

Mycam



The main advantage of Mycam sharing is UDP protocol.

UDP protocol is stateless. Its very useful for servers answering small queries for a large number of clients. UDP uses a simple transmission model without implicit dialogues for providing reliability, ordering, or data integrity.

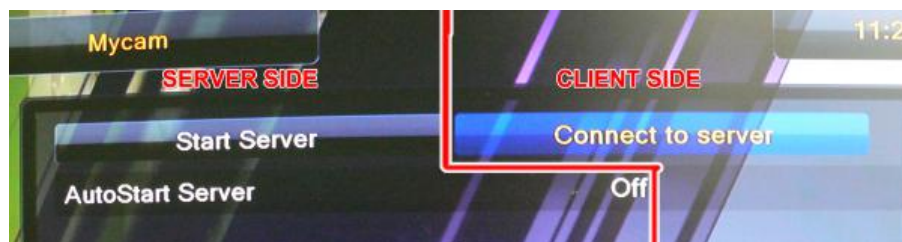


Mycam is an advanced feature of easy homeshare solution, it's used with UDP broadcast mode, it means that users no need to know the server IP, port, login, password and any other bullshit. User just choose one unit or two units as server with unoccupied IP and server will broadcast it's information to the local network. Than user choose the same or other receivers as clients. And that is all.

We can compare Mycam to P2P network – each pear with card broadcast by UDP all what he have and he can also get any data from other pears.

To see Mycam sub-menu go to menu → Tools → Network Local Settings → App Selected :: Mycam and press [RED] to enter its options.

You will see panel as below:



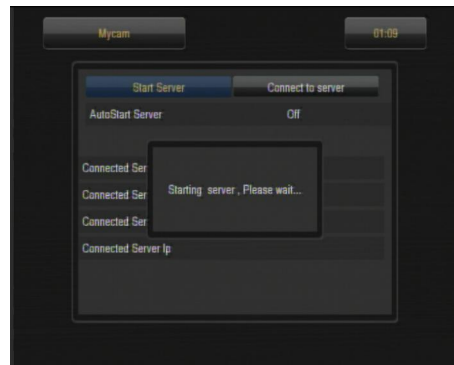
Limitations:

- one server support max 4 clients connected
- one client can be connected to 2 servers at the same time

Setup Server

Ensure that Ethernet connection and IP address is right.
Go to Mycam settings and press "Start Server"

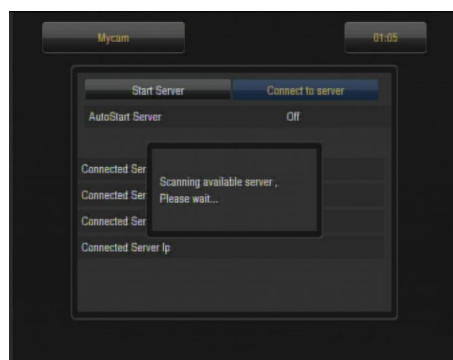
Next go to *menu* → *system settings* → *other* and turn ON the clock in standby mode. This change is necessary to make Mycam server available also when server is switched to standby mode.



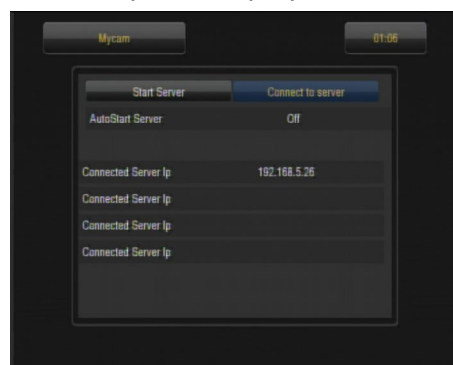
Note: If you still need power-save mode without clock on front display and power consumption less than 1W than set AutoStart Server to ON this will start server each time receiver start up.

Setup Client

Ensure that Ethernet connection and IP address is right. Go to Mycam settings press "Connect to server" and wait a while...



If it's connected to server successfully, it'll display IP's of servers, that is all - you can enjoy it!



Note: The client receiver has auto connect function itself, this design is friendly for users, if there is any problem with network, receiver will continue to connect to the server indefinitely. This operation is independent it means it won't affect any other operations. Only in case if server IP is changed, then the clients need to connect to server manually again.