio::Wav	libaudio-wav-perl
Audio::WMA	libaudio-wma-perl
Config	
Config::ApacheFormat	libconfig-apacheformat-perl
Data::Dumper	
Date::Format	
DBD::SQLite	libdbd-sqlite3-perl
DBI	libdbi-perl
Devel::Size	libdevel-size-perl
Digest::MD5	libdigest-md5-perl
Digest::SHA1	libdigest-sha1-perl
Fcntl	
File::Basename	
File::Glob	
File::MimeInfo	libfile-mimeinfo-perl
GD	libgd-gd2-perl
Getopt::Long::Descriptive	libgetopt-long-descriptive-perl
Image::Info	libimage-info-perl
IO::Interface	libio-interface-perl
IO::Select	
IO::Socket	
IO::Socket::INET	
IO::Socket::Multicast	libio-socket-multicast-perl
LWP::UserAgent	
MP3::Info	libmp3-info-perl
MP4::Info	libmp4-info-perl
Net::Address::Ethernet	
Net::Interface	
Net::IP	libnet-ip-perl
Net::Netmask	libnet-netmask-perl
Movie::Info	
Ogg::Vorbis::Header	libogg-vorbis-header-perl
POSIX	
Proc::ProcessTable	libproc-processtable-perl
Socket	
Sys::Hostname	
Sys::Syslog	libsys-syslog-perl
threads	
threads::shared	
URI::Split	
XML::Simple	libxml-simple-perl

Table 2.1: Necessary Perl modules on Debian GNU/Linux 6

PERL MODULE NAME	CENTOS 6 PACKAGE NAME
Audio::FLAC::Header	
Audio::Wav	
Audio::WMA	
Config	
Config::ApacheFormat	
Data::Dumper	
Date::Format	
DBD::SQLite	perl-DBD-SQLite.i686
DBI	perl-DBI.i686
Devel::Size	
Digest::MD5	
Digest::SHA1	perl-Digest-SHA1.i686
Fcntl	
File::Basename	
File::Glob	
File::MimeInfo	
GD	perl-GD.i686
Getopt::Long::Descriptive	
Image::Info	perl-Image-Info.noarch
IO::Interface	
IO::Select	
IO::Socket	
IO::Socket::INET	
IO::Socket::Multicast	
LWP::UserAgent	
MP3::Info	
MP4::Info	
Net::Address::Ethernet	
Net::Interface	
Net::IP	perl-Net-IP.noarch
Net::Netmask	
Movie::Info	
Ogg::Vorbis::Header	
POSIX	
Proc::ProcessTable	
Socket	
Sys::Hostname	
Sys::Syslog	
threads	
threads::shared	
URI::Split	
XML::Simple	perl-XML-Simple.noarch

Table 2.2: Necessary Perl modules on CentOS 6

```
pdlna@mediaserver:~$ sudo cpan
cpan[1]> install XML::Simple
```

or by executing the following command

```
pdlna@mediaserver:~$ sudo apt-get install libxml-simple-perl
```

on the Debian GNU/Linux distribution and its variants.

For Perl modules without a package provided by your Linux distribution, you need to install it via *CPAN*.

2.3 Third party software

pDLNA requires for specific functionalities third party software, which is open source software.

2.3.1 MPlayer

MPlayer (www.mplayerhq.hu) is needed, when even one of the following conditions are configured:

- if `EnableVideoThumbnails` is enabled (see section 6.5.4 for detailed information)
- if `LowResourceMode` is disabled (see section 6.5.5 for detailed information)

The MPlayer source code or binaries can be obtained from the project's official website www.mplayerhq.hu or can be installed via the package management of your favorite Linux distribution. The following command will install the MPlayer package on the Debian GNU/Linux distribution and its variants.

```
pdlna@mediaserver:~$ sudo apt-get install mplayer
```

The official website of MPlayer does also provide binaries for your Windows operating system.

2.3.2 FFmpeg

For enabling transcoding² of video and audio files, FFmpeg (ffmpeg.org) is required.

If no Transcoding Profiles (see section 6.8 for detailed information) are configured, FFmpeg is not required. If `LowResourceMode` is enabled, configured Transcoding Profiles will be ignored.

²Transcoding is converting specific media items on the fly to a (by the *DLNA* aware device) supported media format.

The FFmpeg's source code or binaries can be obtained from the project's official website ffmpeg.org or can be installed via the package management of your favorite Linux distribution. The following command will install the FFmpeg package on the Debian GNU/Linux distribution and its variants.

```
pdlna@mediaserver:~$ sudo apt-get install ffmpeg
```

The official website of FFmpeg does also provide information, where to get binaries for your Windows operating system.

Chapter 3

Installing on Linux

This chapter gives an overview about the different methods for installing *pDLNA* on your favorite Linux distribution. The first section gives an overview about installing the necessary prerequisites for various Linux distributions. The second section describes the installation steps via the official `git` repository, while the third section describes installing *pDLNA* from a packed tarball.

3.1 Install prerequisites

3.1.1 Debian GNU/Linux 6

On a fresh installed Debian GNU/Linux 6 operating system, you are able to execute the following command to install necessary Debian GNU/Linux packages and mostly all necessary Perl modules from the Debian repository:

```
pdlna@mediaserver:~$ sudo apt-get install \  
  build-essential git \  
  mplayer ffmpeg \  
  libgetopt-long-descriptive-perl \  
  libfile-copy-recursive-perl \  
  libaudio-flac-header-perl libaudio-wav-perl \  
  libaudio-wma-perl libconfig-apacheformat-perl \  
  libdevel-size-perl libdigest-sha1-perl \  
  libfile-mimeinfo-perl libgd-gd2-perl \  
  libimage-info-perl libio-interface-perl \  
  libio-socket-multicast-perl libmp3-info-perl \  
  libmp4-info-perl libnet-ip-perl \  
  libnet-netmask-perl libogg-vorbis-header-perl \  
  libproc-processtable-perl libdbi-perl \  
  libdbd-sqlite3-perl
```

Afterwards you still need to install some more Perl modules via *CPAN* itself:

```
pdlna@mediaserver:~$ sudo cpan
cpan[1]> install Net::Address::Ethernet
cpan[2]> install Net::Interface
cpan[3]> install Movie::Info
```

3.1.2 CentOS 6

On a fresh CentOS 6 (minimal) installation, the following command installs necessary CentOS packages and some necessary Perl Modules from the official repository:

```
pdlna@mediaserver:~$ sudo yum install \
git bind-utils sudo cpan make gcc \
libogg-devel.i686 libogg.i686 libvorbis.i686 \
libvorbis-devel.i686 vorbis-tools.i686 \
perl-Digest-SHA1.i686 perl-GD.i686 \
perl-Image-Info.noarch perl-Net-IP.noarch \
perl-XML-Simple.noarch shared-mime-info.i686 \
perl-DBI.i686 perl-DBD-SQLite.i686
```

IMPORTANT NOTE: In the default repositories of CentOS, there are no packages for Mplayer or FFmpeg, so *pDLNA* is able to run in *LowResourceMode* (see section 6.5.5 for detailed information).

Afterwards you still need to install a lot of Perl modules via *CPAN* itself, since they are not included in the official repository:

```
pdlna@mediaserver:~$ sudo cpan
cpan[1]> install YAML
cpan[2]> install Getopt::Long::Descriptive
cpan[3]> install Audio::FLAC::Header
cpan[4]> install Audio::Wav
cpan[5]> install Audio::WMA
cpan[6]> install Config::ApacheFormat
cpan[7]> install Date::Format
cpan[8]> install Devel::Size
cpan[9]> install File::MimeInfo
cpan[10]> install IO::Interface
cpan[11]> install IO::Socket::Multicast
cpan[12]> install MP3::Info
cpan[13]> install MP4::Info
cpan[14]> install Net::Address::Ethernet
cpan[15]> install Net::Interface
cpan[16]> install Net::Netmask
cpan[17]> install Movie::Info
cpan[18]> install Inline::Maker
cpan[19]> install Ogg::Vorbis::Header
cpan[20]> install Proc::ProcessTable
```

3.2 Installing via git

Installing *pDLNA* via a `git clone` is a simple way to install *pDLNA* und keep it up to date. `git` is a distributed revision control system and is developed by Linus Torvalds. The official `git` repository is hosted on GitHub (github.com/geuma/pDLNA/), which is a web-based hosting service for software development projects.

3.2.1 Cloning the git repository

At first the `git` software must be installed on the computer, *pDLNA* should be run at. The `git` source code can be obtained from the project's official website git-scm.com/ or can be installed via the package management of your favorite Linux distribution. The following command will install the `git` package on the Debian GNU/Linux distribution and its variants.

```
pdlna@mediaserver:~$ sudo apt-get install git
```

After installing `git` you need to clone the repository by executing the following command:

```
pdlna@mediaserver:~$ git clone git://github.com/geuma/pDLNA.git
```

In the end, a directory named *pDLNA* has been created, which should look like the following directory listing.

```
pdlna@mediaserver:~/pDLNA$ ls -lah
total 112K
drwxr-xr-x. 5 pdlna pdlna 4.0K Aug 15 00:26 .
drwx----- 3 pdlna pdlna 4.0K Aug 15 00:02 ..
-rwxrwxr-x. 1 pdlna pdlna 13K Aug 14 20:53 CHANGELOG
drwxrwxr-x. 2 pdlna pdlna 4.0K Aug 14 20:53 external_programs
drwxrwxr-x. 8 pdlna pdlna 4.0K Aug 14 20:53 .git
-rwxrwxr-x. 1 pdlna pdlna 1.4K Aug 14 20:53 INSTALL
-rwxrwxr-x. 1 pdlna pdlna 6.2K Aug 14 20:53 install.pl
-rwxrwxr-x. 1 pdlna pdlna 35K Aug 14 20:53 LICENSE
drwxrwxr-x. 2 pdlna pdlna 4.0K Aug 14 20:53 PDLNA
-rwxrwxr-x. 1 pdlna pdlna 7.3K Aug 14 20:53 pdlna.conf
-rwxrwxr-x. 1 pdlna pdlna 2.8K Aug 14 20:53 pDLNA.pl
-rwxrwxr-x. 1 pdlna pdlna 2.2K Aug 14 20:53 rc.pDLNA
-rwxrwxr-x. 1 pdlna pdlna 831 Aug 14 20:53 README
-rwxrwxr-x. 1 pdlna pdlna 1.3K Aug 14 20:53 TODO
-rwxrwxr-x. 1 pdlna pdlna 21 Aug 14 20:53 VERSION
```

3.2.2 Finalizing the installation

The easiest way to finalize the installation is to copy the default configuration file from the `git clone` to the `/etc/` directory by executing the following commands. For copying the configuration file you might need superuser rights.

```
pdlna@mediaserver:~$ cd ~/pDLNA/  
pdlna@mediaserver:~/pDLNA$ sudo cp pdlna.conf /etc/
```

Additionally you should copy the sample initscript from the `git clone` to the `/etc/init.d/` directory and setting the execute bit by executing the following commands. This step might also require superuser rights.

```
pdlna@mediaserver:~$ cd ~/pDLNA/  
pdlna@mediaserver:~/pDLNA$ sudo cp rc.pDLNA /etc/init.d/  
pdlna@mediaserver:~/pDLNA$ sudo chmod +x /etc/init.d/rc.pDLNA
```

In the end you need to change the `DIR` variable in the initscript (line 20) by editing the file `/etc/init.d/rc.pDLNA` with your favourite editor like `vim`, `nano` or whatever you like. The following snippet shows you an example command:

```
pdlna@mediaserver:~$ sudo vim /etc/init.d/rc.pDLNA
```

After opening the file, jump to line 20 and edit the path for the `DIR` variable to the path, where the `pDLNA.pl` is stored. If you have cloned the `git` repository to `/home/pdlna/pDLNA/` you need to set the variable to the following value:

```
DIR="/home/pdlna/pDLNA/"
```

Additionally you need to check for the dependencies (see chapter 2) you are able to run the `install.pl` script with the `(-c or --checkrequirements)` parameter, which is stored in the `git` repository.

```
pdlna@mediaserver:~/pDLNA$ perl install.pl -c
```

```
-----  
Step 1:
```

```
Testing for necessary Perl Modules ...  
-----
```

```
ok 1 - use Audio::FLAC::Header;  
ok 2 - use Audio::Wav;  
ok 3 - use Audio::WMA;  
ok 4 - use Config;  
ok 5 - use Config::ApacheFormat;  
ok 6 - use Data::Dumper;  
ok 7 - use Date::Format;  
ok 8 - use DBD::SQLite;  
ok 9 - use DBI;  
ok 10 - use Devel::Size;  
ok 11 - use Digest::MD5;  
ok 12 - use Digest::SHA1;  
ok 13 - use Fcntl;  
ok 14 - use File::Basename;  
ok 15 - use File::Glob;  
ok 16 - use File::MimeInfo;  
ok 17 - use GD;  
ok 18 - use Getopt::Long::Descriptive;  
ok 19 - use Image::Info;  
ok 20 - use IO::Interface;  
ok 21 - use IO::Select;  
ok 22 - use IO::Socket;  
ok 23 - use IO::Socket::INET;  
ok 24 - use IO::Socket::Multicast;  
ok 25 - use LWP::UserAgent;  
ok 26 - use MP3::Info;  
ok 27 - use MP4::Info;  
ok 28 - use Net::Address::Ethernet;  
ok 29 - use Net::Interface;  
ok 30 - use Net::IP;  
ok 31 - use Net::Netmask;  
ok 32 - use Movie::Info;  
ok 33 - use Ogg::Vorbis::Header;  
ok 34 - use POSIX;  
ok 35 - use Proc::ProcessTable;  
ok 36 - use Socket;  
ok 37 - use Sys::Hostname;  
ok 38 - use Sys::Syslog;  
ok 39 - use threads;  
ok 40 - use threads::shared;  
ok 41 - use URI::Split;  
ok 42 - use XML::Simple;  
1..42
```

The output above shows the executed `install.pl` script with its output. As long as all of these checks return `ok`, all necessary requirements are fulfilled.

IMPORTANT NOTE: The checking will not include checking if `MPlayer` and `FFmpeg` are installed. For detailed information regarding the usage of `MPlayer` see section 2.3.1 or the usage of `FFmpeg` see section 2.3.2.

After the initial configuration (see chapter 6), you are able to start `pDLNA` by executing the following command:

```
pdlna@mediaserver:~$ sudo /etc/init.d/rc.pDLNA start
```

3.2.3 Updating pDLNA

Because of the `git clone` updating `pDLNA` is pretty easy if there have not been any changes to your `git clone`. By executing the following commands

```
pdlna@mediaserver:~$ cd ~/pDLNA/  
pdlna@mediaserver:~/pDLNA$ git pull
```

`pDLNA` will be updated to the latest version, which is currently pushed to the `git` repository. After checking for requirements by executing `install.pl -c` and restarting `pDLNA` via

```
pdlna@mediaserver:~$ sudo /etc/init.d/rc.pDLNA restart
```

the new version is going to be started.

3.3 Installing the latest release

Installing the latest release of `pDLNA` is the simplest way to install `pDLNA`. Every release of `pDLNA` will be packaged as a tarball and available via the changelog section on www.pdlna.com/cgi-bin/index.pl?menu=changelog.

3.3.1 Downloading latest release

For downloading the latest release of `pDLNA` you should visit www.pdlna.com/cgi-bin/index.pl?menu=changelog to look for the latest release. The following snippet shows the commands to download the latest version using `wget`:

```
pdlna@mediaserver:~$ cd /tmp/  
pdlna@mediaserver:/tmp$ wget \  
www.pdlna.com/downloads/releases/pDLNA-$pDLNAversion.tgz
```

3.3.2 Installation

After downloading the latest version of *pDLNA* to the `/tmp` directory, you should extract the tarball and change to the extracted directory by executing the following commands:

```
pdlna@mediaserver:/tmp$ tar xzf pDLNA-$pDLNAversion.tgz
pdlna@mediaserver:/tmp$ cd pDLNA
```

In this directory, there is a script called `install.pl`, which supports checking for requirements (`-c` or `--checkrequirements`) and installing the application (`-i` or `--install`). Additionally the help function (`-h` or `--help`) prints out more detailed information.

So the first step to install *pDLNA* should be to run the installation script to check for the necessary requirements (see chapter 2) by executing the following command:

```
pdlna@mediaserver:/tmp/pDLNA$ perl install.pl -c
```

```
-----  
Step 1:
```

```
Testing for necessary Perl Modules ...  
-----
```

```
ok 1 - use Audio::FLAC::Header;  
ok 2 - use Audio::Wav;  
ok 3 - use Audio::WMA;  
ok 4 - use Config;  
ok 5 - use Config::ApacheFormat;  
ok 6 - use Data::Dumper;  
ok 7 - use Date::Format;  
ok 8 - use DBD::SQLite;  
ok 9 - use DBI;  
ok 10 - use Devel::Size;  
ok 11 - use Digest::MD5;  
ok 12 - use Digest::SHA1;  
ok 13 - use Fcntl;  
ok 14 - use File::Basename;  
ok 15 - use File::Glob;  
ok 16 - use File::MimeInfo;  
ok 17 - use GD;  
ok 18 - use Getopt::Long::Descriptive;  
ok 19 - use Image::Info;  
ok 20 - use IO::Interface;  
ok 21 - use IO::Select;  
ok 22 - use IO::Socket;  
ok 23 - use IO::Socket::INET;  
ok 24 - use IO::Socket::Multicast;  
ok 25 - use LWP::UserAgent;  
ok 26 - use MP3::Info;  
ok 27 - use MP4::Info;  
ok 28 - use Net::Address::Ethernet;  
ok 29 - use Net::Interface;  
ok 30 - use Net::IP;  
ok 31 - use Net::Netmask;  
ok 32 - use Movie::Info;  
ok 33 - use Ogg::Vorbis::Header;  
ok 34 - use POSIX;  
ok 35 - use Proc::ProcessTable;  
ok 36 - use Socket;  
ok 37 - use Sys::Hostname;  
ok 38 - use Sys::Syslog;  
ok 39 - use threads;  
ok 40 - use threads::shared;  
ok 41 - use URI::Split;  
ok 42 - use XML::Simple;  
1..42
```

The attached output, shows the different tests and their results, which were performed by the installation script. For a complete overview regarding the requirements please see chapter 2.

IMPORTANT NOTE: The checking will not include checking if MPlayer and FFmpeg are installed. For detailed information regarding the usage of MPlayer see section 2.3.1 or the usage of FFmpeg see section 2.3.2.

When all requirements have been fixed and installed, you are able to rerun the installation script by executing the installation script with the `--install` parameter. By default, the script will install *pDLNA* to the `/opt` directory, which can be changed by setting the `--prefix=/path/to/your/directory` parameter. The following output shows the installation process, which is started by checking the requirements for *pDLNA*. While step 2 is checking for two more Perl modules for installation, step 3 installs the necessary files from *pDLNA* to the specified directory and step 4 modifies the installed files for the installation specific parts. In the end, step 5 verifies the installation.

```
pdlna@mediaserver:/tmp/pDLNA$ perl install.pl -i
```

```
-----  
Step 1:
```

```
Testing for necessary Perl Modules ...  
-----
```

```
ok 1 - use Audio::FLAC::Header;  
ok 2 - use Audio::Wav;  
ok 3 - use Audio::WMA;  
ok 4 - use Config;  
ok 5 - use Config::ApacheFormat;  
ok 6 - use Data::Dumper;  
ok 7 - use Date::Format;  
ok 8 - use DBD::SQLite;  
ok 9 - use DBI;  
ok 10 - use Devel::Size;  
ok 11 - use Digest::MD5;  
ok 12 - use Digest::SHA1;  
ok 13 - use Fcntl;  
ok 14 - use File::Basename;  
ok 15 - use File::Glob;  
ok 16 - use File::MimeInfo;  
ok 17 - use GD;  
ok 18 - use Getopt::Long::Descriptive;  
ok 19 - use Image::Info;  
ok 20 - use IO::Interface;  
ok 21 - use IO::Select;  
ok 22 - use IO::Socket;  
ok 23 - use IO::Socket::INET;  
ok 24 - use IO::Socket::Multicast;  
ok 25 - use LWP::UserAgent;  
ok 26 - use MP3::Info;  
ok 27 - use MP4::Info;  
ok 28 - use Net::Address::Ethernet;  
ok 29 - use Net::Interface;  
ok 30 - use Net::IP;  
ok 31 - use Net::Netmask;  
ok 32 - use Movie::Info;  
ok 33 - use Ogg::Vorbis::Header;  
ok 34 - use POSIX;  
ok 35 - use Proc::ProcessTable;  
ok 36 - use Socket;  
ok 37 - use Sys::Hostname;  
ok 38 - use Sys::Syslog;  
ok 39 - use threads;  
ok 40 - use threads::shared;  
ok 41 - use URI::Split;  
ok 42 - use XML::Simple;  
-----
```

```
Step 2:
Testing for necessary Perl Modules for installation ...
-----
ok 43 - use File::Copy;
ok 44 - use File::Copy::Recursive;
-----

Step 3:
Installing files ...
-----
ok 45 - Installed './PDLNA' to '/opt/pDLNA/PDLNA'.
ok 46 - Set rights for '/opt/pDLNA/PDLNA'.
ok 47 - Installed './external_programs' to '/opt/pDLNA/external_programs'.
ok 48 - Set rights for '/opt/pDLNA/external_programs'.
ok 49 - Installed './VERSION' to '/opt/pDLNA/VERSION'.
ok 50 - Set rights for '/opt/pDLNA/VERSION'.
ok 51 - Installed './pDLNA.pl' to '/opt/pDLNA/pDLNA.pl'.
ok 52 - Set rights for '/opt/pDLNA/pDLNA.pl'.
ok 53 - Installed './LICENSE' to '/opt/pDLNA/LICENSE'.
ok 54 - Set rights for '/opt/pDLNA/LICENSE'.
ok 55 - Installed './README' to '/opt/pDLNA/README'.
ok 56 - Set rights for '/opt/pDLNA/README'.
ok 57 - Installed './pdlna.conf' to '/etc/pdlna.conf'.
ok 58 - Set rights for '/etc/pdlna.conf'.
ok 59 - Installed './rc.pDLNA' to '/etc/init.d/rc.pDLNA'.
ok 60 - Set rights for '/etc/init.d/rc.pDLNA'.
-----

Step 4:
Setting of relevant paths ...
-----
ok 61 - Changed path for binary in '/etc/init.d/rc.pDLNA'.
ok 62 - Changed path for lib in '/opt/pDLNA/pDLNA.pl'.
-----

Step 5:
Checking for pDLNA Perl Modules ...
-----
ok 63 - use PDLNA::Config;
ok 64 - use PDLNA::ContentLibrary;
ok 65 - use PDLNA::Daemon;
ok 66 - use PDLNA::Database;
ok 67 - use PDLNA::Device;
ok 68 - use PDLNA::DeviceList;
ok 69 - use PDLNA::DeviceService;
ok 70 - use PDLNA::DeviceServiceAction;
ok 71 - use PDLNA::DeviceUDN;
ok 72 - use PDLNA::HTTPServer;
ok 73 - use PDLNA::HTTPXML;
ok 74 - use PDLNA::Log;
ok 75 - use PDLNA::Media;
ok 76 - use PDLNA::SSDP;
ok 77 - use PDLNA::Status;
ok 78 - use PDLNA::Transcode;
ok 79 - use PDLNA::Utils;
ok 80 - use PDLNA::WebUI;
1..80
```

After configuring your *pDLNA* installation (see chapter 6), you are able to start *pDLNA* by executing the following command:

```
pdlna@mediaserver:~$ sudo /etc/init.d/rc.pDLNA start
```

3.3.3 Updating pDLNA

Currently, there is no simple way to update this *pDLNA* installation. Actually, you should do a backup of the `/etc/pdlna.conf` configuration file by executing for instance

```
pdlna@mediaserver:~$ sudo cp /etc/pdlna.conf /etc/pdlna.conf.bak
```

and rerun the installation process for the new version again (like described in section 3.3). In the end, you are able to restore the old configuration file by simple executing the following command:

```
pdlna@mediaserver:~$ sudo cp /etc/pdlna.conf.bak /etc/pdlna.conf
```

Chapter 4

Installing on Windows

Currently installing and running *pDLNA* has not been tested on a Microsoft Windows operation system yet. Please contact me about your experiences regarding installation and/or executing *pDLNA* on Windows.

NOTE: If somebody is interested into porting and maintaining *pDLNA* for Windows, please contact me and start doing it. Thanks.

Chapter 5

Installing on MacOS X

pDLNA has not been tested on a MacOS X operating system yet either. So please contact me about your experiences regarding installation and/or executing *pDLNA* on a Apple operating system.

NOTE: In fact, you should be able to install *pDLNA* similar as described in chapter 3.

Chapter 6

Configuration

This chapter gives an overview about the possible parameters to configure *pDLNA* and describes their functionality and their possible impact on the installation. By default, the configuration file is stored in `/etc/pdlna.conf`. If you would like to change the location of the configuration file, you need to change the following line in the initscript (by default `/etc/init.d/rc.pDLNA`) to the correct location:

```
CFGFILE="/etc/pdlna.conf"
```

Some of the available configuration parameters are binary values, which can be enabled or disabled. To enable one of those parameters, simply configure the parameter to one of the following values:

- on
- true
- yes
- enabled
- enable
- 1

The parsing of these values is case insensitive and if you would like to disable one of these parameters, simply use another value (e.g. `disabled` or `Off`).

6.1 Global parameters

6.1.1 FriendlyName

The *FriendlyName* configures a name, which will be shown by all capable DNLA devices to identify a running digital media server. By default, the *FriendlyName* will be set to `pDLNA v$VERSION on $HOSTNAME` or you are able to define your *FriendlyName* by configuring it like this:

```
FriendlyName 'pDLNA media server'
```

6.1.2 Check4Updates

If *Check4Updates* is enabled, the running *pDLNA* installation will check every 24 hours, if there is a new version of *pDLNA* available. Therefore, *pDLNA* will do a HTTP request to `www.pdlna.com/cgi-bin/status.pl` and transmits its **version number** including the information if it is a **beta release** and the configured or generated **UUID** as XML data to the server. The response from the server is XML data too, which will be evaluated by the running *pDLNA* installation and the result will be logged by the running *pDLNA* installation.

If you do not like *pDLNA* to check for a new version, you are able to deactivate this feature by adding the following line to your configuration file:

```
Check4Updates Off
```

6.1.3 PIDFile

This parameter specifies the location of the *PIDFile*, which is used to store the process ID of a running *pDLNA* installation. By default, the parameter is set to `/var/run/pdlna.pid` or you are able to specify a different location by configuring it like this:

```
PIDFile /var/run/pdlna.pid
```

IMPORTANT NOTE: Please ensure, that the user, which is running *pDLNA*, has permissions to write to the configured path.

6.1.4 TempDir

This parameter defines the directory, where *pDLNA* will store temporary files for thumbnails and so on. By default, this parameter is set to `/tmp` or you are able to specify a different location by configuring it like this:

```
TempDir /tmp
```

IMPORTANT NOTE: Please ensure, that the user, which is running *pDLNA*, has permissions to write to the configured path.

6.2 Database configuration

6.2.1 DatabaseType

The parameter *DatabaseType* defines the database, which is used by *pDLNA* to store necessary information (like the media items, which are member of the media library). Currently the following database types (which are listed in table 6.1) are available.

By default, this parameter is set to `SQLITE3` or you are able to specify a different database type by configuring it like this:

PARAMETER	DESCRIPTION
SQLITE3	SQLite database in version 3

Table 6.1: Available DatabaseType configuration parameters

DatabaseType SQLITE3

6.2.2 DatabaseName

Configuring the parameter *DatabaseName* depends on the configuration parameter *DatabaseType*.

SQLite database in version 3

This parameter defines the location, where *pDLNA* will store the SQLite database file itself. By default, this parameter is set to `/tmp/pdlna.db` or you are able to specify a different location by configuring it like this:

DatabaseName /tmp/pdlna.db

IMPORTANT NOTE: Please ensure, that the user, which is running *pDLNA*, has permissions to write to the configured path.

6.3 Network configuration

If you are not sure about the installed network interfaces and configured IP addresses, execute the following command:

```
pdlna@mediaserver:~$ sudo ip addr
1: lo: <LOOPBACK,UP,LOWER_UP> mtu 16436 qdisc noqueue state
   UNKNOWN
    link/loopback 00:00:00:00:00:00 brd 00:00:00:00:00:00
    inet 127.0.0.1/8 scope host lo
    inet6 ::1/128 scope host
        valid_lft forever preferred_lft forever
2: eth0: <BROADCAST,MULTICAST,UP,LOWER_UP> mtu 1500 qdisc
   pfifo_fast state UNKNOWN qlen 1000
    link/ether 00:0c:29:bc:fc:da brd ff:ff:ff:ff:ff:ff
    inet 192.168.145.139/24 brd 192.168.145.255 scope global eth0
    inet6 fe80::20c:29ff:febc:fcda/64 scope link
        valid_lft forever preferred_lft forever
```

In the following two sections regarding the configuration of *ListenInterface* and *ListenIPAddress* this output will be taken as an example.

6.3.1 ListenInterface

The *ListenInterface* parameter specifies the network interface, *pDLNA* should be using. If the parameter is **not** specified, *pDLNA* will try to determine the first active network interface with an IP address.

In case, that *pDLNA* was not able to determine the correct network interface, you need to specify it by the following configuration line:

```
ListenInterface eth0
```

6.3.2 ListenIPAddress

The *ListenIPAddress* parameter specifies the IP address, *pDLNA* should use to communicate with the *DLNA* capable devices. If *ListenIPAddress* is **not** specified, *pDLNA* will try to determine the first IP address on the configured or even detected *ListenInterface*. Otherwise you are able to define it by configuring *ListenIPAddress* like this:

```
ListenIPAddress 192.168.145.139
```

6.3.3 HTTPPort

The *HTTPPort* parameter defines the TCP port, which should be used by the integrated HTTP server. By default it will be set to 8001 or you are able to define another by the following parameter:

```
HTTPPort 8001
```

IMPORTANT NOTE: Please ensure, that the configured TCP port is **not** used by any other application, otherwise *pDLNA* will not be able to start up correctly.

6.3.4 AllowedClients

For reasons of data privacy, you need to specify IP address(es) and/or subnet(s), which should be able to communicate with *pDLNA*. *SSDP* is limited to the local subnet because of the Multicast communication (as long as there is no Multicast Routing), but HTTP is not limited to the local subnet.

Nevertheless, *pDLNA* listens to UDP communication on port 1900 and it is recommended to restrict the *AllowedClients* as good as possible.

```
AllowedClients 192.168.145.2, 192.168.145.128/26, \  
192.168.145.192/255.255.255.252
```

IMPORTANT NOTE: if **none** are specified, the *ListenIPAddresses* local subnet will be configured. Please limit the number of hosts.

IMPORTANT NOTE: the hosts, which should access the WebUI (see chapter 7) have also to be added to the *AllowedClients* configuration parameter.

PARAMETER	DESCRIPTION
<code>Version3</code>	the hostname's MD5 checksum
<code>Version4</code>	random generated UUID
<code>Version4MAC</code>	random generated UUID including the MAC address of the configured <i>ListenInterface</i> in the end
<code>Version5</code>	the hostname's SHA-1 checksum
<code><staticUUID></code>	define a static UUID, which is formatted like 56657273-696f-6e34-4d41-000c29bcfcda

Table 6.2: Available UUID configuration parameters

6.4 SSDP configuration

6.4.1 CacheControl

CacheControl represents a parameter in the *Simple Service Discovery Protocol (SSDP)* and defines the time in seconds, clients will cache the server's information. The value has impact on the interval *pDLNA* is going to send out his *SSDP* alive messages.

Most devices and *pDLNA* use as default value 1800 seconds. If you would like to use a different value, define it in seconds like this:

```
CacheControl 1800
```

IMPORTANT NOTE: Changing this value **may** result into malfunction of *pDLNA*.

6.4.2 UUID

The *Universally Unique Identifier (UUID)* is used in the *Simple Service Discovery Protocol (SSDP)* as an unique identifier. RFC 4122¹ describes the format and the different methods to generate a UUID.

The available configuration parameters are listed in table 6.2. If **none** is specified, `Version4` will be used or you are able to change the parameter by the following line:

```
UUID Version4MAC
```

IMPORTANT NOTE: the method for generating the UUIDs are **not** (completely) compliant to RFC 4122 and are **only** pseudo-random.

¹www.ietf.org/rfc/rfc4122.txt

6.5 DLNA configuration

6.5.1 BufferSize

The *BufferSize* defines the default size of a chunk, which is used to transfer streaming data. The default value for the *BufferSize* is 32768. The following example shows how to change the value:

```
BufferSize 1337
```

IMPORTANT NOTE: Changing this value **may** result into malfunction of *pDLNA* or may even result into a crash of your system because of high memory usage.

6.5.2 SpecificViews

The *SpecificViews* configuration parameters enables for specific *DLNA* aware devices, like

- Samsung TV

some different method for directory listings. By default, this value is disabled. To enable this feature, simple configure it by adding the following line to your configuration file:

```
SpecificViews Off
```

IMPORTANT NOTE: Enabling *SpecificViews* in the current version will result in not being able to fulfill a directory listing request of a *Samsung TV*.

6.5.3 EnableImageThumbnails

By switching the parameter *EnableImageThumbnails* on or off, you are able to decide if preview thumbnails of images should be displayed on capable devices. By default, this feature is deactivated.

IMPORTANT NOTE: Enabling *EnableImageThumbnails* might decrease the performance of directory listings.

```
EnableImageThumbnails On
```

6.5.4 EnableVideoThumbnails

By switching the parameter *EnableVideoThumbnails* on or off, you are able to decide if preview thumbnails of video files should be displayed on capable devices. By default, this feature is deactivated.

IMPORTANT NOTE: Enabling *EnableVideoThumbnails* might decrease the performance of directory listings and will require *Mplayer*.

```
EnableVideoThumbnails On
```

6.5.5 LowResourceMode

By default, *pDLNA* opens every single video and audio file with *Mplayer* to determine its codecs, length and various other attributes. This behaviour is not really IO friendly and so crawling and indexing the media library is slow. Because of small devices, with limited resource like CPU and IO, enabling the *LowResourceMode* increases crawling and indexing the media library enormous.

By default, *LowResourceMode* is disabled.

```
LowResourceMode On
```

IMPORTANT NOTE: Enabling *LowResourceMode* will decrease the usability: No information like codecs, length and various other attributes will be gathered from the media itself. Because of this limited information, directory listings might not be as beautiful as when *LowResourceMode* is disabled. When *LowResourceMode* is enabled, *pDLNA* will ignore *External* and *Transcode* configuration blocks. *pDLNA* will also **not** index audio or video streams as elements from a playlist. But *Mplayer* and *FFmpeg* are not required.

6.5.6 MPlayerBinaryPath

pDLNA has to use *MPlayer* for different various tasks (see section 2.3.1 for detailed information). In this cases, it is necessary to configure *MPlayerBinaryPath* with the correct path of *MPlayer*'s binary. The default path for *MPlayer*'s binary is set to `/usr/bin/mplayer`.

```
MPlayerBinaryPath /usr/bin/mplayer
```

6.5.7 FFmpegBinaryPath

pDLNA has to use *FFmpeg* for transcoding. So it is necessary to configure *FFmpegBinaryPath* with the correct path of *FFmpeg*'s binary. The default path for *FFmpeg*'s binary is set to `/usr/bin/ffmpeg`. For detailed information about *FFmpeg* please see section 2.3.2.

```
FFmpegBinaryPath /usr/bin/ffmpeg
```

PARAMETER	DESCRIPTION
STDERR	all logging output will be printed to <i>STDERR</i>
SYSLOG	all logging output will be logged to syslog
<full path to log file>	specify a full path to a file, <i>pDLNA</i> should use as a logfile (like <code>/var/log/pdlna.log</code>)

Table 6.3: Available LogFile configuration parameters

LOGLEVEL	DESCRIPTION
0	normal
1	debug
2	debug 2
3	debug 3

Table 6.4: Available LogLevel configuration parameters

6.6 Logging

6.6.1 LogFile

The *LogFile* configuration parameter defines the logging location of *pDLNA*. Table 6.3 gives an overview about the available configuration options.

IMPORTANT NOTE: Please ensure, that the user, which is running *pDLNA* has permissions to write to the configured path.

If *LogFile* is not specified, *pDLNA* will print all logging output to *STDERR*.

```
LogFile /var/log/pdlna.log
```

6.6.2 LogFileMaxSize

pDLNA is able to keep track of the logfile's size and clear it, if the size exceeds a value specified by *LogFileMaxSize* in Megabytes. The configured value has to be **greater than 0 and less than 100**.

By default, *LogFileMaxSize* is set to 10 Megabytes.

```
LogFileMaxSize 10
```

6.6.3 LogLevel

pDLNA is capable to differentiate between different kind of log messages by their *LogLevel*. Specifying a higher *LogLevel* will result in more detailed logging messages including the messages of the lower *LogLevels*. Please see table 6.4 for detailed information about the different *LogLevel*

If *LogLevel* is **not** specified, it will be set to 0.

```
LogLevel 1
```

LOGCATEGORY	DESCRIPTION
discovery	SSDP messages
httpdir	messages from the directory listings via HTTP
httpstream	messages from the streaming via HTTP
library	messages from building the media library
httpgeneric	generic HTTP messages
database	Database log messages, like queries and so on

Table 6.5: Available LogCategory configuration parameters

6.6.4 LogCategory

pDLNA is capable to differentiate between different kind of log messages by their *LogCategory*. To activate log messages of one of the *LogCategory* listed in table 6.5, simple configure them via a comma separated list, like in the following example, which enables all categories.

```
LogCategory discovery,httpdir,httpstream,library,httpgeneric,
database
```

By default, only some generic messages will be logged and **none** of these categories are enabled.

6.6.5 DateFormat

By configuring *DateFormat*, you are able to define the format of time and date in log or debug messages. The following table 6.6 shows valid variables, their value and other valid characters to format the *DateFormat* string.

If *DateFormat* is **not** specified, it will be set to `%Y-%m-%d %H:%M:%S`, which will result for instance in `2012-12-21 13:37:00`.

```
DateFormat '%Y-%m-%d %H:%M:%S'
```

6.7 Media Configuration

6.7.1 RescanMediaInterval

By configuring *RescanMediaInterval*, you are able to define the interval, when *pDLNA* recrawls the configured media directories (including found playlist files) and external media items.

The following table 6.7 shows valid variables and their descriptions to configure *RescanMediaInterval*.

If *RescanMediaInterval* is **not** specified, it will be set to **daily**.

```
RescanMediaInterval daily
```

VARIABLES	DESCRIPTION
%m	number of month
%d	numeric day of the month
%H	hour, 24 hour clock
%I	hour, 12 hour clock
%p	AM or PM
%M	minute
%S	second
%s	seconds since the epoch, UCT (aka unixtimestamps)
%o	ornate day of month – 1st, 2nd, 25th, etc.
%Y	year
%Z	timezone in ascii. eg: PST
, - _ : and spaces	characters to format the date string

Table 6.6: Available DateFormat configuration variables

RESCANMEDIAINTERVAL	DESCRIPTION
never	never recrawl the media directories
hourly	media library will be marked as expired after 60 minutes
halfdaily	media library will be marked as expired after 12 hours
daily	media library will be marked as expired after 24 hours

Table 6.7: Available RescanMediaInterval configuration variables

PARAMETER	INFORMATION	DESCRIPTION
MediaType	obligatory	specify the type of media files, which should be crawled: video , audio , image , all
Recursion	optional, by default: yes	specify if these directories should be crawled recursively (by yes or no)
ExcludeDirs	optional	exclude a comma separated list of directory names from being crawled and added to the media library
ExcludeItems	optional	exclude a comma separated list of file names from being crawled and added to the media library
AllowPlaylists	optional, by default: no	enable AllowPlaylists configuration parameter to initialize playlist files

Table 6.8: Available Directory block configuration parameters

MEDIATYPE	MIMETYPES
video	video/x-msvideo, video/x-matroska, video/mp4, video/mpeg, video/x-flv
audio	audio/mpeg, audio/mp4, audio/x-ms-wma, audio/x-flac, audio/x-wav, video/x-theora, audio/ac3, audio/x-aiff
image	image/jpeg, image/gif
Playlist	audio/x-scpls, audio/x-mpegurl, application/vnd.apple.mpegurl, audio/x-ms-asx, video/x-ms-asf, application/xspf+xml

Table 6.9: Supported MimeTypes

6.7.2 Directory

By default and for reasons of data privacy, *pDLNA* will **not** scan automatically for media files and will **not** add them automatically to the media library.

Therefore you need to configure your media directories in the configuration file in a configuration block called `<Directory>`. Each of these blocks can be configured separately with parameters, which are described in table 6.8.

Additionally, table 6.9 gives an overview about the different media types and their mime types.

The following configuration block will crawl the directory `/media/video/` **recursively** for only **video** files.

```
<Directory "/media/video/">
  MediaType      video
  Recursion      yes
</Directory>
```

The next configuration snippet will crawl the directory `/media/music/` **recursively** for only **music** files. Additionally *pDLNA* excludes directories which

are called Justin Bieber or Lady Gaga and also ignores files with the following names: `justin_bieber.mp3` or `lady_gaga.mp3`. Additionally, if *pDLNA* finds a **Playlist file**, *pDLNA* will also add included streams to the media library².

```
<Directory "/media/music/">
  MediaType      audio
  ExcludeDirs    "Justin Bieber,Lady Gaga"
  ExcludeItems   "justin_bieber.mp3,lady_gaga.mp3"
  AllowPlaylists true
</Directory>
```

The third configuration example will crawl the directory `/media/images/` **recursively** for only **images**.

```
<Directory "/media/images/">
  MediaType      image
</Directory>
```

And the last snippet crawls the directory `/media/misc/` **not recursively** for all sort of media files but not for **Playlist files**.

```
<Directory "/media/misc/">
  MediaType      all
  Recursion      no
  AllowPlaylists off
</Directory>
```

6.7.3 External

Additionally you are able to add external media items to the media library. Therefore there are currently two kind of external media items:

- scripts
- streams

These configured external media items will be added to the root directory of the media library.

A valid configuration block for a script has to look like the following example. Since *pDLNA* is not able to determine the type of the media, which will be served by the script, it is needed to define the media type by the *MediaType* parameter.

```
<External "mpegstream">
  Executable external_programs/mpegstream_src.pl
  MediaType video
</External>
```

²For detailed information regarding supported streaming URLs please see section 6.7.3.

Out \ In	AAC	AC3	FLAC	MP3	VORBIS	WAV	WMAV2
AAC							
AC3							
FLAC							
MP3							
VORBIS							
WAV							
WMAV2							

Table 6.10: Supported Audio Transcoding Profiles

AUDIO CODEC	MEDIA CONTAINER
flac	audio
mp3	audio
vorbis	ogg

Table 6.11: Audio Codecs and supported Media Container

For configuring a stream as an external media item, a valid configuration block looks like the following example. Therefor the only parameter needed is the `StreamingURL` parameter with a valid streaming URL³.

```
<External "FM4">
  StreamingURL http://mp3stream1.apasf.apa.at:8000/
</External>
```

IMPORTANT NOTE: External media items are not available, when `LowResourceMode` is enabled.

Streams

Currently *pDLNA* only supports `http://` and `mms://` streams.

6.8 Transcoding Profiles

Since not all *DLNA* aware devices support all different kinds of audio or video codecs, transcoding these media files allows playing these files on these devices anyway.

Table 6.10 gives an overview about the currently tested and supported transcoding profiles for audio files. The green colored table cells in this table show the currently supported and tested transcoding possibilities for audio items.

The necessary information regarding the Media Container for audio files can be found in table 6.11.

The following configuration snippet will transcode all media files, which do have an *ogg* Media Container and *vorbis* encoded audio data to a *flac* encoded

³For detailed information regarding supported streaming URLs please see section 6.7.3.

audio stream **on condition that** the *DLNA* client IP address matches the comma separated list of the configured `ClientIPs` parameter.

```
<Transcode "ogg2flac">
  ContainerIn    ogg
  Containerout   audio
  AudioCodecIn   vorbis
  AudioCodecOut  flac
  ClientIPs     192.168.0.1,192.168.0.128/25
</Transcode>
```

IMPORTANT NOTE: Transcoding depends on the supported audio and video codecs of your `FFmpeg` installation and some validation in the source code to ensure its functionality.

IMPORTANT NOTE: Transcoding is not available, when `LowResourceMode` is enabled.

Chapter 7

WebUI

pDLNA includes a small WebUI, which is accessible via the following URL `http://ListenIPAddress:HTTPPort/webui/`.

IMPORTANT NOTE: If your client's IP address, which you would like to use to access the WebUI, is not included in the *AllowedClients* configuration parameter, you will not be able to access it.

This small WebUI gives the chance to navigate through the indexed media items, have a detailed look on connected *UPnP* and *DLNA* devices and determine some process information like memory usage or even the amount and size of indexed media items in the database.

The WebUI does have a navigation part (coloured in blue) on the left side of the website. The information itself will be shown on the right side (coloured in white). The navigation is split in three different sections, which will be described in the following three sections.

7.1 Configured media

The screenshot in figure 7.1 shows the landing page of the WebUI, which show the root directory of the media library. It also shows the external media items, which are configured in the configuration file (see section 6.7.3). In the navigation of the WebUI, in the *Configured media* section, all in the configuration file configured directories (see section 6.7.2) are listed. The number in the brackets after the directory name gives the information, how much items are in this specific directory.

By clicking (in this case) on the *media* directory, the directory tree will be shown as it appears in figure 7.1. With an additional click on the *audio* directory, the files, which are in this directory will be shown in the content part of the WebUI. The content table, as can be seen, shows the information about the filename, the size and the date of the media file.

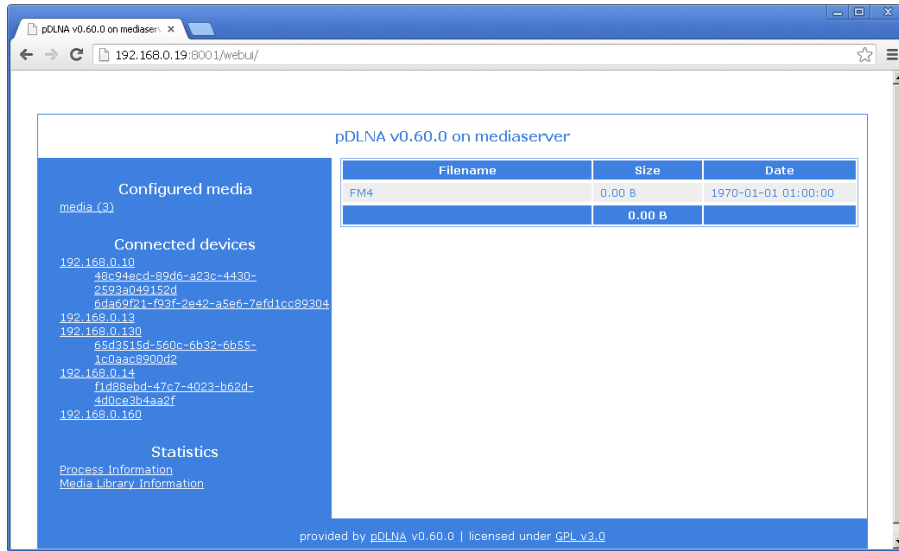


Figure 7.1: WebUI: Landing page

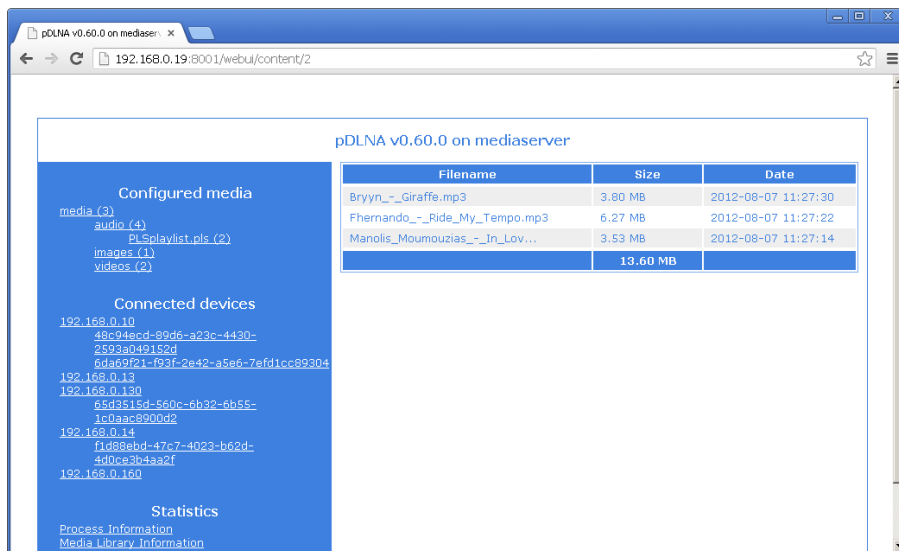


Figure 7.2: WebUI: Directory listing

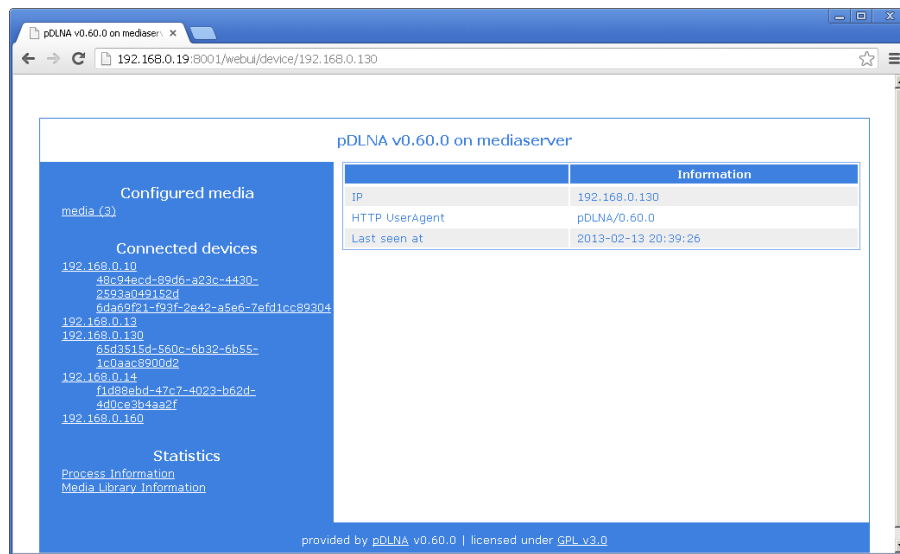


Figure 7.3: WebUI: Information about a connected device per IP address

7.2 Connected devices

The second section in the navigation of the WebUI lists all discovered IP addresses, which are part of your network and do interact somehow with the running *pDLNA* installation. This includes normal clients, which access the WebUI, other *UPnP* devices, *DLNA* aware TVs or even other *DLNA* media servers.

In the navigation, a list of IP addresses is shown. Additionally, all discovered *UPnP* services, which are served by a specific IP address are also shown in the navigation as subitems.

Figure 7.2 shows in the content part the information after clicking on the IP address `192.168.0.130` in the navigation. This information includes the IP address itself, the *HTTP UserAgent*, which was used by the device and when communication from the IP address was seen last.

Figure 7.2 shows information, including the friendly name, the device type or the device description URL, after clicking on a service UDN.

7.3 Statistics

The third section in the navigation includes some statistics about the running *pDLNA* installation.

While figure 7.3 shows information about the process itself (including for instance memory and cpu usage), figure 7.3 delivers information about the amount and size of media items included in the media library.



Figure 7.4: WebUI: Information about a connected device per service

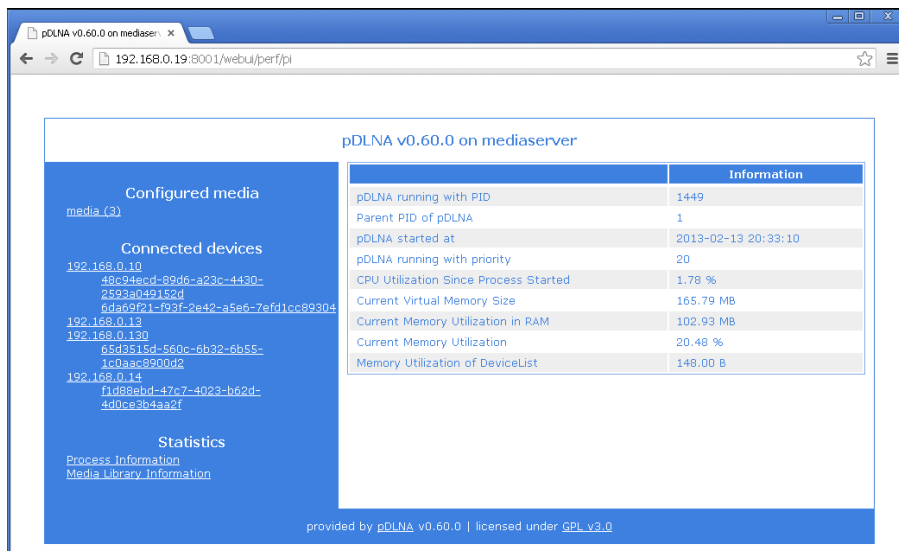


Figure 7.5: WebUI: Process Information



Figure 7.6: WebUI: Media Library Information

Chapter 8

Preinstalled VMware images

Since not everybody is willing to install *pDLNA* on a system, just to verify if *pDLNA* fullfills his needs or just likes to test *pDLNA* for the first time, there are some preinstalled *VMware* images available to download from the *pDLNA* website available under the following URL: www.pdlna.com/cgi-bin/index.pl?menu=vm

In the case, that somebody does not know *VMware*: VMware Player is free for personal use and is available to download via the following URL: www.vmware.com/products/player/overview.html

You also might be able to convert the available *VMware* images and open it with *VirtualBox*¹ or any other virtualization product.

IMPORTANT NOTE: These preinstalled *VMware* images are prepared to have a quick look on *pDLNA* and are not designed to be used in a productive environment or for any other purpose.

While the following section 8.1 gives an overview about the general information, like installation of the operating system or the included media files, section 8.2 describes some per operating system relevant information.

8.1 General information

All the available preinstalled *VMware* images are configured the same and do have the following hardware applied:

- 512 megabytes of memory
- harddisk with 10 gigabytes capacity
- one network card which is bridged

¹*VirtualBox* is an open source virtualization product, which is available on the product website: www.virtualbox.org.

Afterwards the operating system has been installed, **english** as language is chosen. Additionally the timezone is set to **Central European Summer Time (CEST)** and the keyboard layout is set to **english** too. Finally, if a package management tool is used by the operating system itself, a mirror from **Austria** is configured. If these settings does not match your needs, please feel free to modify these settings. The following section 8.2 gives you some short information how to change some of these configurations.

With the installation, the password for the superuser **root** is set to **pdlna**. Additionally, another user **pdlna** with the password **pdlna** is created. The networkcard is configured to aquire an IP address via *DHCP*. Also a *SSH* server for remote access and a *NTP* server to time synchronization is installed.

Afterwards, all the necessary packages and Perl modules were installed like described int section 3.1. And finally, *pDLNA* was installed via a `git clone`, by the user **pdlna** to the directory `/home/pdlna/pDLNA/`, which is described in section 3.2. So the configuration file is stored in `/etc/pdlna.conf` and the initscript to start and stop *pDLNA* is stored in `/etc/init.d/rc.pDLNA`.

IMPORTANT NOTE: Every preinstalled *VMware* image will not start the *pDLNA* installation automatically at startup. So please start *pDLNA* by executing `/etc/init.d/rc.pDLNA start` as a superuser.

Because of installing *pDLNA* via `git`, updating the *pDLNA* version of an already downloaded *VMware* image can be done, by logging in as the user **pdlna**, changing to the directory `/home/pdlna/pDLNA/` and executing the command `git pull`. And after executing `/etc/init.d/rc.pDLNA restart` as a superuser, the new version of *pDLNA* should be up and running again. This is described in detail in section 3.2.3.

8.1.1 Included media files

Each *VMware* image comes with the same media files (to test the functionality), which are licensed under the *Creative Commons* licence². In each *VMware* image, there is a `DISCLAIMER.txt` file in the directory `/home/pdlna/media/`, which lists the included media files, their source and their exact *Creative Commons* licence.

The following list also lists the included media files, their source and their exact *Creative Commons* licence:

- `/home/pdlna/media/audio/Bryyn_-_Giraffe.mp3`
 - Source: `www.jamendo.com/de/track/725574/giraffe`
 - License: `creativecommons.org/licenses/by-nc-sa/3.0/`
- `/home/pdlna/media/audio/Fhernando_-_Ride_My_Tempo.mp3`
 - Source: `www.jamendo.com/de/track/944721/ride-my-tem`
 - License: `creativecommons.org/licenses/by-nc-sa/3.0/`
- `/home/pdlna/media/audio/Manolis_Moumouzas_-_In_Love.mp3`

²`www.creativecommons.org`

- Source: www.jamendo.com/de/track/917546/in-love
 - License: creativecommons.org/licenses/by-nc-sa/3.0/
- `/home/pdlna/media/images/Two-toed_sloth_Costa_Rica_-_cropped.jpg`
 - Source: upload.wikimedia.org/wikipedia/commons/8/8b/Two-toed_sloth_Costa_Rica_-_cropped.jpg
 - License: creativecommons.org/licenses/by/2.5/deed.de
- `/home/pdlna/media/video/episode2.0_xvid.avi`
 - Source: archive.org/details/welcometothescene_version2.0_xvid
 - License: creativecommons.org/licenses/by-nc-nd/3.0/
- `/home/pdlna/media/video/episode2.0_xvid.mp4`
 - Source: archive.org/details/welcometothescene_version2.0_xvid
 - License: creativecommons.org/licenses/by-nc-nd/3.0/

The included media files are chosen by random.

IMPORTANT NOTE: If you are the copyright owner or an agent thereof and do not want your creation to be distributed like this, please contact me and I will remove your creation.

8.2 Specific Information

The following sections describe some specific settings, which are made to the different preinstalled *VMware* images and also describes how to change some of the settings like timezone or keyboard layout.

8.2.1 CentOS 6

IMPORTANT NOTE: Since *MPlayer* and *FFmpeg* are not part of the package management in CentOS 6, *pDLNA* is only able run in *LowResourceMode* in this preinstalled *VMware* image.

Logon customization

The logon customization, as can be seen in figure 8.2.1, is handled by the script `/etc/rc.local`, which was modified to call `/usr/local/bin/update-issue.sh`, which updates the `/etc/issue` file.

The `/usr/local/bin/update-issue.sh` script can also be found on GitHub (github.com/geuma/pDLNA-utils/blob/master/preinstalled-VMs/CentOS6/update-issue.sh).

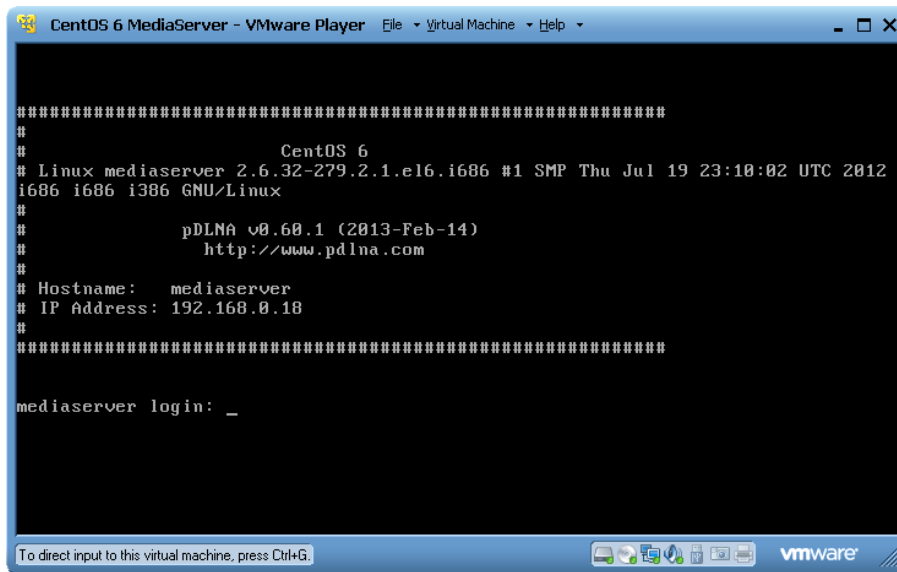


Figure 8.1: Boot-up screen of preinstalled CentOS 6 VMware image

Changing the timezone

In CentOS 6, all the available timezones are stored in the directory `/usr/share/zoneinfo/`. Because of this, changing the timezone can be done via modifying the symlink for `/etc/localtime` to the corresponding timezone file. An example is listed in the following snippet:

```
pdlna@mediaserver:~$ sudo ln -sf /usr/share/zoneinfo/EST /etc/localtime
```

Changing the keyboard layout

In CentOS 6, all the available keyboard layouts are stored in the directory `/lib/kbd/keymaps/i386`. Changing the keyboard layout can be done via modifying the `KEYTABLE` key in the file `/etc/sysconfig/keyboard` by opening the file with your favourite file editor:

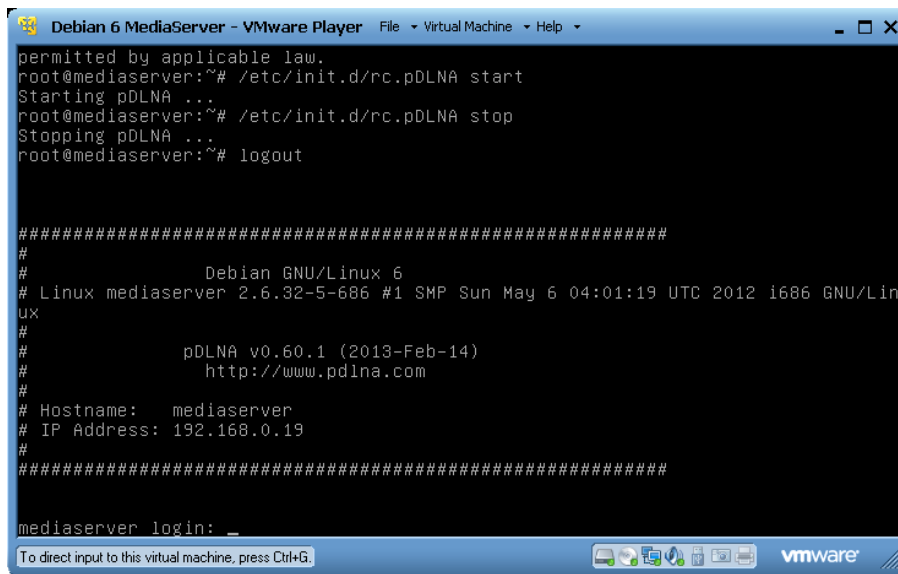
```
pdlna@mediaserver:~$ sudo vi /etc/sysconfig/keyboard
```

Additional documentation can be found here: www.centos.org/docs/5/html/5.1/Deployment_Guide/s2-sysconfig-kybd.html

8.2.2 Debian GNU/Linux 6

Logon customization

The logon customization, as can be seen in figure 8.2.2, is handled by the script `/etc/rc.local`, which was modified to call `/usr/local/bin/update-issue.sh`, which updates the `/etc/issue` file.



```
Debian 6 MediaServer - VMware Player  File  Virtual Machine  Help  X
permitted by applicable law.
root@mediaserver:~# /etc/init.d/rc.pDLNA start
Starting pDLNA ...
root@mediaserver:~# /etc/init.d/rc.pDLNA stop
Stopping pDLNA ...
root@mediaserver:~# logout

#####
#
#                Debian GNU/Linux 6
# Linux mediaserver 2.6.32-5-686 #1 SMP Sun May 6 04:01:19 UTC 2012 i686 GNU/Lin
UX
#
#                pDLNA v0.60.1 (2013-Feb-14)
#                http://www.pdlna.com
#
# Hostname:      mediaserver
# IP Address:    192.168.0.19
#
#####
mediaserver login: _
```

Figure 8.2: Boot-up screen of preinstalled Debian 6 VMware image

The `/usr/local/bin/update-issue.sh` script can also be found on GitHub (github.com/geuma/pDLNA-utils/blob/master/preinstalled-VMs/Debian6/update-issue.sh).

Changing the timezone

Changing the timezone in Debian GNU/Linux 6 can be done by executing the following command as a superuser and use its wizard to configure the correct timezone.

```
pdlna@mediaserver:~$ sudo dpkg-reconfigure tzdata
```

Changing the keyboard layout

Changing the keyboard layout is as easy as changing the timezone. Just execute the following command as a superuser and use its wizard to configure the correct keyboard layout.

```
pdlna@mediaserver:~$ sudo dpkg-reconfigure keyboard-configuration
```

Chapter 9

Debugging and reporting problems

This is not (yet) a real troubleshooting guide to *pDLNA*. Currently it is more a small handbook to do some general debugging and how to gather some necessary information on a running Linux operating system. You are also able to forward this information to me.

9.1 Debugging

When starting *pDLNA*, the process will parse the configuration file¹ and will not start until everything is configured correctly. In some cases *pDLNA* might not be able to determine the correct *ListenInterface*, where you need to configure those information by hand. The following command starts *pDLNA*.

```
pdlna@mediaserver:~$ sudo /etc/init.d/rc.pDLNA start
```

Once *pDLNA* is running successfully, you are able to verify this by running the following two commands. The first one checks all the running processes for the *pDLNA* process, while the second one prints out the stored PID. If both PID match each other, everything should be fine.

```
pdlna@mediaserver:~$ sudo ps -ef | grep pDLNA
root    13162    1  3 09:18 pts/2    00:00:50
        /usr/bin/perl ./pDLNA.pl -f /etc/pdlna.conf
```

```
pdlna@mediaserver:~$ sudo cat /var/run/pdlna.pid
13162
```

The following listings are based on the network configuration listed in 6.3. So, the next step to identify a lowlevel network problem of *pDLNA* will be to check if *pDLNA* is listening to the two necessary network ports. On the one

¹Please see chapter 6 for more details.

hand, there is **port 1900 UDP** needed for the *SSDP* communication and **port 8001 TCP**² for the *DLNA* communication via HTTP. The following command checks the network statistics and filters for the lines including the PID of the running *pDLNA* installation.

```
pdlna@mediaserver:~$ sudo netstat -taunp | grep 13162
Active Internet connections (servers and established)
Proto Recv-Q Send-Q Local Address           Foreign Address         State       PID/Program name
tcp        0      0 192.168.145.139:8001    0.0.0.0:*               LISTEN      13162/perl
udp        0      0 192.168.145.139:37302 239.255.255.250:1900    ESTABLISHED 13162/perl
udp        53368 0 0.0.0.0:1900           0.0.0.0:*               13162/perl
```

If your network statistics output shows, that *pDLNA* is correctly listening to **port 1900 UDP** and the configured *HTTPPort*, the network communication should be working.

IMPORTANT NOTE: *AllowedClients* is configured to the local subnet by default.

IMPORTANT NOTE: Please also check your firewall configuration.

As a simple test you can visit the WebUI (see chapter 7), which can be accessed by the following URL: `http://ListenIPAddress:HTTPPort/webui/`. If you are receiving an *HTTP Error Code 403*, your host is not configured as an *AllowedClients*. If your Browser is running in a *timeout*, there might be a problem with your configuration.

After checking the general process and network information, the next step is about increasing the *LogLevel* and configuring the necessary *LogCategory* from table 6.5. At first you need to configure *LogLevel* to the highest *LogLevel* available in table 6.4 for the most detailed log messages.

9.1.1 My device is not able to discover *pDLNA*

If your *DLNA* capable device is not able to discover *pDLNA*, please set the configuration parameter *LogCategory* to `discovery`, `httpgeneric` and restart *pDLNA*. Additionally you are able to do a packet capture with the following command:

```
pdlna@mediaserver:~$ sudo tcpdump -i ListenInterface \
-s 1500 -w capture_full.pcap
```

Please ensure to fill in the configured *ListenInterface*.

²Please ensure that this port can be changed in the configuration file and *8001* is the default one.

9.1.2 My media directories are not read correctly

In the case, that *pDLNA* was not able to read in your shared directories correctly, enable the *LogCategory* library in the configuration file and restart the installed version of *pDLNA*. An easy way to navigate quickly through the media library and check for problems is by using the WebUI (see chapter 7).

For a detailed look on the structure and contents of the media library, check your database.

9.1.3 My device is not able to list the directories/items shared by *pDLNA*

If browsing the shared media directories is not working properly by your *DLNA* aware devices, configure the *LogCategory* to *httpgeneric*, *httpdir*, restart *pDLNA* and do a packet capture with the following command:

```
pdlna@mediaserver:~$ sudo tcpdump -p HTTPPort -s \
1500 -w capture_http.pcap
```

Please ensure to fill in the configured *HTTPPort* (by default set to 8001).

For a detailed look on the structure and contents of the media library, check your database.

9.1.4 *pDLNA* is not able to stream media items to my device

In any case, that streaming of videos, music or images is not working properly, please set the *LogCategory* parameter to *httpgeneric*, *httpstream*, restart *pDLNA* and start a packet capture with the following command:

```
pdlna@mediaserver:~$ sudo tcpdump -p HTTPPort \
-s 1500 -w capture_http.pcap
```

Please ensure to fill in the configured *HTTPPort* (by default set to 8001).

9.2 Reporting problems

If you are not able to fix the problem or just want me to take a closer look, please supply all mentioned information, like network statistics, packet captures, logs and so on.

In case of having a *DLNA* aware device, which is not working properly with *pDLNA* please supply a full packet capture, including the whole *SSDP* and *DLNA* packets of this specific device communicating with another digital media server (which is working properly). In this case I might be able to determine the differences and supply a new version of *pDLNA* which is supporting this device.

Chapter 10

Known Issues

10.1 AllowedClients auto detection on FreeBSD is defect

10.1.1 Description

Apparently *pDLNA* dies with the following error message on *FreeBSD* if *AllowedClients* auto detection is enabled¹:

```
AllowedClients(ip_address_sv) at PDLNA/Config.pm line 219.
```

This seems to be a problem with the usage of `AllowedClients(ip_address_sv)` on *FreeBSD*.

10.1.2 Workaround

As a workaround you are able to define the *AllowedClients* configuration parameter in the configuration file. For detailed information see section 6.3.4.

¹github.com/geuma/pDLNA/issues/4