

Nero MediaHome



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REV 1.0

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1 General information

1.1 About Nero MediaHome

Nero MediaHome is a certified UPnP™ AV (Audio / Video) Media Server, which automatically recognizes UPnP™ (Universal Plug and Play) within a network. With **Nero MediaHome**, audio, video and photo files can be exchanged between computers via the local network (using **Nero ShowTime**) or UPnP™ devices. It is also possible to stream the files, either with HTTP 1.0 or HTTP 1.1 (depending on the best possible compatibility).

Nero MediaHome is thus a server application that allows clients (service-requesting devices) to reproduce files that are located in shared lists. Thanks to **Nero MediaHome**, your computer can link up to other home entertainment electronics devices (for instance television sets, or stereos) to create a unified media center.

But **Nero MediaHome** is much more besides; it also classifies the media files within your network.

You will find a list of the certified UPnP devices at:
<http://www.upnp-ic.org/certification/-devices>

1.2 System requirements

Nero MediaHome is installed together with **NeroVision Express 3** - the system requirements are the same. You can find more detailed information on system requirements in the **NeroVision Express 3** manual.

1.3 Formats supported

Nero MediaHome supports the most common audio, video, image, and meta file formats.

1.3.1 Audio formats supported

- MP3
- MP4 (audio)
- WAVE
- AAC
- HE-AAC
- OGG Vorbis
- WMA
- AC3
- AIFF

1.3.2 Video formats supported

- MPEG-1
- MPEG-2
- DV-AVI
- AVI
- DivX
- Xvid
- ASF
- WMV
- MP4 (video)

1.3.3 Image formats supported

- JPEG
- PNG
- GIF
- BMP
- TIFF

1.3.4 Meta data

Meta data contains information on the artist, album, title, length, bit rate, resolution, and so on. As a result, it is possible to categorize files according to their type (audio, video, or photos) and the user will then find them sorted according to artist, album, and genre, for example.

Nero MediaHome supports the following formats' meta data:



- ID3 tags (V1.1/V2)
- JPEG
- PNG
- BMP
- GIF
- TIFF
- AVI
- MPEG-1
- MPEG-2
- Nero Digital™ (MPEG-4)
- WMV
- ASF
- MP3
- OGG Vorbis
- WAV
- WMA

1.4 Installation

Nero MediaHome is not installed separately but together with **NeroVision Express 3**. In other words, after installing **NeroVision Express 3** you will automatically have **Nero MediaHome**, as well.

1.5 Conventions of the manual

In order to make best use of this manual, please note the following conventions:

Formatting / symbol	Meaning
	This symbol stands for warnings, preconditions or instructions that have to be followed strictly. If a text is marked with this symbol, its contents are important for the procedure concerned.
	This symbol refers to additional information or advice. If a text is marked with this symbol, it should be understood as supplementary information.
1. Start ...	If there is a number at the beginning of a line, a request for action will follow. Carry these actions out in the order specified.
'OK'	In this QuickStart, text passages or command buttons which appear in the Nero MediaHome program interface are made in single quotes: 'X'.
"Section"	References to other sections in this QuickStart are made in (double) quotation marks: "X".

2 Launching the program

2.1 Launching Nero MediaHome

You can start **Nero MediaHome** in two different ways – either directly or via **Nero StartSmart**, the 'command center' of the Nero family of products. Launch > (All) Programs > NeroVision Express 3 > Nero MediaHome.

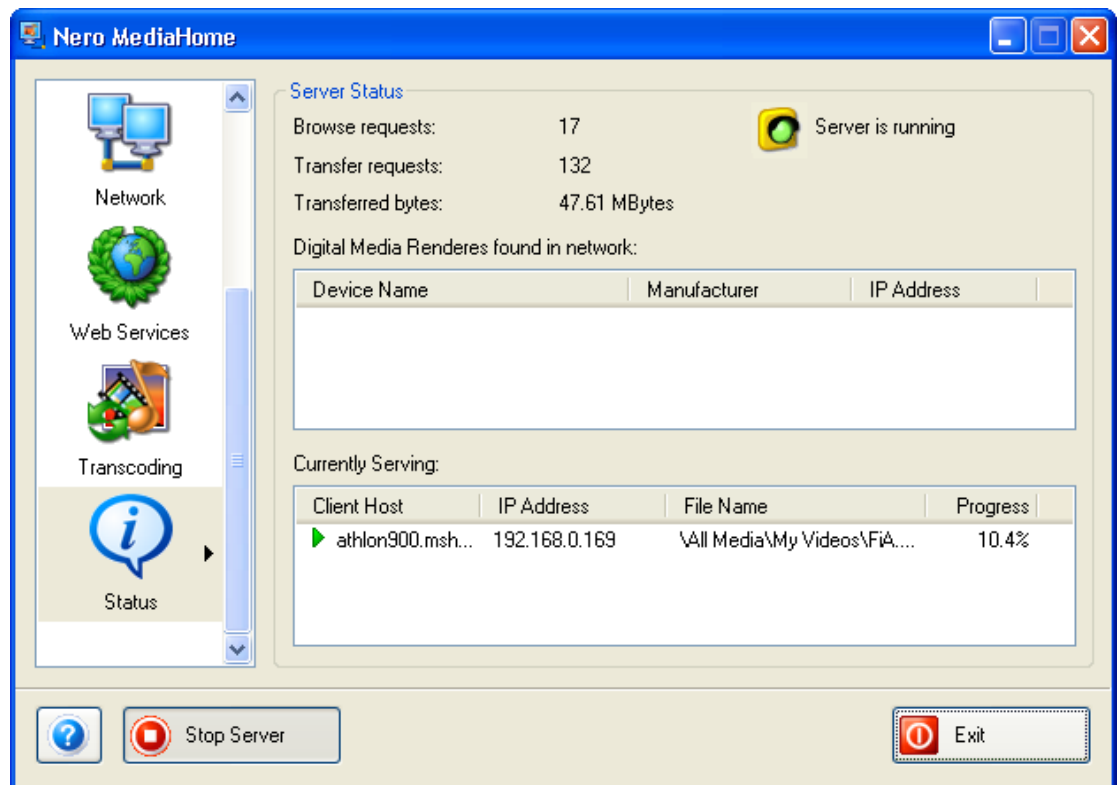
2.2 Starting Nero MediaHome Server

Depending on the setting, **Nero MediaHome Server** will either be launched automatically when you start Nero MediaHome or only after you have clicked on the appropriate button. You can choose which alternative you prefer at 'Settings', please read the "Settings" section.



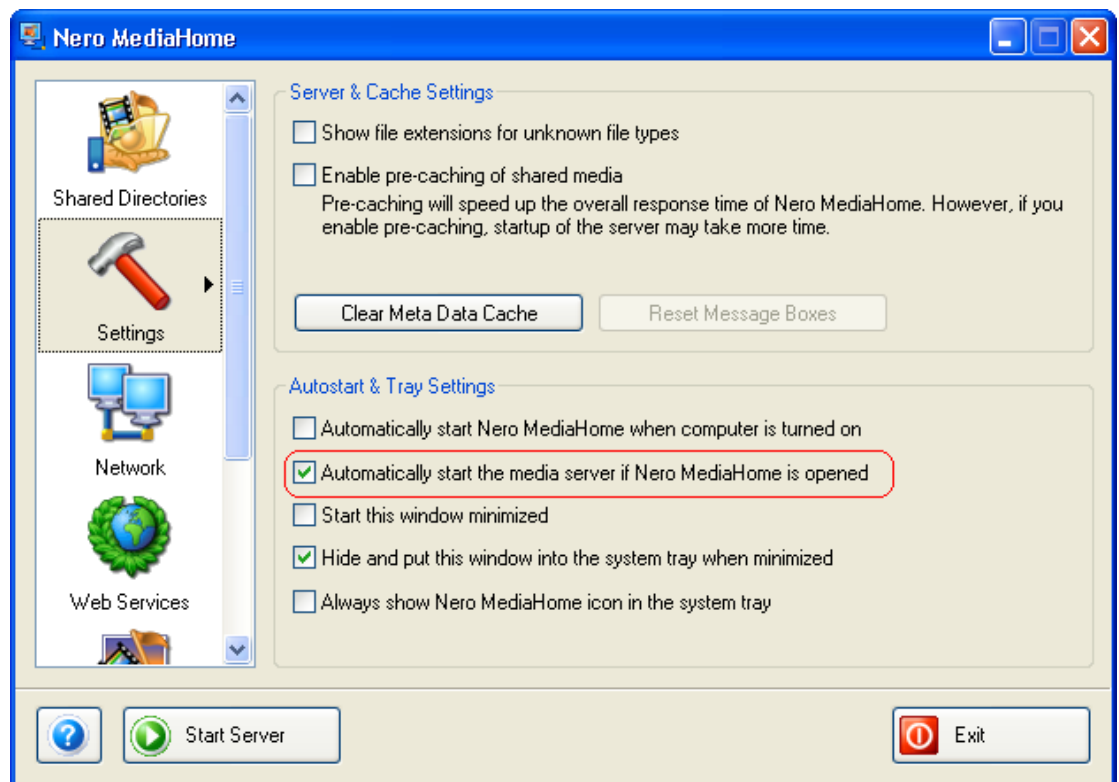
Before starting the server, please share at least one folder, otherwise the clients will not find any files that they can use.

If **Nero MediaHome Server** is active, the digital player devices found in the network will be displayed in the 'Status' area - as well as the files that a client is currently using.



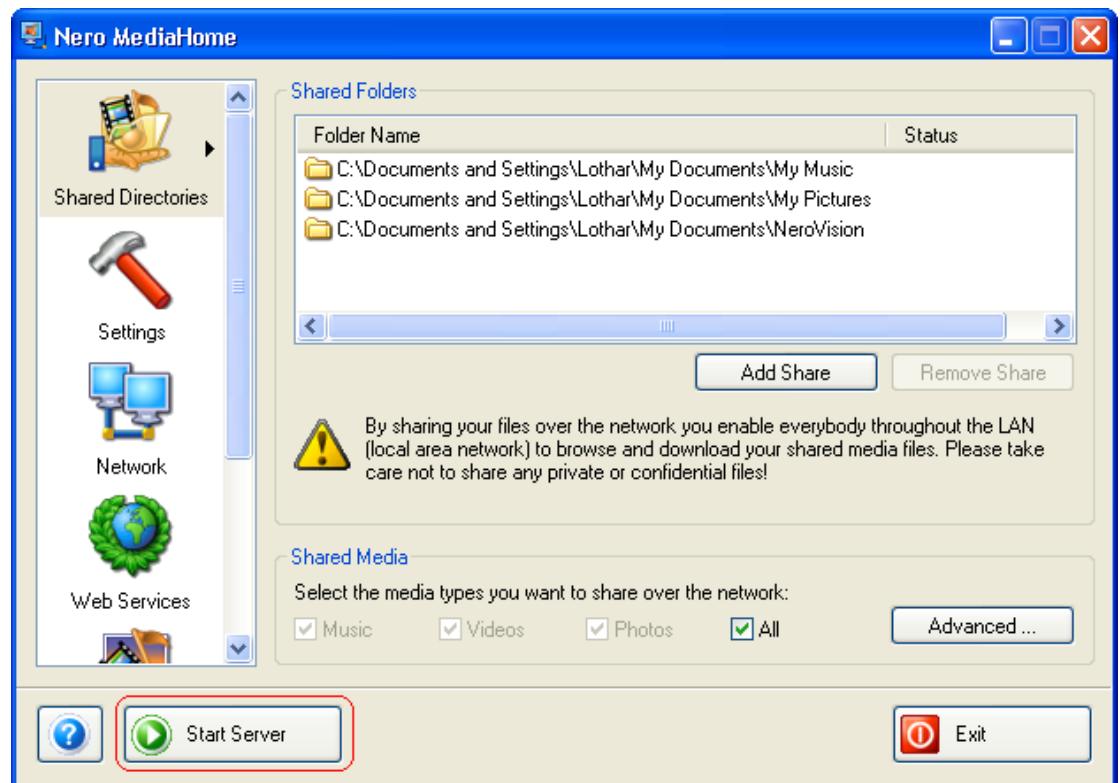
2.2.1 Starting Nero MediaHome Server automatically

If the 'Settings' icon has been highlighted and the appropriate check box in the autostart and tray area ticked, **Nero MediaHome Server** will start automatically when **Nero MediaHome** is launched.



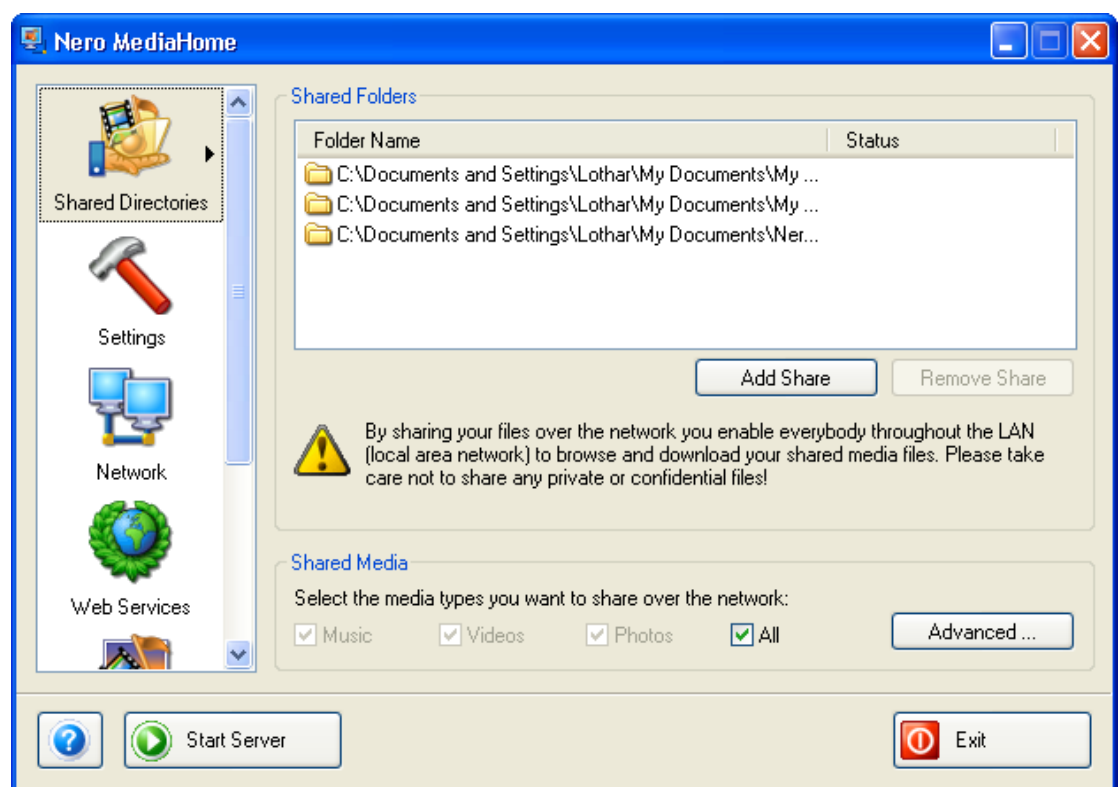
2.2.2 Starting Nero MediaHome server manually

If the option to automatically start **Nero MediaHome** Server has been disabled, the server will only start if you click on the 'Start Server' button to initiate it.



3 Sharing

3.1 Sharing directories



You can only share directories when **Nero MediaHome** Server has not been started. If it has already been started, please disable it by clicking on the 'Stop Server' button.

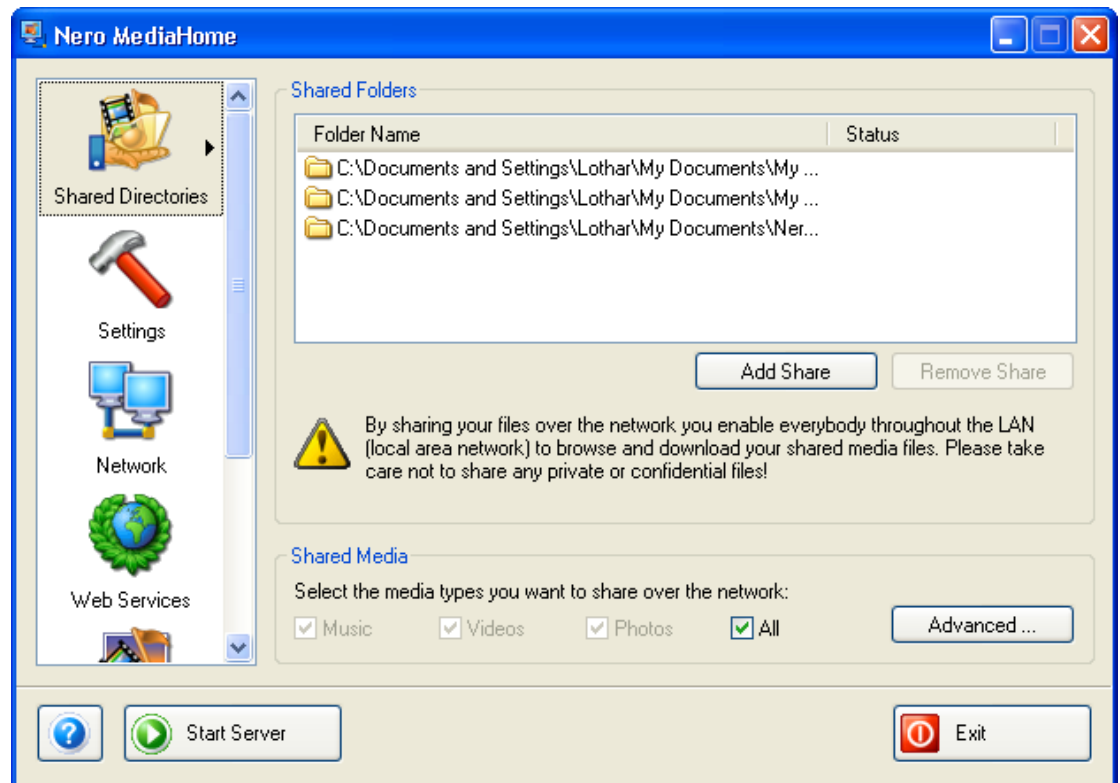
1. Start **Nero MediaHome** and highlight the 'Shared directories' icon.
2. Click on the 'Add Share' button and, in the window that opens, select the directory you would like to share.



Please note: only the files located in this folder will be shared; any subfolders which may exist will not be shared.

3. Repeat this folder-sharing procedure until all the directories selected are shared.

3.2 Sharing media types



Nero MediaHome allows access to music, video and image files. However, if you want, you can share particular types of media only.

1. Start **Nero MediaHome** and highlight the 'Shared directories' icon.
2. Look in the 'Shared Media' area to see which types of media have been shared.
If the 'All' check box has been ticked, then all types of media, i.e. music, video and image files will be shared.
3. Clear the 'All' check box only if you want to share specific types of media.
4. Highlight the selected types of media that you wish to share.

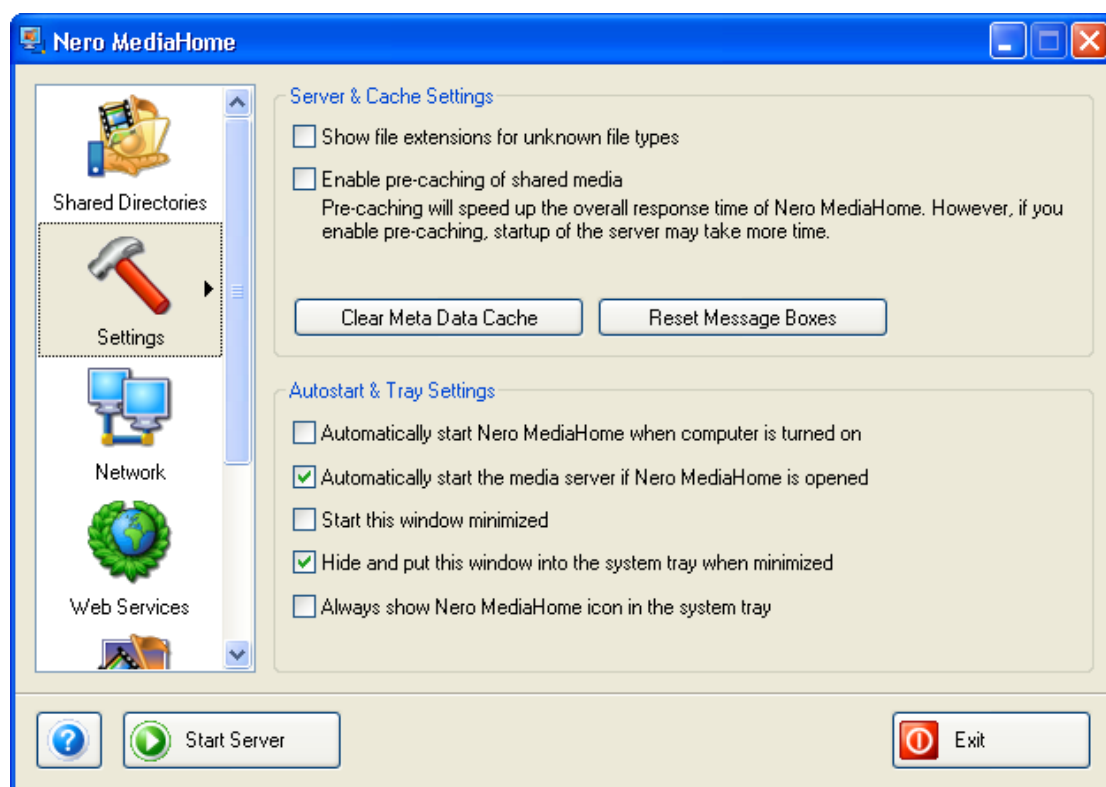


If you would like to make a special selection of data types within the various types of media, click on the 'Advanced' button and highlight or deselect the file types concerned and then click on 'OK' to save the changes and to close the window.

Example: If you do not want to share the 'mp4' file type from the 'Video' media type, then disable it.

4 Settings

4.1 Server and cache settings

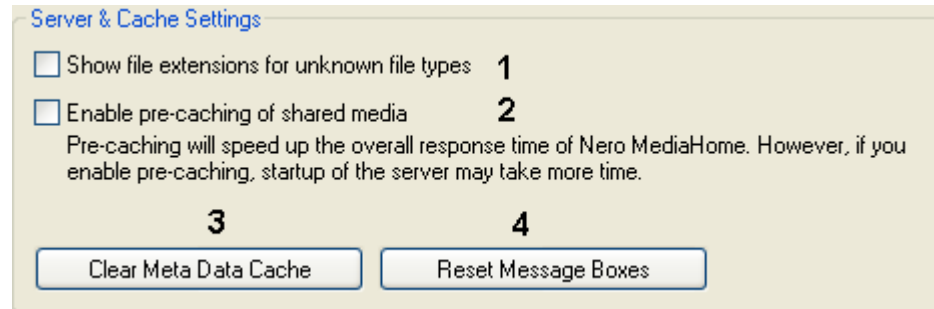


You can only make changes to the server and cache settings if **Nero MediaHome** Server has not been launched. If it has already been started, please disable it by clicking on the 'Stop Server' button.

Nero MediaHome let you make server and cache settings order to reduce the server's response time.

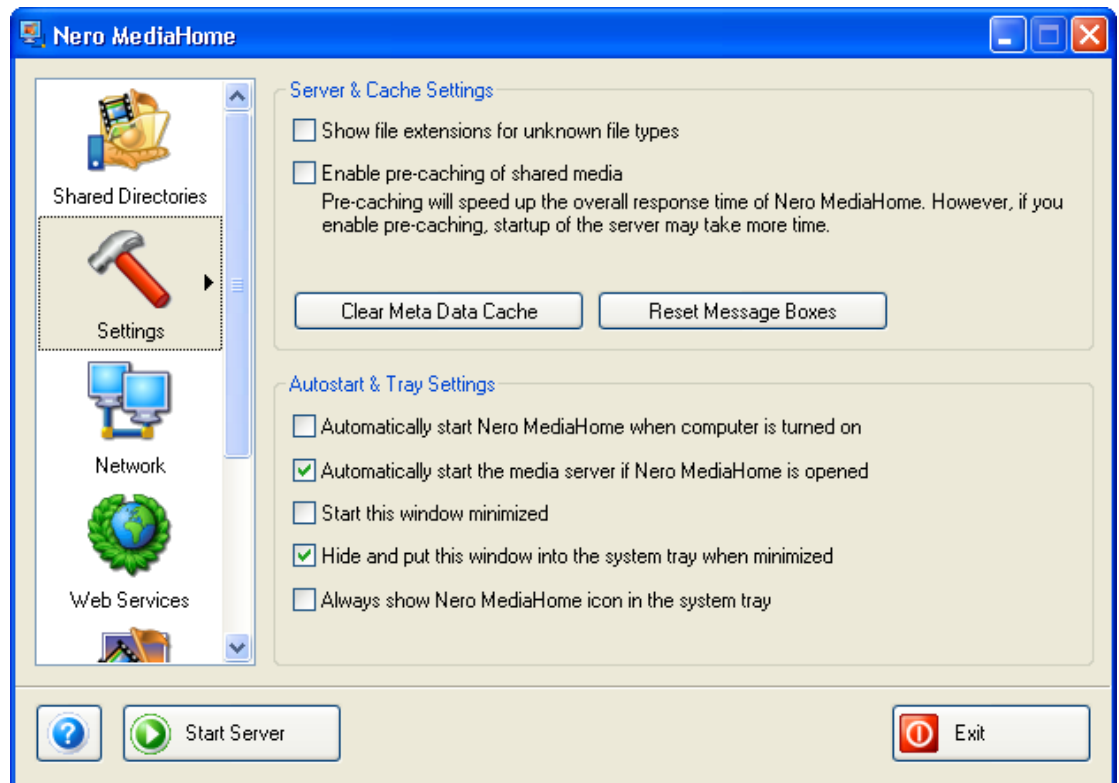
1. Start **Nero MediaHome** and highlight the 'Settings' icon.

2. Tick or clear the desired check box or click on the appropriate buttons.



Number	Explanation
1	If this has been activated, unknown filename extensions will be displayed in the client (e.g. Nero ShowTime).
2	If activated, Nero MediaHome Server will obtain the shared media from the hard disk by pre-caching, even though no client had requested data. As a result, the Nero MediaHome response time is reduced, though the server's start-up time is extended.
3	Clicking this button will delete the meta files contained in the cache memory. The next start the server is started, the current meta data will be read again – this prolongs the server's start-up time. If shared files have been removed it is particularly important to delete the meta data, in other words the meta files contained in the cache memory no longer correspond to the files being reproduced.
4	Clicking on this button will manually activate information and warnings that have been disabled. Example: Before Nero MediaHome Server is started, a security warning is given so that files in the network can be unblocked. You have to click on 'OK' to continue – only then will the server be started and the files shared. If this warning has been disabled, it will appear again after you have clicked on this button.

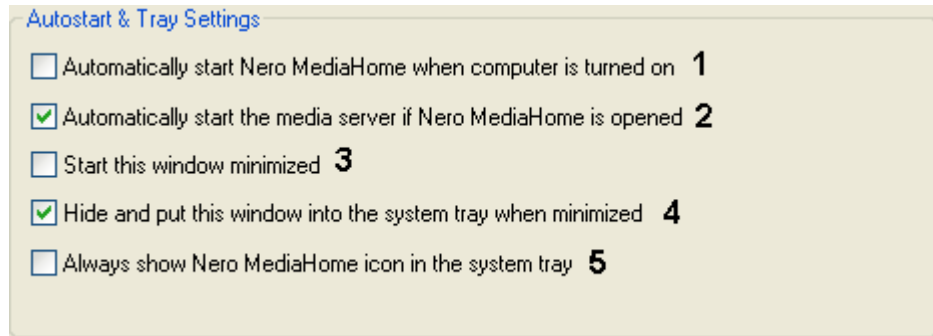
4.2 Autostart and tray settings



Nero MediaHome can be launched automatically when the computer is switched on. You can make these and other settings at 'Autostart and tray settings'.

1. Start **Nero MediaHome** and highlight the 'Settings' icon.

2. Tick or clear the check boxes as desired.

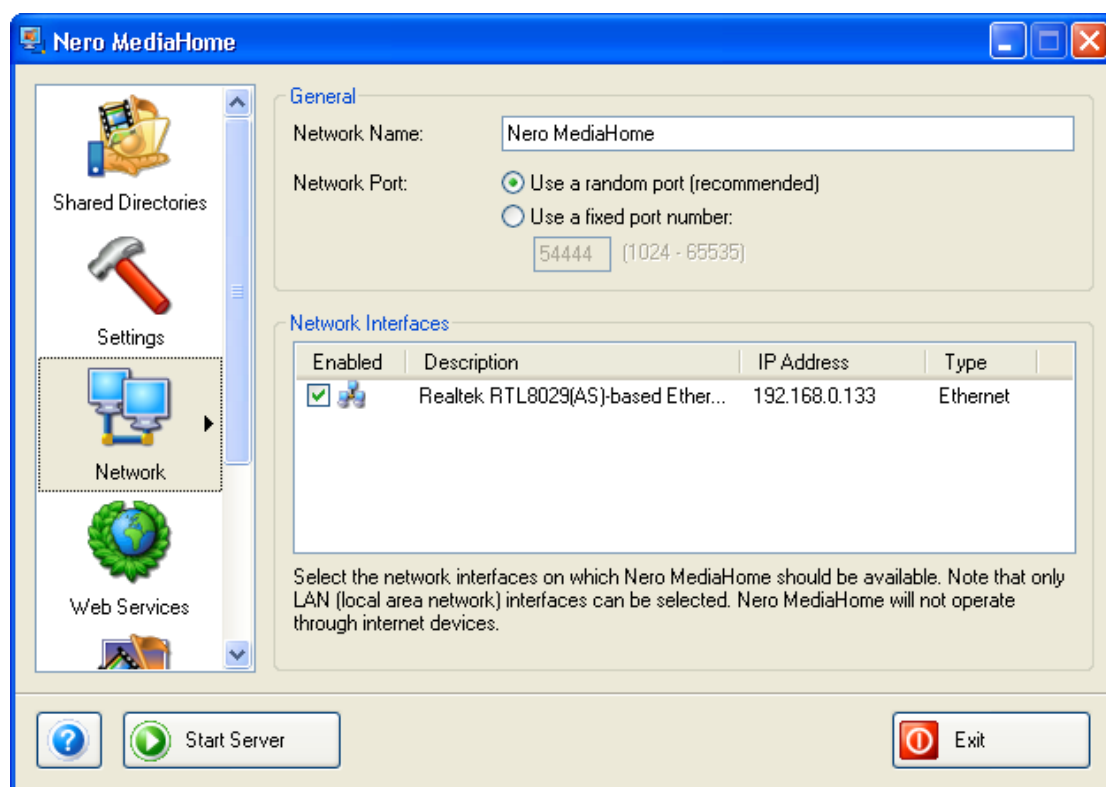


Number	Explanation
--------	-------------

- | | |
|---|---|
| 1 | If this has been ticked, Nero MediaHome will be launched automatically when the computer is started. |
| 2 | If this has been ticked, Nero MediaHome Server will be launched automatically when Nero MediaHome is started. |
| 3 | If this option has been chosen, the program window will not appear once Nero MediaHome has been launched. Instead, the program will be minimized and put in the system tray. |
| 4 | If this has been checked, Nero MediaHome will be placed in the system tray when it is minimized. |
| 5 | The Nero MediaHome icon will always appear in the system tray if this option has been selected, in other words, even if the program window is open. |

5 Network

5.1 Change network name

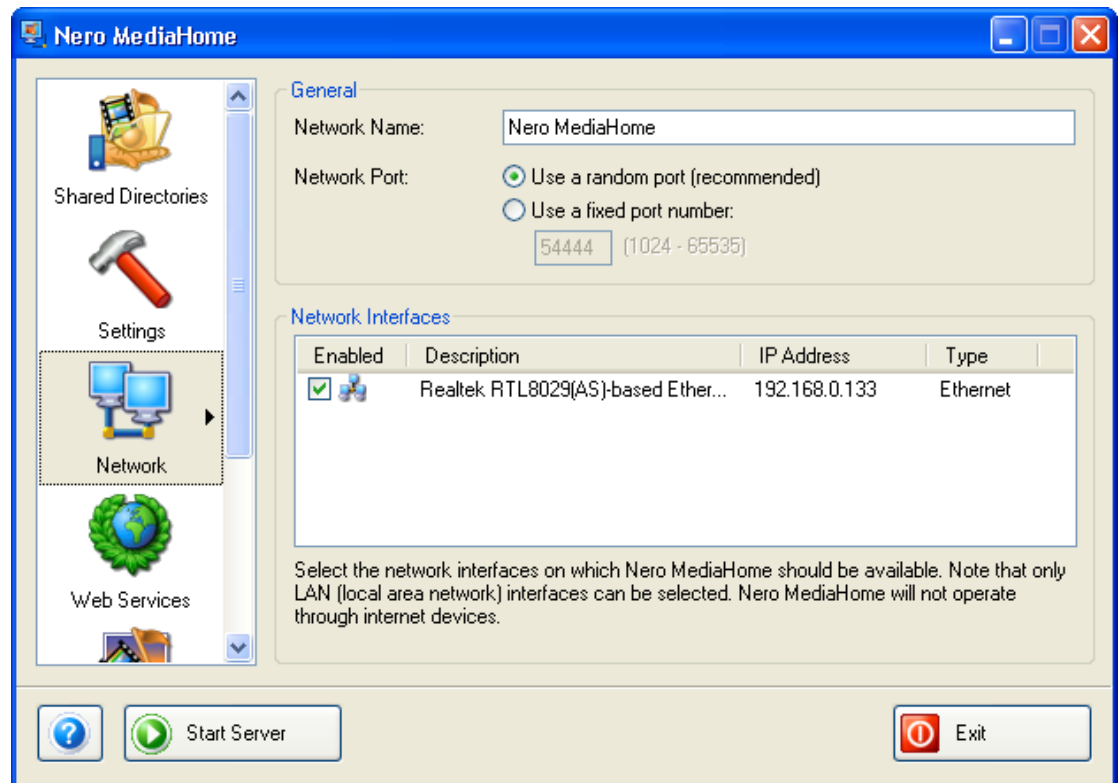


1. Start **Nero MediaHome** and highlight the 'Network' icon.
2. In the 'Network name' box, enter the desired network name.



You can only change the name of the network or the port settings if **Nero MediaHome** Server has not been launched. If it has already been started, please disable it by clicking on the 'Stop Server' button.

5.2 Specifying the port number



1. Start **Nero MediaHome** and highlight the 'Network' icon.
2. Select the option you prefer.

Network Port: 1 ☒ Use a random port (recommended)
2 ☐ Use a fixed port number:
54444 (1024 - 65535)

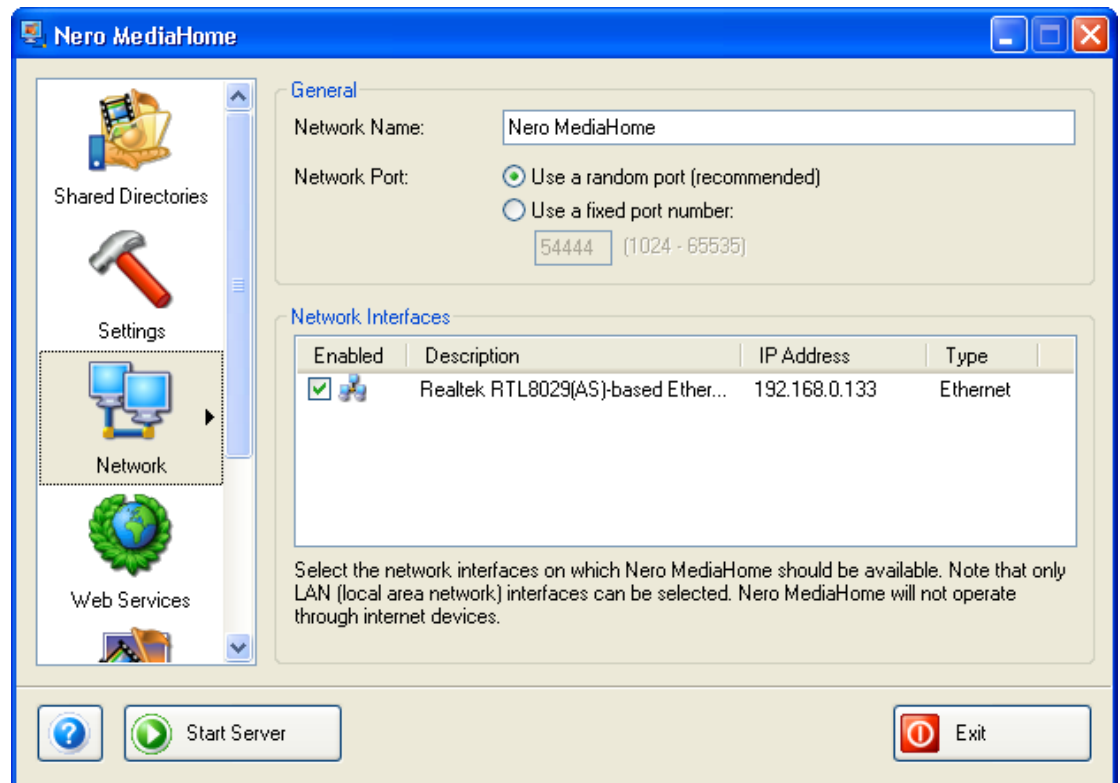
Number Explanation

- 1 If this is selected, **Nero MediaHome** will use a new port each time the program is launched. This option is recommended because it reduces conflicts with other devices.
- 2 If this option is selected, **Nero MediaHome** will use a fixed port each time it is started. This option makes it necessary to specify a port number.
This setting has the advantage that (when streaming files) the port number is identical even when **Nero MediaHome** is restarted, and the file can be played again. If, on the other hand, the port number has been changed, it will no longer be possible to play back the file.

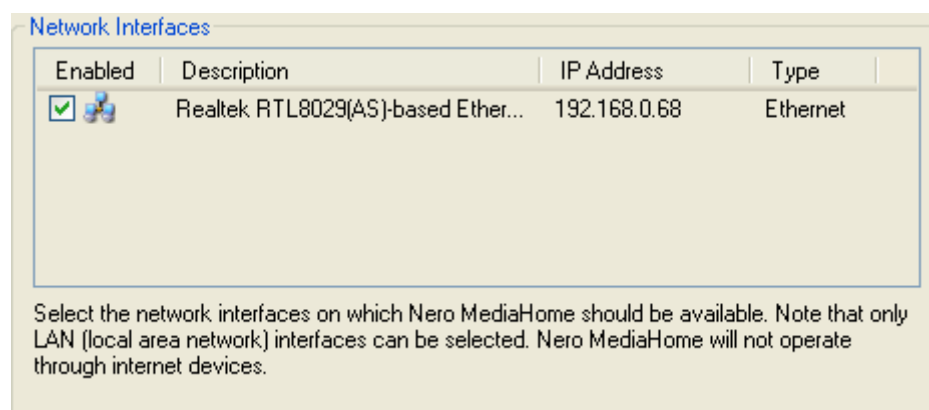


You can only change the name of the network or the port settings if **Nero MediaHome** Server has not been launched. If it has already been started, please disable it by clicking on the 'Stop Server' button.

5.3 Network connections



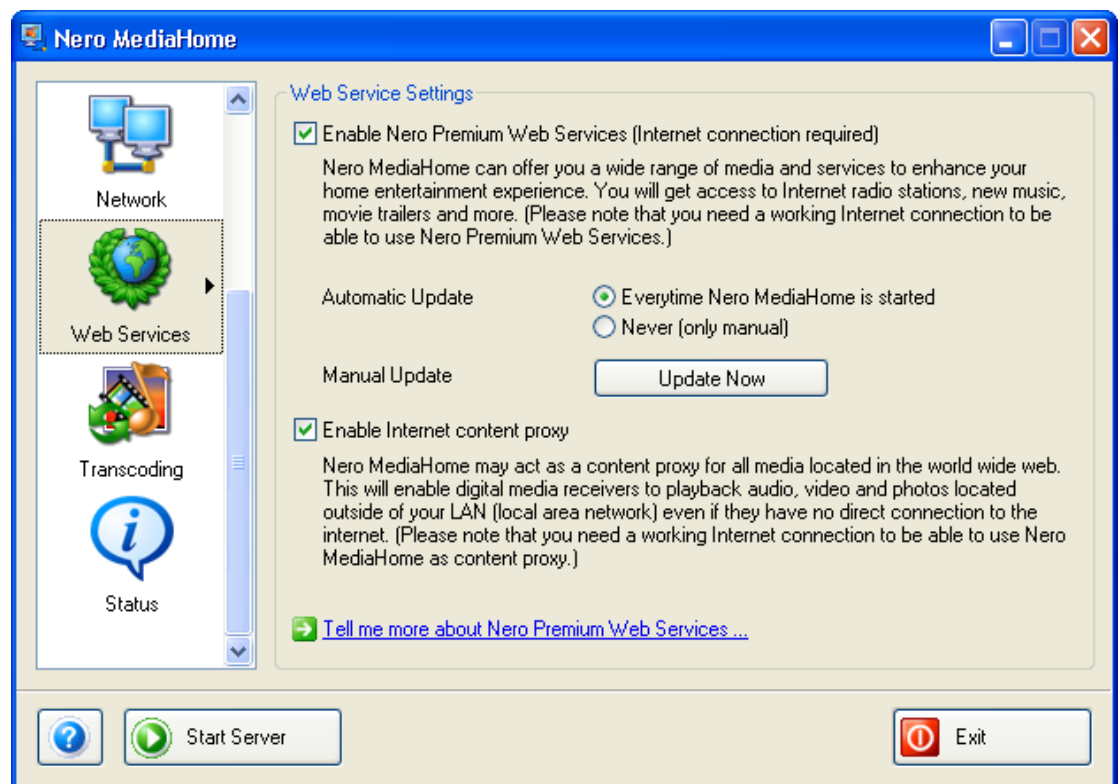
In this area you can see the network connections that have been installed, their conditions, the name of the network card, the computer's IP address and the network type. **Nero MediaHome** supports the use of a number of network cards at the same time.



1. Start **Nero MediaHome** and highlight the 'Network' icon.
2. Select the network interface(s) that you would like to assign to **Nero MediaHome**. Please note that you can only assign interfaces that belong to the local area network (LAN).

6 Nero Premium Web Services

6.1 Nero Premium Web Service settings



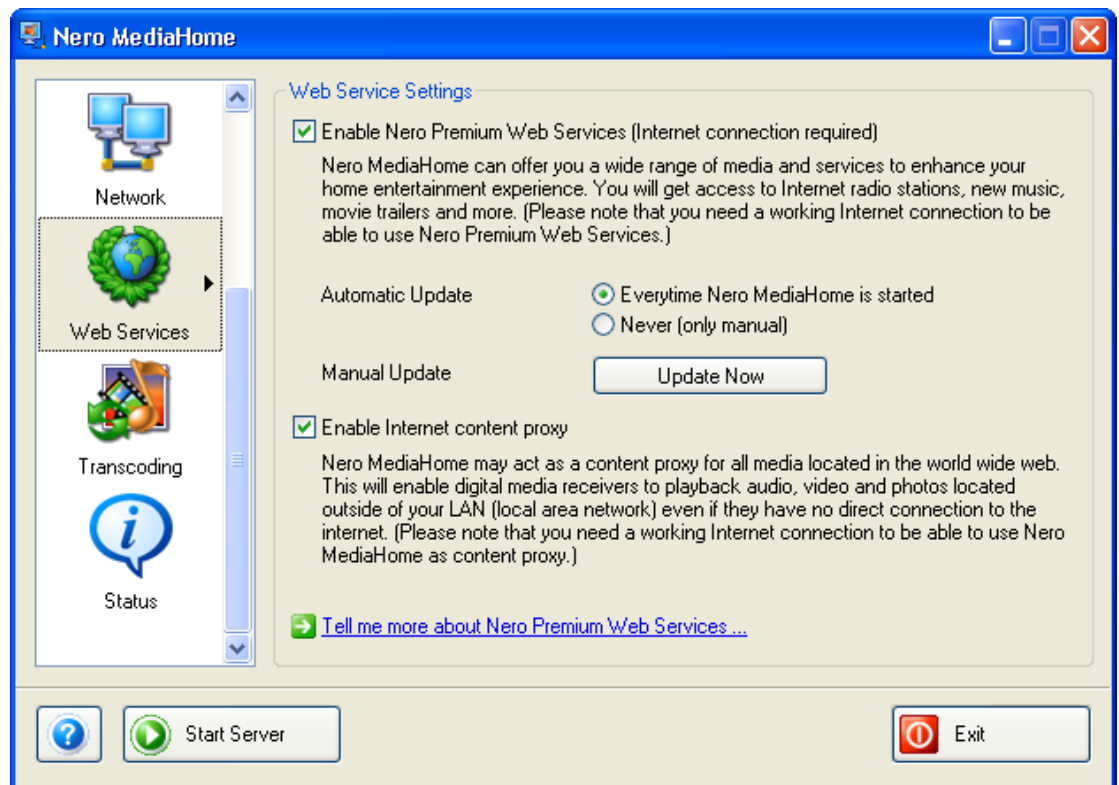
The settings for the Nero Premium Web Service are found here.

1. Start **Nero MediaHome** and highlight the 'Web Services' icon.



You can only change the settings for the Nero Premium Web Service when **Nero MediaHome** Server has not been launched. If it has already been started, please disable it by clicking on the 'Stop Server' button.

6.1.1 Selecting the Web service



If you would like to take advantage of the Nero Premium Web Services, you will need a functioning Internet connection.

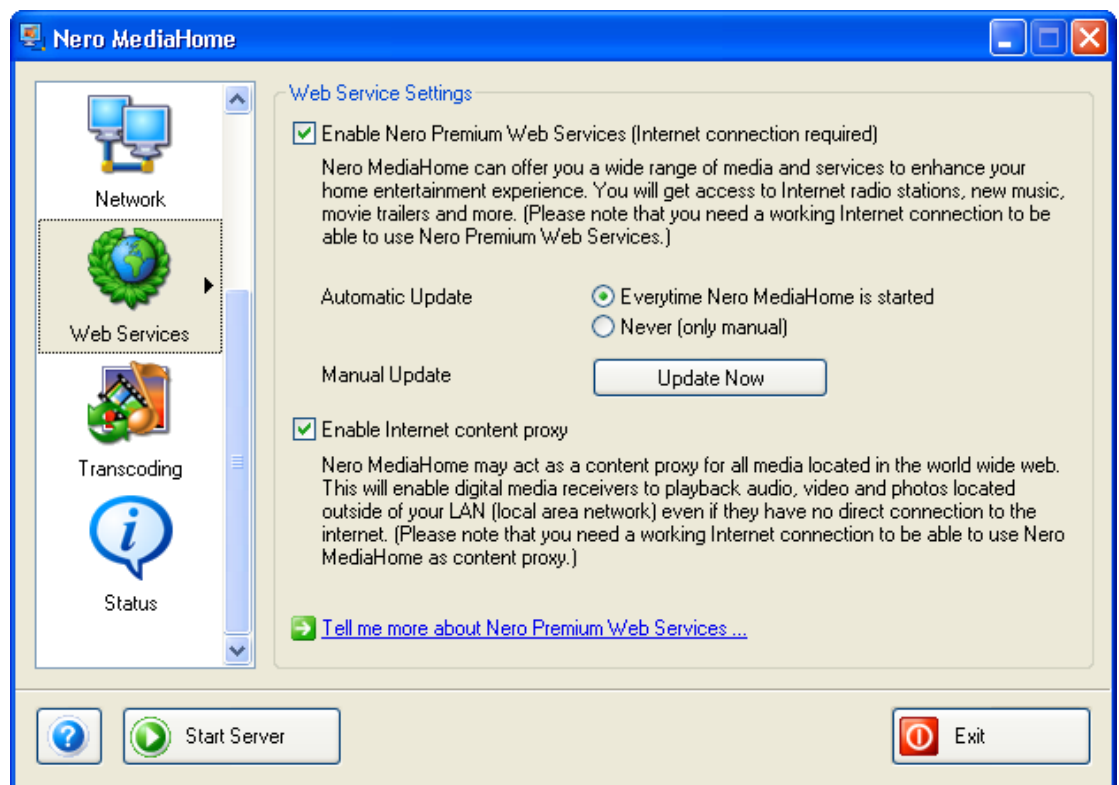
1. Start **Nero MediaHome** and highlight the 'Web Services' icon.
2. Tick the appropriate check box if you would like to access 'Nero Premium Web Services'.

☒ Enable Nero Premium Web Services (Internet connection required)
Nero MediaHome can offer you a wide range of media and services to enhance your home entertainment experience. You will get access to Internet radio stations, new music, movie trailers and more. (Please note that you need a working Internet connection to be able to use Nero Premium Web Services.)

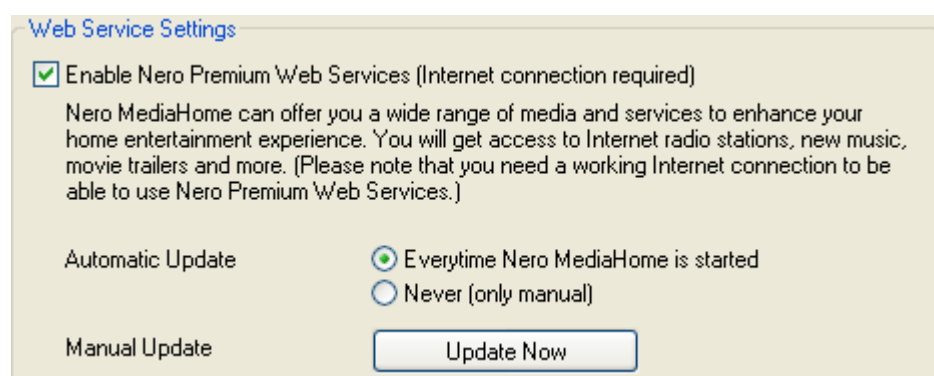


You can only select Nero Premium Web Services when **Nero MediaHome** Server has not been launched. If it has already been started, please disable it by clicking on the 'Stop Server' button.

6.1.2 Specifying the update options

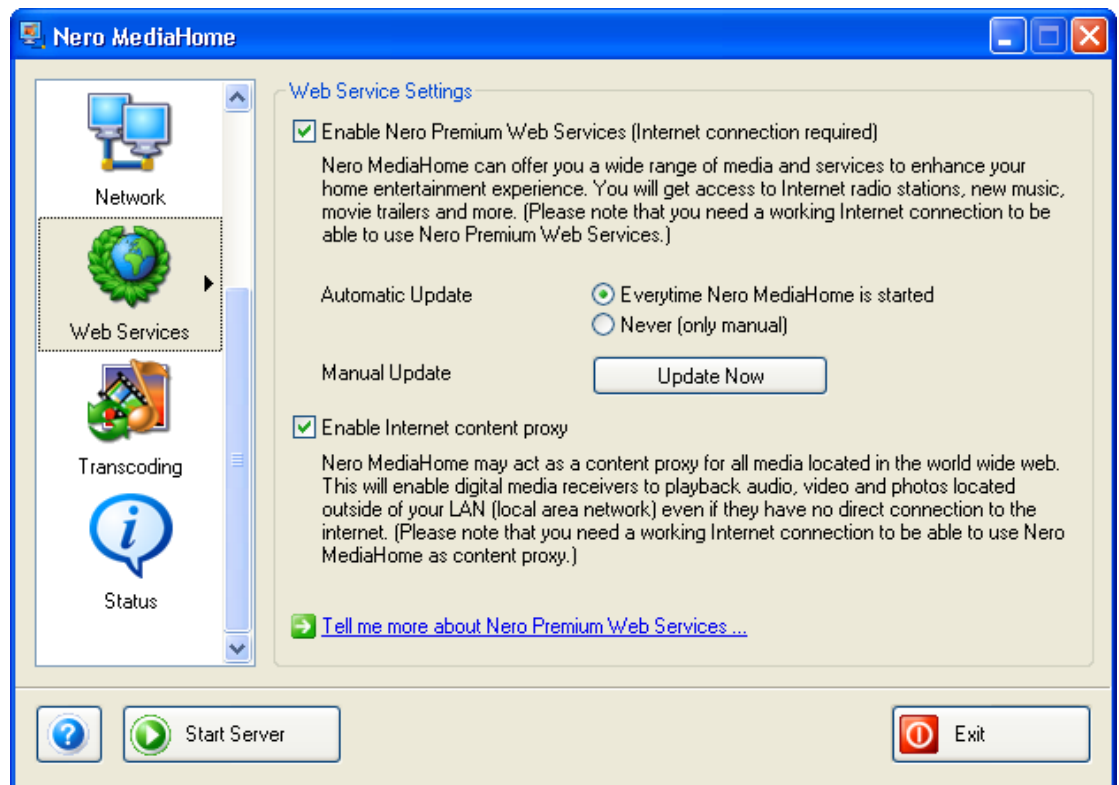


1. Start **Nero MediaHome** and highlight the 'Web Services' icon.
2. Tick the appropriate check box if you would like to use 'Nero Premium Web Services'.
3. Specify which update option you prefer: the automatic option, which checks whether an update is available for the Web Service each time **Nero MediaHome** is started, or the manual option, allowing searches for an update only when you click on the 'Update now' button.



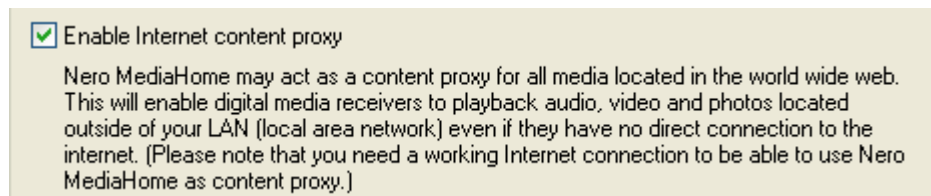
You can only change the update method or the settings for the Nero Premium Web Service when **Nero MediaHome** Server has not been started. If it has already been started, please disable it by clicking on the 'Stop Server' button.

6.1.3 Enabling Internet proxy



Nero MediaHome can also operate as a proxy server if you would like the clients connected to have access to media that is to be found on the Internet. Example: You have a laptop without Internet access, to which **Nero ShowTime** (amongst other programs) has been installed. This laptop forms part of a network with **Nero MediaHome**, which has been set up in such a way that it operates as an Internet proxy. **Nero ShowTime** can now access the desired files on the Internet via the **Nero MediaHome** Server, without the need to have a direct Internet connection.

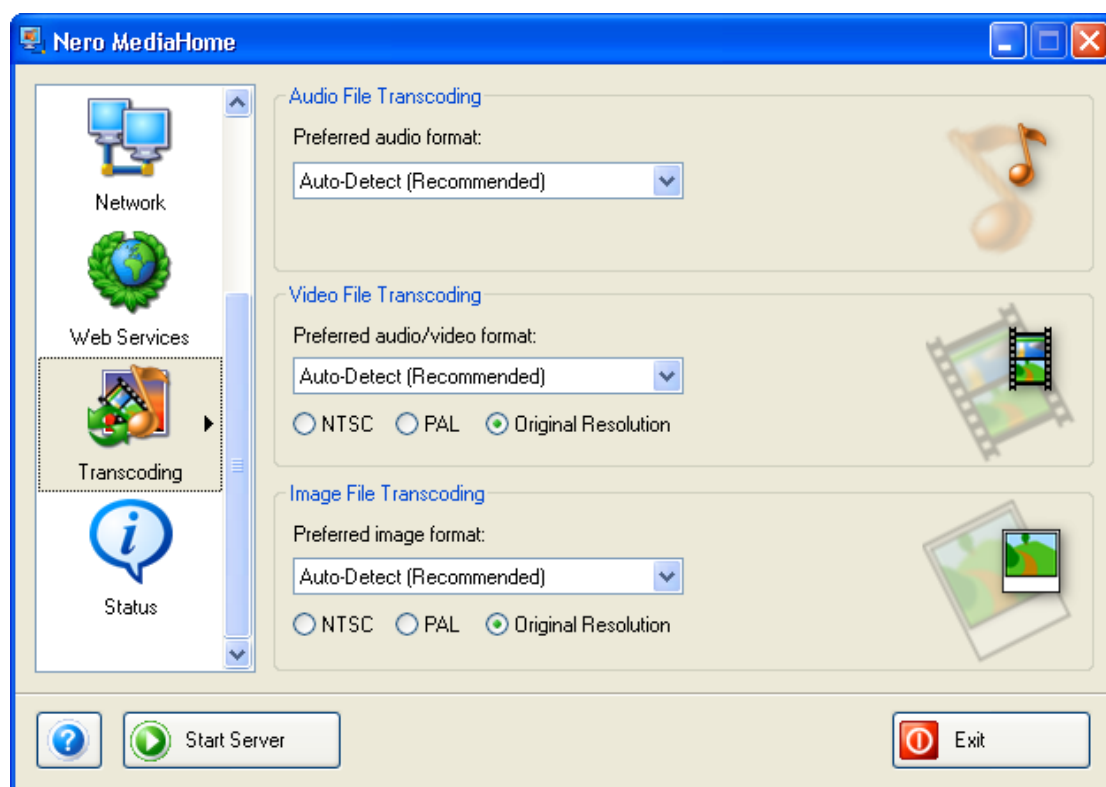
1. Start **Nero MediaHome** and highlight the 'Web Services' icon.
2. Tick the appropriate check box if you would like **Nero MediaHome** to operate as an Internet proxy.



You can only change the Internet proxy settings when **Nero MediaHome** Server has not been launched. If it has already been started, please disable it by clicking on the 'Stop Server' button.

7 Transcoding

7.1 Transcoding settings



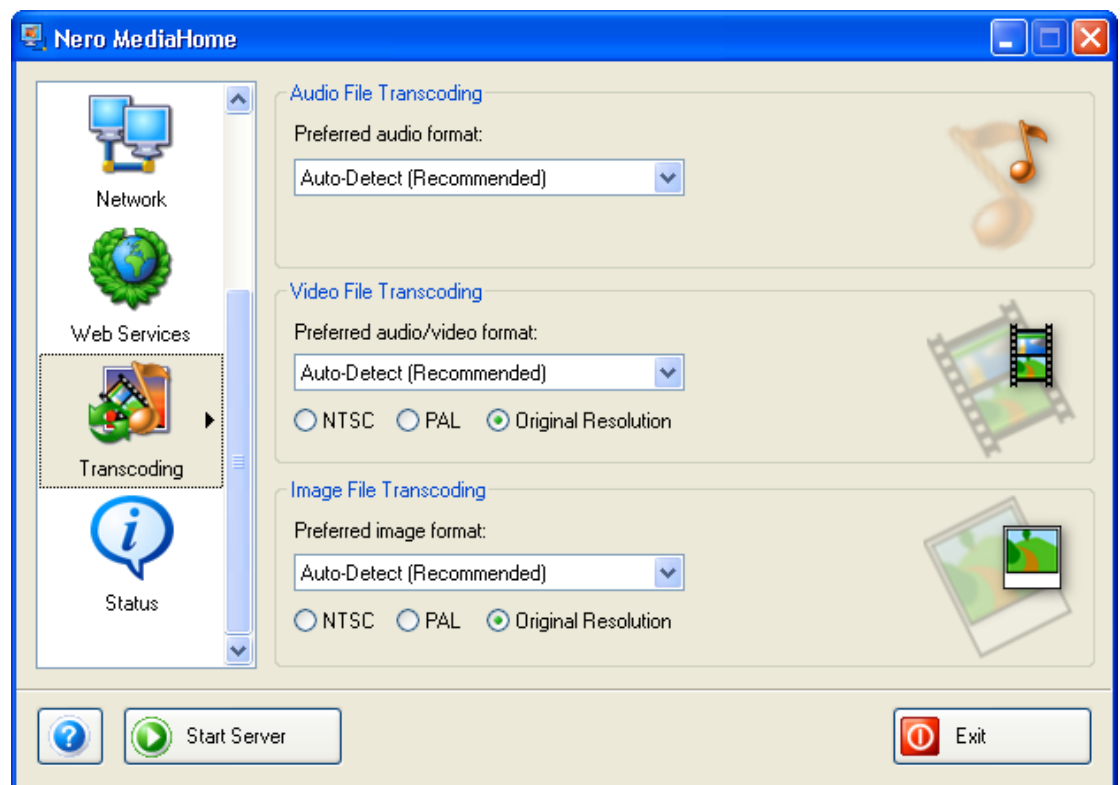
Here you can find the settings for transcoding audio, video and image files. 'Auto-detect' should be the standard setting with all formats – it means that the original format is used when playing. If a client is not capable of playing a particular format, when this setting is chosen the file will be transcoded prior to reproduction. This procedure calls for computing capacity and may possibly impair the quality of reproduction.

1. Start **Nero MediaHome** and highlight the 'Transcoding' icon.



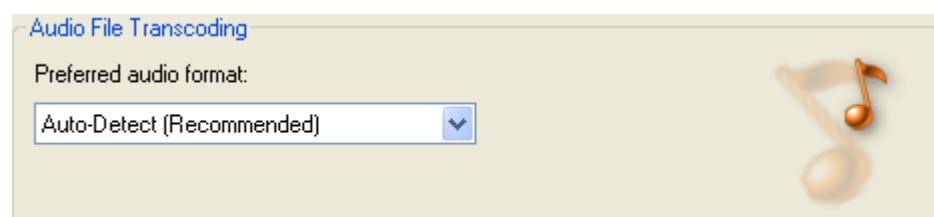
You can only change the transcoding settings when **Nero MediaHome** Server has not been launched. If it is has already been started, please disable it by clicking on the 'Stop Server' button.

7.1.1 Transcoding audio files



Nero MediaHome can transcode audio files if you prefer a specific format. However, we recommend transcoding audio files only if the client cannot reproduce the original format, as this procedure may impair the quality of reproduction.

1. Start **Nero MediaHome** and highlight the 'Transcoding' icon.
2. Click on the dropdown button in the transcoding area for audio and choose the option you prefer.



Setting

Retain original format

Auto-detect

Explanation

Nero MediaHome will not check whether the client can play the desired file – instead the original format will be retained.

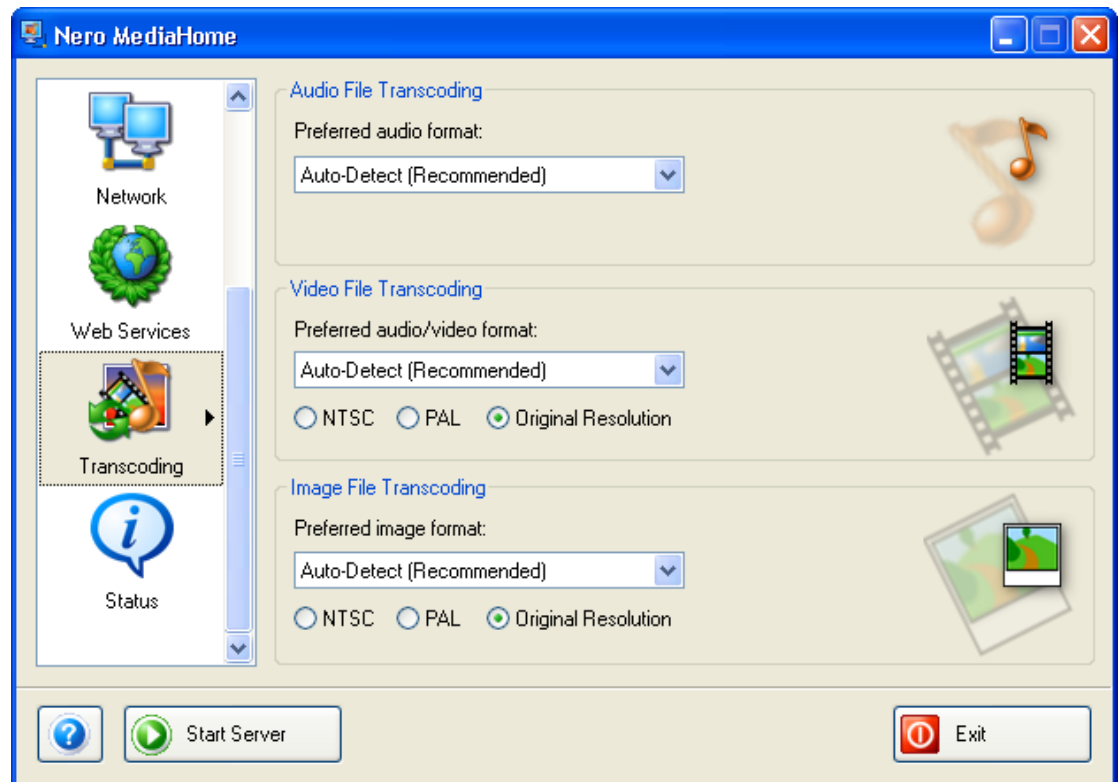
Nero MediaHome checks whether the client can reproduce the format before transferring the file. If this is the case, the original format will be preserved. If the client cannot play the file, **Nero MediaHome** will 'ask' which formats can be read and will then transcode the file.

MP3	Each file will be transcoded into the target format if it is not available in the desired format.
WAVE	Each file will be transcoded into the target format if it is not available in the desired format.
AAC	Each file will be transcoded into the target format if it is not available in the desired format.
HE-AAC	Each file will be transcoded into the target format if it is not available in the desired format.



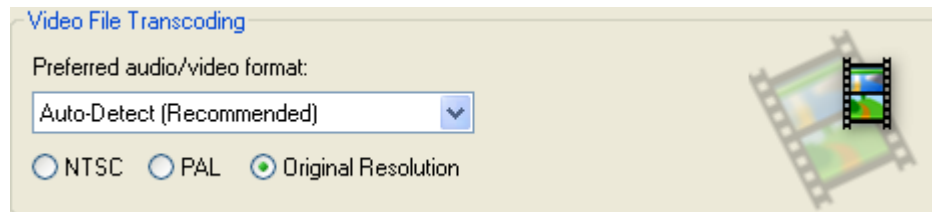
You can only change the transcoding settings when **Nero MediaHome** Server has not been launched. If it has already been started, please disable it by clicking on the 'Stop Server' button.

7.1.2 Transcoding video files



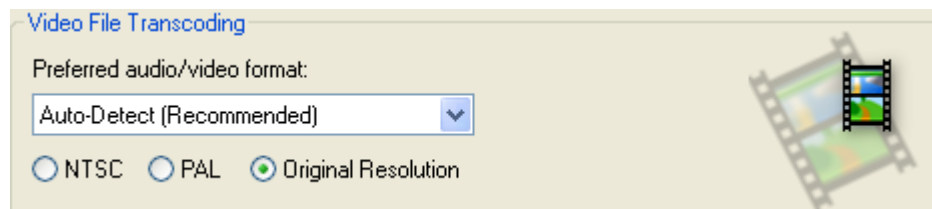
Nero MediaHome can transcode video files if you prefer a specific format. However, we recommend transcoding video files only if the client cannot reproduce the original format, as this procedure may impair the quality of reproduction.

1. Start **Nero MediaHome** and highlight the 'Transcoding' icon.
2. Click on the dropdown button in the transcoding area for video and choose the option you prefer.



Setting	Explanation
Retain original format	Nero MediaHome will not check whether the client can display the desired file – instead the original format will be retained.
Auto-detect	Nero MediaHome checks whether the client can reproduce the format before transferring the file. If this is the case, the original format will be preserved. If the client cannot play the file, Nero MediaHome will transcode the file into the format with the best quality.
MPEG-1	Each file will be transcoded into the target format if it is not available in the desired format.
MPEG-1 (low bit rate)	Each file will be transcoded into the target format if it is not available in the desired format.
MPEG-2	Each file will be transcoded into the target format if it is not available in the desired format.
MPEG-1 (high bit rate)	Each file will be transcoded into the target format if it is not available in the desired format.
MPEG-2 (low bit rate)	Each file will be transcoded into the target format if it is not available in the desired format.
Nero Digital / MPEG-4	Each file will be transcoded into the target format if it is not available in the desired format.
Nero Digital / MPEG-4 (low bit rate)	Each file will be transcoded into the target format if it is not available in the desired format.

- Click on the dropdown button in the transcoding area for video and choose the option you prefer.

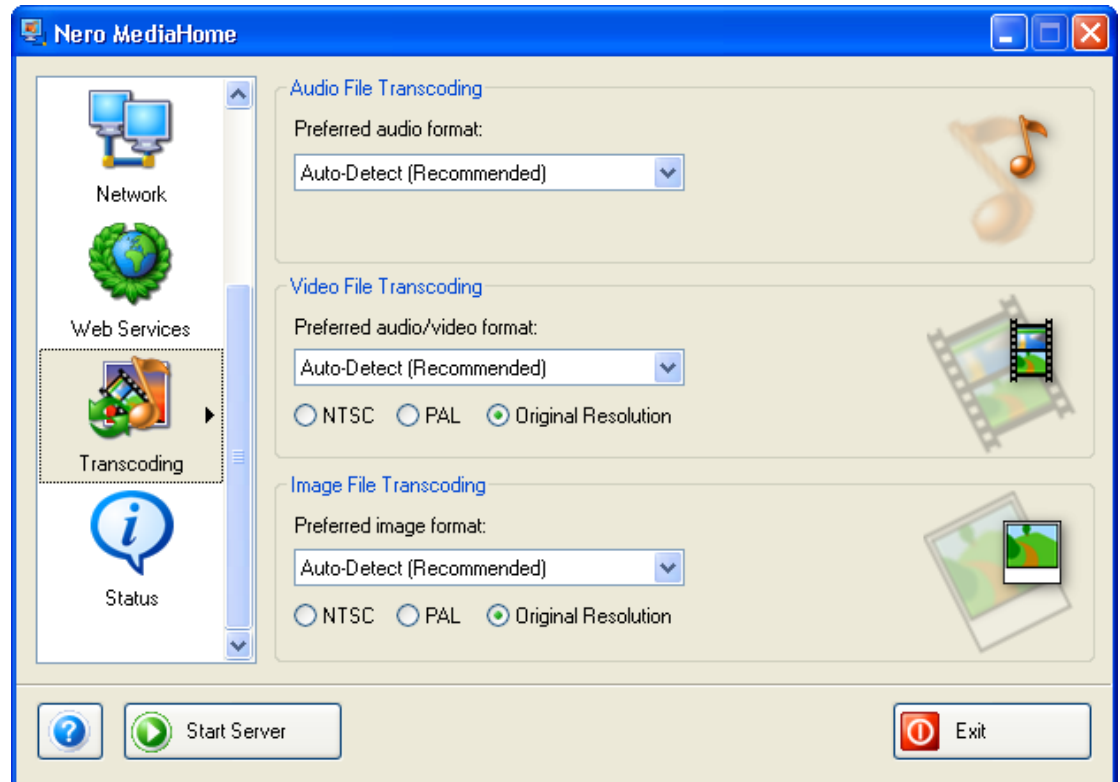


Setting	Explanation
NTSC	Video files are transcoded in accordance with the NTSC standard.
PAL	Video files are transcoded in accordance with the PAL standard.
Original resolution	The original resolution is employed.



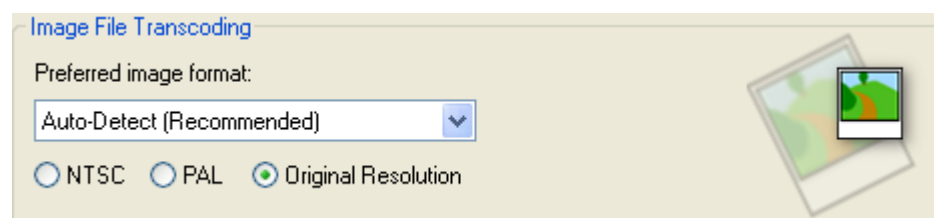
You can only change the transcoding settings when **Nero MediaHome** Server has not been launched. If it has already been started, please disable it by clicking on the 'Stop Server' button.

7.1.3 Transcoding image files



Nero MediaHome can transcode image files if you prefer to use a specific format. However, we recommend transcoding image files only when the client cannot reproduce the original format, as this procedure may impair the quality of reproduction.

1. Start **Nero MediaHome** and highlight the 'Transcoding' icon.
2. Click on the dropdown button in the transcoding area for images and choose the option you prefer.



Setting

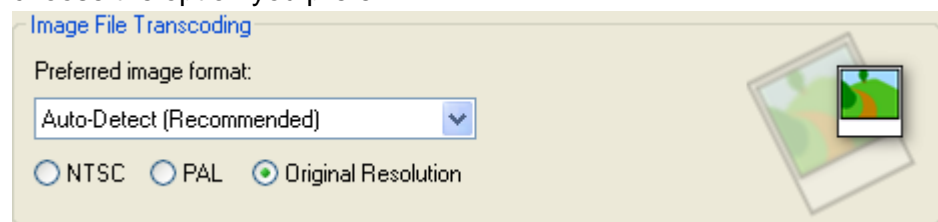
Retain original format

Explanation

Nero MediaHome will not check whether the client can display the desired file – instead the original format will be retained.

Auto-detect	Nero MediaHome checks whether the client can reproduce the format before transferring the file. If this is the case, the original format will be preserved. If the client cannot play the file, Nero MediaHome will transcode the file into the format with the best quality.
JPEG	Each file will be transcoded into the target format if it is not available in the desired format.
PNG	Each file will be transcoded into the target format if it is not available in the desired format.
BMP	Each file will be transcoded into the target format if it is not available in the desired format.

- Click on the dropdown button in the transcoding area for images and choose the option you prefer.



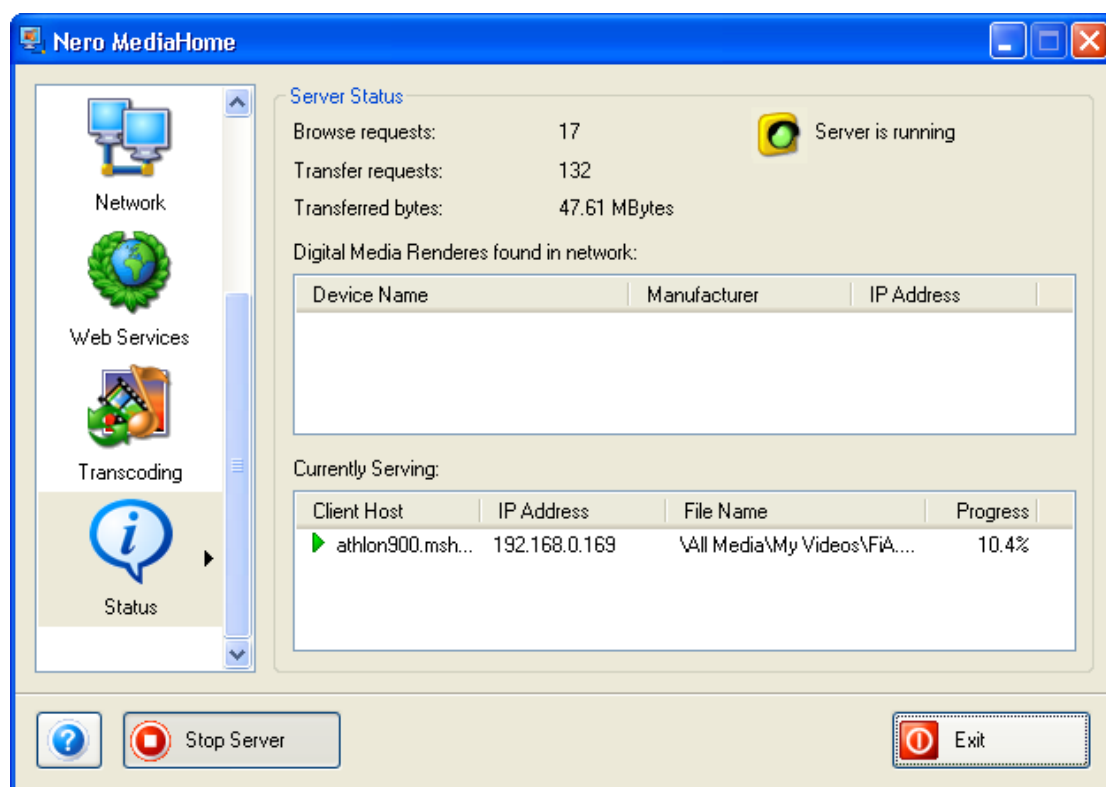
Setting	Explanation
NTSC	Image files are transcoded in accordance with the NTSC standard.
PAL	Image files are transcoded in accordance with the PAL standard.
Original resolution	The original resolution is employed.



You can only change the transcoding settings when **Nero MediaHome** Server has not been launched. If it is has already been started, please disable it by clicking on the 'Stop Server' button.

8 Status

8.1 Obtaining status information



If the server is active, you will see (in real time) the status information, the streaming clients, the number of connection queries, the amount of data transferred, and so on. If the server is not active, this area will not contain any entries.

1. Launch **Nero MediaHome**, highlight the 'Status' icon and inform yourself when the server has been launched about the server status.

9 Pop-up menu

9.1 Calling up the pop-up menu

Restore Window	1
Start Server	2
Stop Server	
Shared Directories...	3
Settings...	
Network...	
Web Services...	
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If the **Nero MediaHome** icon is situated in the system tray, you can open the pop-up menu by clicking on the **right-hand** mouse button. The chosen action will be carried out by highlighting the appropriate command.

Number	Explanation
--------	-------------

- | | |
|---|---|
| 1 | Clicking on this command will return you to the Nero MediaHome window last shown. |
| 2 | If you click on this command you will start up or close down Nero MediaHome Server. |
| 3 | Clicking on a command in this section will open the corresponding Nero MediaHome feature. |
| 4 | Clicking on this command will provide information on Nero MediaHome . Among other things, you will be informed of the current version number of the program, as well as the address of Nero AG and a link to the http://www.nero.com/ homepage. |
| 5 | Clicking on this command will close Nero MediaHome . |

10 Contact

10.1 Contact details

Nero MediaHome has been created by Nero AG.



Nero AG
Im Stoeckmaedle 18
76307 Karlsbad
Germany

Internet: www.nero.com
Help: <http://englishsupport.nero.com/>
<http://germansupport.nero.com>
<http://frenchsupport.nero.com>
E-Mail: techsupport@nero.com
Hotline: 0190 871086 (only accesible from within Germany: € 1.86 per min)
Fax: +49 7248 928 499

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11 Glossary

Client

A client is a computer, program or device, that utilizes the services of a server. For example, **Nero ShowTime** is a client for **Nero MediaHome**.

Server

A server is a computer or program, which provides data and resource clients. For example, **Nero MediaHome** is a server for **Nero ShowTime**.

Streaming

Streaming means the continuous transmission of data that can already be heard or played during the transmission procedure. This means it is unnecessary to wait until a media file has been transmitted completely before it can be reproduced.

UPnP

Abbreviation of "Universal Plug and Play". UPnP™ is a manufacturer-independent system for controlling devices in a local area network; it can be used to connect peripheral devices to a PC in order to create a home network.

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