



# **Digital Library User Guide**

*Ver 1.0*

*Draft*



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Based on a work at [www.villagetelco.org](http://www.villagetelco.org).

## Acknowledgements

**Note:** This document is intended to be read in conjunction with Digital Library Ver 1.0 firmware.

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## 1. Introduction

The Digital Library project is intended to provide a low cost WiFi device hosting a library of electronic documents, browser based applications and other materials suitable for use in a classroom or similar environment, with PCs, tablets and mobile smart phones as client devices.

No Internet connection is required to use the device – the content is stored locally on the digital Library.

Several off-the-shelf router devices may be used, starting at a cost of around \$20. The software is based on the well proven OpenWRT software.

Library content may be stored on USB, SD Card memory devices which may be 8GB to 128GB in size. A USB connected SSD may also be used for larger storage. Multiple USB devices may be used, allowing local content to be managed separately to the main library.

A basic library image has been developed containing some 40GB of content, largely drawn from the OER2GO website (oer2go.org). The library contains material with licences that allow free use. Additional applications such as Sugarizer (which provides the interactive Sugar graphical learning environment from XO laptops for younger students -sugarizer.org) have been included.

The basic library image includes:

- Wikipedia for Schools
- Khan Academy Maths and Science Videos
- Phet Interactive Simulations for Science and Maths
- Siyavula / CK-12 Textbooks
- African Story Books / Book Dash / Cat and Dog Books / Mustard Seed Books / English Storybooks
- Gutenberg Project – Great Books of the World
- Blockly Games
- OLE Nepal Collection of Digital Learning Materials
- Women in African History
- Maps of the World
- MedlinePlus / Hesperian / Khan Academy Health and Medicine
- InfoNet-Biovision Articles on Agriculture, Environment and Health subjects.
- Practical Action Knowledge Bank of Technologies
- Sugarizer Interactive Sugar graphical learning environment from XO laptops.

Users can add local content to the main library memory device or to a second memory device, either by uploading files via the web interface, or by preparing files for the memory devices on a separate PC.

The Digital Library can connect to an upstream network via Ethernet or WiFi in order to provide access to additional on line resources such as an Internet connection.

DNS Filtering is supported to ensure inappropriate content is not accessible through the Digital Library.

## Default Digital Library Home Page

The screenshot displays the Default Digital Library Home Page with the following content:

- Navigation Bar:** Includes logos for RACHEL, OER2Go (The Web Unplugged), and WORLD FORBELL. A menu bar contains: HOME, LOCAL CONTENT, UPLOAD CONTENT, SECONDARY LIBRARY.
- Wikipedia for Schools English:** A curated selection of articles from Wikipedia for offline use by school children. It lists subjects: Art, Business Studies, Citizenship, Countries, Everyday life, Design and Technology, Geography, History, IT, Language and Literature, Mathematics, Music, People, Portals, Religion, and Science.
- PhET:** Interactive Simulations for Science and Maths. A suite of applications developed by the University of Colorado, Boulder, providing free, interactive, research-based science and mathematics simulations.
- Khan Academy English:** Over 2000 videos on math and science, from the basic to the advanced. All Khan Academy content is available for free at [www.khanacademy.org](http://www.khanacademy.org).
- Siyavula:** World-class online Maths and Physical Sciences education. Lists grade levels: Grade 4, 5, 6, 7, 8, 9, 10, 11, 12.
- Khan Academy English (Detailed):** Over 2000 videos on math and science. Lists subjects: **Math** (Arithmetic and pre-algebra, Algebra, Geometry, Trigonometry, Differential Calculus, Differential Equations, Probability and Statistics) and **Science** (Biology, Chemistry, Cosmology and Astronomy, Health and Medicine, Organic Chemistry, Physics).
- African Story Books:** Open access to picture storybooks in the languages of Africa. For children's literacy, enjoyment and imagination.
- Blockly Games:** A series of educational games that teach programming. Designed for children who have not had prior experience with computer programming.
- Book Dash:** Book Dash gathers creative volunteers to create new African storybooks that anyone can freely print, translate and distribute.
- Boundless - Textbook Innovation:** Serving the entire education ecosystem with quality content, increased choice, and affordable prices.
- Cat and Dog Books:** Cat and Dog books are funny and easy to read. Learn only 200 words and start reading the books.
- Cause Books for Sierra Leone:** Selected children's stories in English from the OSU Children's Library Fund. Presented in PDF format for printing or reading on a screen.



## Mustard Seed Books

High quality low-cost books for beginning readers from **MustardSeed Library**.



## OLE Nepal

**E-Paath** is a collection of digital learning materials, designed and developed by **Open Learning Exchange (OLE) Nepal** with Government of Nepal's Department of Education.



## English Storybooks

English language storybooks from **StoryWeaver, Let's Read and Bloom Library**.



## Women in African History

Stories of Women in African History.



## Maps of the World

Maps of the World with seven levels of zoom.



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More than 4,000 cross-referenced medical articles from the U.S. National Library of Medicine and the National Institutes of Health. Includes comprehensive illustrations and photographs.

A-Ag	Ah-Ap	Aq-Az	B-Bk	Bl-Bz	C-Cg	Ch-Co
Cp-Cz	D-Di	Dj-Dz	E-Ep	Eq-Ez	F	G
H-Hf	Hg-Hz	I-In	Io-Iz	J	K	L-Ln
Lo-Lz	M-Mf	Mg-Mz	N	O	P-Pf	Pm-Pz
Q	R	S-Sh	Sl-Sp	Sq-Sz	T-Tn	To-Tz
U	V	W	X	Y	Z	0-9

These materials do not provide medical advice and are for informational purposes only. This content is not intended to be a substitute for professional medical advice, diagnosis or treatment. Always seek the advice of a qualified health provider with any questions you may have regarding a medical condition. Never disregard professional medical advice or delay in seeking it because of something you have read here.



## Hesperian Health Guides

Easy to understand, practical, accurate, and heavily illustrated guides on health topics that for remote areas where access to medical personnel and facilities is limited.

These materials do not provide medical advice and are for informational purposes only. This content is not intended to be a substitute for professional medical advice, diagnosis or treatment. Always seek the advice of a qualified health provider with any questions you may have regarding a medical condition. Never disregard professional medical advice or delay in seeking it because of something you have read here.

Where There Is No Doctor: A village health care handbook. (Printable PDF)  
 Where There Is No Dentist (Printable PDF)  
 Where Women Have No Doctor (Printable PDF)  
 Disabled Village Children (Printable PDF)  
 Women with Disabilities - A Health Handbook (Printable PDF)  
 A Book for Midwives: Care for pregnancy and birth (Printable PDF)  
 Helping Children Who Are Deaf (Printable PDF)  
 Helping Children Who Are Blind (Printable PDF)  
 Cholera Prevention Fact Sheet (Printable PDF)  
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 Water for Life - Community water security (Printable PDF)



## Khan Academy Health & Medicine

English

Nearly 200 videos on health topics, covering the workings of major body systems and the diseases that affect them. All Khan Academy content is available for free at [www.khanacademy.org](http://www.khanacademy.org).

These materials do not provide medical advice and are for informational purposes only. This content is not intended to be a substitute for professional medical advice, diagnosis or treatment. Always seek the advice of a qualified health provider with any questions you may have regarding a medical condition. Never disregard professional medical advice or delay in seeking it because of something you have read here.



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Well organized and illustrated information on a wide range of agricultural, environmental, and health topics.

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#### Human

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 Nutrition related diseases  
 Insect transmitted diseases  
 Zoonotic diseases  
 Hygiene and sanitation

#### Animals

Animal husbandry and welfare  
 Livestock species and commercial insects  
 Livestock health and diseases  
 Fodder production  
 Products

#### Environment

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 Water management  
 Soil management  
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## Practical Action

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Water and sanitation



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Top 100 Non-Fiction  
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Short Stories (25 titles)



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Basic Algebra Concepts  
Algebra 1  
Algebra 1 Teacher's Edition  
Algebra 2  
Basic Geometry  
Basic Geometry, Teacher's Edition  
Basic Geometry Concepts  
Geometry  
Geometry, Teacher's Edition  
CK-12 Trigonometry Concepts  
Trigonometry  
Trigonometry, Teacher's Edition  
Basic Probability and Statistics - A Short Course  
Basic Probability and Statistics - A Full Course  
CK-12 Basic Probability and Statistics Concepts - A Full Course  
CK-12 Advanced Probability and Statistics Concepts  
Probability and Statistics (Advanced Placement)

Advanced Probability and Statistics Teacher's Edition  
Calculus  
Calculus, Teacher's Edition  
Basic Physics  
CK-12 People's Physics Concepts  
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Biology Workbook  
Biology, Teacher's Edition  
Life Science for Middle School  
Earth Science Concepts  
Earth Science for Middle Schools  
Earth Science for High Schools  
Engineering - An Introduction for High School

## sugarizer Sugarizer

Sugarizer is a free/libre learning platform. The Sugarizer UI uses ergonomic principles from the Sugar platform, developed for the One Laptop per Child project and used every day by more than 2 million children around the world.



## MusicBlocks

Guide to MusicBlocks

Music Blocks is a programming environment for children interested in music and graphics. It expands upon Turtle Blocks by adding a collection of features relating to pitch and rhythm.



## Turtle Blocks

Guide to TurtleBlocks

Turtle Blocks expands upon what children can do with Logo and how it can be used as the underlying motivator for "improving" programming languages and programmable devices.



## OLPC Educational Packages

A collection of educational materials consolidated by the OLPC project.

Storybooks  
Web Design  
Wikibooks  
Wikislice General  
Wikislice Animals  
WikiHow  
Biology

Wikislice Chemistry  
Wikislice Physics  
Nature Photographs  
World Culture  
How to Build Musical Instruments  
y-Bee-See - An interactive ABC picturebook  
A compact multilingual translation dictionary



## UNESCO's IICBA Electronic Library

Teachers' resources from the UNESCO International Institute for Capacity Building in Africa.

Primary Mathematics in English  
Primary Science in English  
Secondary Science in English  
School Management in English





## Math Expression

Math tutoring materials that include Math videos, Study Tips, Practice Questions and Step-by-Step solutions. For each lesson, read the study tips carefully and take note of the important concepts/ideas before watching the video. These tips will guide you in your math thinking strategies.



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## MIT Scratch

Scratch is a programming language that makes it easy to create your own interactive stories, animations, games, music, and art.

As young people create and share Scratch projects, they learn important mathematical and computational ideas, while also learning to think creatively, reason systematically, and work collaboratively. Scratch is designed especially for ages 8 to 16, but is used by people of all ages.



## Music Theory

Comprehensive music theory lessons and exercises to begin your journey into the realm of music.



## Understanding Algebra

A complete, concise, and illustrated textbook introducing algebra that can be viewed here or printed out.



## 2. Getting Started

When a new Digital Library (DL) device is received, it will likely need to have the Digital Library software installed. The process for doing this is covered in a later section of the document.

Once the software is installed, disconnect the power and connect the USB memory device containing the Library content. Power up the device, wait a minute or so for it to start up, then look for a WiFi network on your PC, Tablet or Smartphone. You will see two WiFi Access Points, one called “Digital-Library” and another called “Digital-Library-Guest”.

You can connect your PC, Tablet or SmartPhone to one of these Access Points. The default WiFi passwords are “password” and “passwordguest” respectively.

The operation of these two Access Points is essentially the same in relation to the Library, but if the DL device is connected to an upstream network, for example with an Internet connection, the “Guest” Access Point will not allow access to the upstream network or the Internet connection.

Once you have made a successful WiFi connection to the Digital Library, open a web browser and enter the URL “Digital-Library” into the browser address field and click Enter. The browser will load up the home page of the Digital Library which allows you to navigate to the various content modules. You may also use the default IP Address **http://10.10.10.1** as the URL to access the Digital Library page. (Or **http://10.10.11.1** for a **Guest** WiFi connection).

If there is no Library memory device connected, you will see the Library home page, but you will not be able to navigate to any of the content modules.

Clicking on a content item on the Library home page will open a new tab on the browser, showing the Home page for the particular module. The main Library home page tab will remain open and you can swap between the two. You may also right click on an item and choose to open the item in a new browser tab or window.

Once you have checked that the Digital Library is working correctly, you can proceed to the administration web pages in order to set up the device configuration to suit your particular needs.

In particular, you should change the default passwords as a minimum.

## 3. Administration

To access the Administration web pages for the Digital Library, open a new browser tab and enter the URL <http://digital-library/admin> (or <http://10.10.10.1/admin> for the Digital-Library WiFi or the Ethernet LAN connection, or <http://10.10.11.1/admin> for the Digital-Library-Guest WiFi connection).

You will be prompted for login credentials.

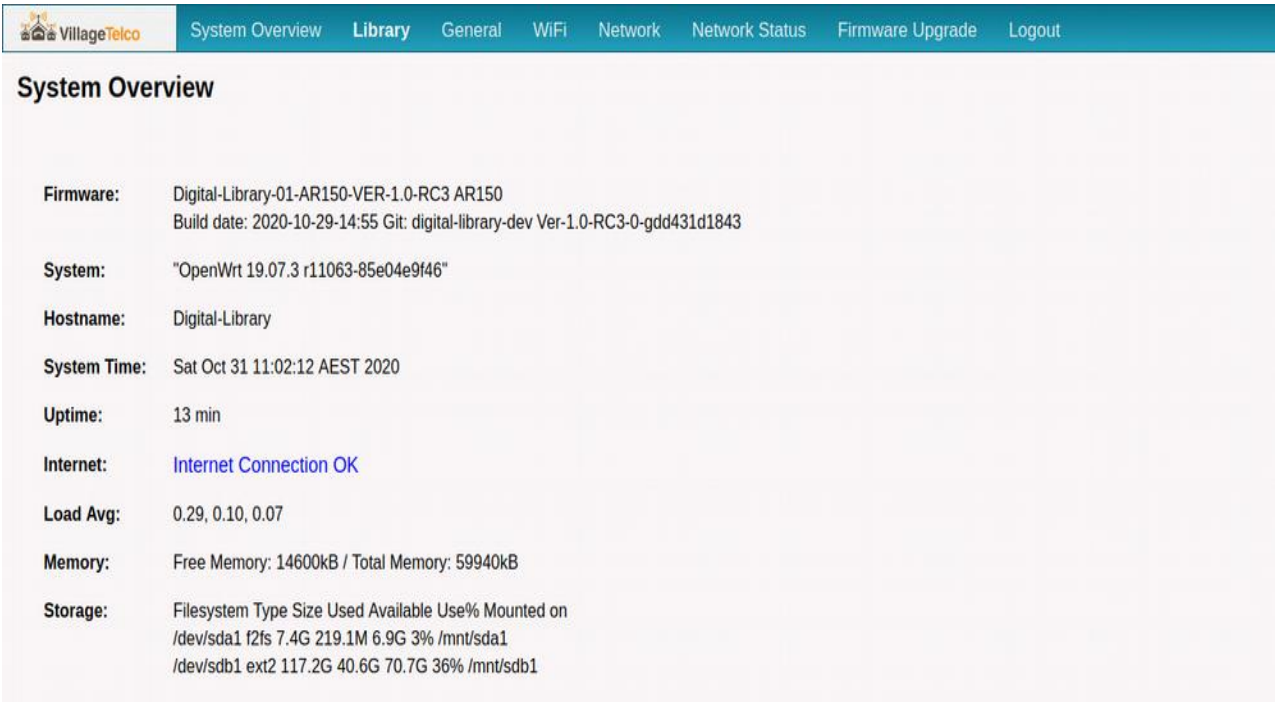
There are two accounts which may be used, **admin** and **root**.

The default passwords for these accounts are **adminpassword** and **password** respectively.

Once you have logged in, the browser will display the **System Overview** page as shown below.

Other configuration pages may be selected from the menu at the top of the page.

### 3.1 Overview Screen



The screenshot shows the 'System Overview' page of the Digital Library administration interface. The page has a teal header with the VillageTelco logo and a navigation menu with items: System Overview, Library, General, WiFi, Network, Network Status, Firmware Upgrade, and Logout. The main content area is titled 'System Overview' and displays the following system information:

<b>Firmware:</b>	Digital-Library-01-AR150-VER-1.0-RC3 AR150 Build date: 2020-10-29-14:55 Git: digital-library-dev Ver-1.0-RC3-0-gdd431d1843
<b>System:</b>	"OpenWrt 19.07.3 r11063-85e04e9f46"
<b>Hostname:</b>	Digital-Library
<b>System Time:</b>	Sat Oct 31 11:02:12 AEST 2020
<b>Uptime:</b>	13 min
<b>Internet:</b>	<a href="#">Internet Connection OK</a>
<b>Load Avg:</b>	0.29, 0.10, 0.07
<b>Memory:</b>	Free Memory: 14600kB / Total Memory: 59940kB
<b>Storage:</b>	Filesystem Type Size Used Available Use% Mounted on /dev/sda1 f2fs 7.4G 219.1M 6.9G 3% /mnt/sda1 /dev/sdb1 ext2 117.2G 40.6G 70.7G 36% /mnt/sdb1

The System Overview screen displays the device identification and software version data, along with some operational information including time, Internet connection status, system load, system memory utilisation, and storage usage.

On this screen you can see that the device is an **AR150** and that there are two memory devices in use, one is a 8GB (7.4) device and the other is a 128GB (117.2) device.

The 128GB device contains the main Library and is 30% full, and the 8GB device contains 219MB of additional local content.

## 3.2 Library Management Screens

The Library Management screens allow you to add files from your PC to the main Library storage memory device in an area called **Local Content 1**, which may be accessed from the Library Home page via the menu at the top of the home page.

These pages are intended to be used primarily from a PC connected to the Digital Library.

There are two Library Management pages, **Add / Delete** and **Copy**.

There is also a menu item that will take you to the main Library Home page.

### Library Add / Delete Screen

**Library Management - Add / Delete Files**

**Add File to Local Library**

Browse... No file selected.

Upload Upload selected file.

Store Cancel

**Delete Local Library File/Dir**

File/Dir to Delete

Delete Cancel Refresh

**Local Files**

```
World Possible - Introduction.pdf
hello.html
md5sums-Digital-Library-01-MS14-GA01.1.txt
test/
testdir/
testdir/
```

The Library Add / Delete screen allows you to add files from your PC to the main Library storage memory device in an area called **Local Content 1**, which may be accessed from the Library Home page via the menu at the top of the home page. You may also delete files from this area.

This screen does not allow you to add or remove files from the main Library content area.

### Adding Files

To add a file or directory, click on the **Browse** button to open a file browsing window showing the file system of your PC.

Select a file or directory that you want to upload and click **Enter**. The details of the selected upload will be displayed so you can check them.

Click on the **Upload** button to transfer the file(s) to the Digital Library.

Once the transfer is complete, click on the **Store** button to save the file(s) in the **Local Content** area.

A message will displayed showing success of the copy operation.

Note that there is a limit of 16MB on the size of individual uploads. For large uploads, it is better to put the memory device into your PC and load the files directly.

After loading new files, go to the Library home page and click on the **Local Content** link, and you will see the files listed in the file system structure. Clicking on an individual file in the list will open the file in the browser or whatever application is appropriate, depending on the file type.

Note that if you load an “*index.html*” or similar file into the top level of the **Local Content** directory, when you access the link from the Library home page, then the contents of the “*index.html*” file will be displayed instead of the file list.

### Deleting Files

To delete a file (or directory), simply enter the file (or directory) name into the **Delete** field and click on the **Delete** button.

You can copy the file name from the list shown in the box at the bottom of the page and then paste it into the **Delete** field.

## Library Copy Screen

**Library Management - Copy from USB**

**Copy Files to Local Library**

Directory/File to Copy

**USB Contents**

```
##LIBRARY##.bak
about.html
art/
cache/
common.css
css/
```

The **Library Copy** screen allows you to copy files or directories from a Secondary memory storage device onto the main Library storage device.

The **USB Contents** box will display the contents of the secondary memory device.

To copy a file or directory, enter the name into the **Copy** field and click on the **Copy** button.

You may copy the name from the **USB Contents** list and paste it into the **Copy** field.

A message will displayed showing success of the copy operation.

## 3.3 General Configuration Screen

The screenshot shows the 'System General' configuration page. At the top, there is a navigation bar with the following items: VillageTelco, System Overview, Library, General, WiFi, Network, Network Status, Firmware Upgrade, and Logout. The main content area is titled 'System General' and contains several sections:

- Password (admin):** A password input field with a 'Show' button and a 'Set admin Password' button.
- TimeZone:** A dropdown menu currently set to 'UTC' and a 'Save&Apply' button.
- Port Forwarding:** A checkbox for 'Enable SSH Forward' which is checked, with 'Save&Apply' and 'Cancel' buttons.
- Restore Factory Default Settings:** A 'Restore Factory Defaults' button.
- Local Hosts File:** Two input fields for 'IP Address' and 'Name', followed by an 'Add Local Host' button.
- Saved Hosts:** A text area containing the entry '127.0.0.1 localhost'. Below this area are 'Refresh' and 'Reset to Default' buttons.

### Passwords

This section allows you to set the passwords for the **admin** and **root** accounts on the Digital Library system.

If the current login is the **root** account, the password fields for both accounts will be displayed.

If the current login is the **admin** account, only the password field for the **admin** account will be displayed.

Stored passwords will not be displayed.

To enter a new password, type the password into the field, click on **Show** to display the password, and when you have checked that it is correct, click on the respective **Set** button.

### Time Zone

Select the required Time Zone from the drop down list and click on the **Save&Apply** button.

### Restore factory Settings

Click on the button to restore all setting to Factory Default.

A message will be displayed when the settings have been reset.

To put the new settings into effect, reboot the Digital Library device.

You will be prompted to login again to the browser with the default password.

### Local Hosts

This section allows you to make an entry into the *etc/localhosts* file. This allows you to access a resource on an upstream network by name rather than by IP address.

The current entries in the hosts file are shown in the box.

Enter the required new **IP Address** and **Name** into the respective fields and click on the **Add Local Host** button.

You may restore the hosts file to default by clicking on the **Reset to Default** Button. This will remove all additions to the file and leave just the default *localhost* entry.



## 3.4 WiFi Configuration Screen

**WiFi**

**Radio Settings**

Channel (1-11)  Tx Power (0-18) dBm

**WiFi Access Point Settings**

Enable WiFi Access Point

WiFi Name SSID  Max Connections (1-35)

Passphrase (8-32 char)  Show Encryption

**WiFi Guest Access Point Settings**

Enable Guest WiFi Access Point

Guest WiFi Name SSID  Max Connections (1-35)

Passphrase (8-32 char)  Show Encryption

**WiFi WAN Client Settings**

WiFi WAN is **DISABLED**

Host WiFi SSID  WiFi Survey

Passphrase  Show Encryption

The WiFi configuration screen allows you to set up the operational parameters of the WiFi sub system.

### Radio Settings

This section allows you to set the **Channel** and **Tx Power** level.

**Note:** It is recommended for 2.4 GHz systems, that the channel selected is one of the three non-overlapping channels i.e. **1, 6 or 11**.

It is recommended to set the **Tx Power** level to the minimum level which gives correct operation. For a classroom situation, a level of 9 or 12dBm is generally sufficient.

After making the required changes, click **Save&Apply** to store the settings and restart the WiFi sub-system.

### WiFi Access Point Settings

These sections allow you to enable the two Access Points, and to set the SSID name, the WiFi **Passphrase** and the **Encryption** type for each one.

You may also set the **Max Connections** limit for the Access Points to ensure that the system does not get overloaded and remains stable. A maximum of 40 connections in total is recommended.

After making the required changes, click **Save&Apply** to store the settings and restart the WiFi sub-system.

### WiFi WAN Settings

This section allows you to set up the connection details for the **WiFi WAN** connection. This allows you to connect to an upstream network via Wifi.

The **WiFi Survey** list will show all active WiFi Access Points in the area, and you can select one from the list to automatically populate the **SSID** and **Encryption** fields.

You must enter the **PassPhrase** details by typing into the field.

After making the required changes, click **Save** to store the settings and restart the WiFi sub-system.

To enable the connection, you must then move to the **Network** screen and select the **WiFi WAN** option, followed by **Save&Apply** on that screen.

## 3.5 Network Configuration Screen

The screenshot shows the 'Network' configuration page. At the top, there is a navigation bar with the VillageTelco logo and menu items: System Overview, Library, General, WiFi, Network, Network Status, Firmware Upgrade, and Logout. The main content area is titled 'Network' and is divided into two sections: 'LAN Settings' and 'WAN Settings'.  
**LAN Settings:** Includes fields for IP Address (10.10.10.1), Gateway (255.255.255.255), Netmask (255.255.255.0), DNS 1 (8.8.8.8), DNS 2 (8.8.4.4), and two additional addresses (Addr 1: 208.67.222.123, Addr 2: 208.67.220.123). There is a checkbox for 'Enable DNS Filter' which is checked.  
**WAN Settings:** Starts with 'Select WAN port' and three radio buttons: Ethernet WAN (selected), WiFi WAN, and Disable WAN. Below this are 'Ethernet WAN Settings' with an 'IP Address' dropdown set to 'DHCP', and 'WiFi WAN Settings' also with an 'IP Address' dropdown set to 'DHCP'. At the bottom are three buttons: 'Save', 'Save&Apply', and 'Cancel'.

The Network screen allows you to set up the networking parameters of the Digital Library.

### LAN Settings

These settings control the IP parameters for the LAN to which the client devices connect.

These settings will not normally require to be changed unless you are integrating the Digital Library into an existing LAN.

### Enable DNS Filter

By default, the Digital Library will utilise a DNS Filter to ensure that any content downloaded is appropriate for the intended classroom use.

The default **DNS Filter** addresses (208.67.222.123 and 208.67.220.123) are for the **Open DNS Family Shield** service, which blocks links to sites containing malware, phishing and adult content.

If the DNS Filter is not enabled, then the settings in the normal DNS fields will be used.

After making the required changes, click **Save&Apply** to store the settings and restart the Network sub-system.

### WAN Settings

These settings allow you to connect the Digital Library to an upstream network via Ethernet or WiFi.

By default the **WAN Port** is set to use the **Ethernet** connection. This setting is OK to use for standalone operation of the Digital Library.

Alternatively, the **WAN Port** may be set to **WiFi WAN**, or **Disabled**.

The **WiFi WAN** setting configures a WiFi Client interface to connect to an upstream network Access Point.

If the port is set to Disabled, neither Ethernet or WiFi Client is enabled.

For devices with a single Ethernet connector, this connector will be configured as a LAN port if the **WAN Port** setting is selected as either **Disabled** or **WiFi WAN**. This ensures that the Digital Library device can be accessed via Ethernet cable in the event that the WiFi subsystem is not operating correctly. (See below)

### Ethernet WAN Settings

If the Ethernet WAN **IP Address** field is set to **DHCP**, the network settings for the Ethernet WAN port will be set automatically by the upstream network DHCP server.

If the Ethernet WAN **IP Address** field is set to **Static**, the network settings for the Ethernet WAN port may be set manually by entering the appropriate values for **IP Address**, **Netmask**, **Gateway** and **DNS** in the respective fields which will be displayed when the selection is made.

### WiFi WAN Settings

If the WiFi WAN **IP Address** field is set to **DHCP**, the network settings for the WiFi WAN port will be set automatically by the upstream network DHCP server.

If the WiFi WAN **IP Address** field is set to **Static**, the network settings for the WiFi WAN port may be set manually by entering the appropriate values for **IP Address**, **Netmask**, **Gateway** and **DNS** in the respective fields which will be displayed when the selection is made.

When the required changes have been made to the settings, click on **Save&Apply** to store the settings and restart the Network sub-system.

### WiFi WAN Interface Operation

Note that if the Digital Library is configured to use WiFi WAN, and the device is not able to connect to the host Access Point, then the whole WiFi sub-system will not operate.

On system start up, or after a Network or WiFi sub-system restart, the Digital Library will survey to check if the host Access Point is present, and, if not, the WiFi sub-system will be configured with the WiFi Client interface disabled in order that the Access Points will operate correctly.

Similarly if the host Access Point is present but a connection can not successfully be made to it within a minute, the WiFi sub-system will be configured with the WiFi Client interface disabled in order that the Access Points will operate correctly.

If the host Access Point fails during operation, the connection from the Digital Library will be lost and the Access Points will cease to operate. In this event it is necessary to restart the Digital Library so that it can reconfigure itself to operate the Access Points correctly.

## 3.6 Network Status Screen

**System Status**

**Network / WiFi Status**

```
Network
-----
Lan IP Address:
  inet addr:10.10.10.1 Bcast:10.10.10.255 Mask:255.255.255.0
  inet addr:172.31.255.254 Bcast:172.31.255.255 Mask:255.255.255.252

Eth WAN IP Address:
  inet addr:192.168.20.144 Bcast:192.168.20.255 Mask:255.255.255.0

WiFi WAN IP Address:

Bridge:
bridge name      bridge id          STP enabled      interfaces
br-lan           7fff.e4956e406875 no                eth1
                                                         wlan0

WiFi
----
Main AP Connections: 0
Guest AP Connections: 0

wlan0  ESSID: "Digital-Library"
       Access Point: E4:95:6E:40:68:75
       Mode: Master Channel: 11 (2.462 GHz)
       Tx-Power: 17 dBm Link Quality: unknown/70
       Signal: unknown Noise: -95 dBm
       Bit Rate: unknown
       Encryption: WPA PSK (CCMP)
       Type: nl80211 HW Mode(s): 802.11bgn

--
wlan0-3 ESSID: "Digital-Library-Guest"
       Access Point: E6:95:6E:40:68:75
       Mode: Master Channel: 11 (2.462 GHz)
       Tx-Power: 17 dBm Link Quality: unknown/70
       Signal: unknown Noise: -95 dBm
       Bit Rate: unknown
```

This screen shows the status of the various Network interfaces.

It shows the LAN IP settings, and the WAN IP settings depending on which WAN Port mode has been selected – Ethernet or WiFi WAN.

### Fallback IP Address

Note that there is a Fallback IP address (172.31.255.254) operating on the LAN or WAN interface depending on the particular configuration of the Digital Library device.

This interface is to support administrative connections via Ethernet cable to the Digital Library device in the event that the main network interfaces are not operating correctly.

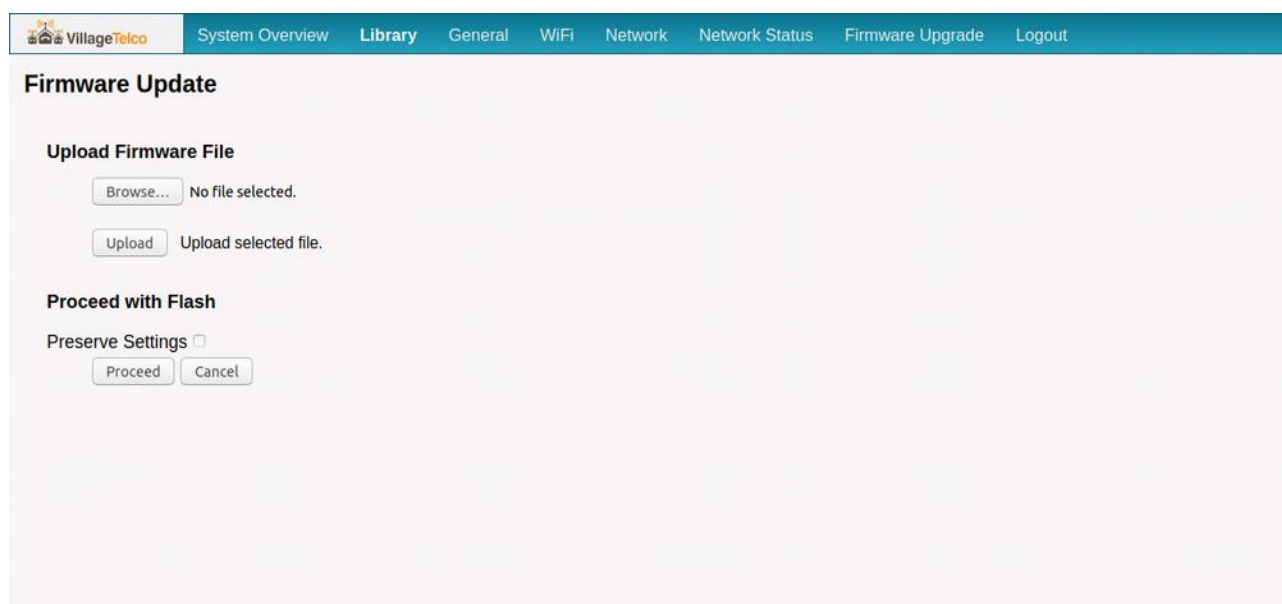
In particular, devices with single Ethernet connectors will be configured with the Fallback interface operating on the WAN interface.

This interface has a restricted Network Mask and will only accept connections from a device with its IP Address set to 172.31.255.253 with Network Mask set to 255.255.255.252.

When operating on the LAN, the Fallback interface supports HTTP and SSH connections.

When operating on the WAN, the Fallback interface supports only SSH on port 2222.

## 3.7 Firmware Update Screen



The screenshot shows the 'Firmware Update' screen in the VillageTelco web interface. The navigation bar at the top includes 'System Overview', 'Library', 'General', 'WiFi', 'Network', 'Network Status', 'Firmware Upgrade', and 'Logout'. The main content area is titled 'Firmware Update' and contains two sections: 'Upload Firmware File' and 'Proceed with Flash'. In the 'Upload Firmware File' section, there is a 'Browse...' button next to the text 'No file selected.', and an 'Upload' button next to the text 'Upload selected file.'. In the 'Proceed with Flash' section, there is a 'Preserve Settings' checkbox which is currently unchecked, and two buttons: 'Proceed' and 'Cancel'.

This screen allows you to update the firmware on the device by uploading a sysupgrade file from your PC.

### Upload File

Click the Browse button to bring up a file browser window and select the required sysupgrade.bin file.

Click the Upload button to transfer the file to the Digital Library.

An upload message will be displayed including checksums for the file.

### Flash Firmware

Check that the displayed checksum is correct, then click the Proceed button to flash the new firmware onto the Digital Library device.

### Preserve Settings

You may choose to click the **Preserve Settings** check box to have the device operate the new firmware with the previous system settings.

**Note:** Use this facility with caution as there is generally no guarantee of complete settings compatibility between versions.

It is recommended that **Preserve Settings** is not generally used, and the device is set up starting from the default settings to avoid the possibility of subtle configuration error issues.

### 3.8 Installing The Digital Library Firmware

You may receive a device that does not have the Digital Library firmware installed and you will need to download the firmware files and upgrade the firmware on the device.

#### Download the Firmware

The firmware may be downloaded from the VillageTelco Downloads site:

<http://download.villagetelco.org/firmware/digital-library/>

This site contains Development and Release versions of the firmware for a range of devices.

Select the correct version for your device and download the firmware file and the checksum file.

#### Install the Firmware

The existing firmware on the device will have a facility for upgrading the firmware.

Power up the device and log in to the administration pages in accordance with the manufacturer's instructions.

Identify the administration page that provides the firmware upgrade facility.

Upload the correct new firmware file to the device and start the upgrade process in accordance with the manufacturer's instructions.

**Note: If there is an option to Save or Preserve Settings during the firmware upgrade, ensure that this option is NOT selected.**

The new firmware needs to set up its own settings and not use the previous firmware settings.

For devices that are based on OpenWrt, (e.g. GL-iNet, Dragino, SEED) the firmware file will be called:

*openwrt.<version-device>-sysupgrade.bin*

For devices that have original firmware that is not based on OpenWrt (e.g. TP-Link) there will be two firmware files called:

*openwrt.<version-device>-sysupgrade.bin*

*openwrt.<version-device>-factory.bin*

When the device is being re-flashed from the manufacturer's firmware to the Digital Library firmware, use the **factory** version of the firmware. Subsequently, to update to a newer version of the Digital Library firmware, use the **sysupgrade** version of the firmware.

#### CAUTION

**Re-flashing the operating system firmware on devices is a critical process.**

**If you interrupt the process you will likely make the device unserviceable.**

**Use a cable connection rather than WiFi if possible.**

**Do NOT disconnect power or cables on the device or host PC during the process.**

**Wait at least five minutes for the re-flashing process to complete and for the device to restart.**

**Be patient...**



### 3.9 Preparing Library Memory Devices

#### Choose a Memory Device

You will need to choose a memory device that suits the Digital Library device that you have. All devices will have a USB port, and some will have an SD Card slot. SD Cards may also be used with a USB adapter and fitted to the USB port.

If possible, use an SD Card either directly or with an adapter in the USB port.

Good quality SD Cards are generally better performing than USB memory sticks as they are rated for speed for use in cameras and similar equipment. They are also generally lower power which means that they will run cool and have better long term life.

Choose a good quality memory device from a reputable supplier. Unbranded memory devices are usually not of a high enough specification for use in the Digital Library.

You will need a 32GB, 64GB or 128GB memory device. To accommodate the default Library, it is recommended that 64GB devices are used as the content currently occupies some 40GB.

Note that some devices will not accommodate flash memory devices larger than 32GB (e.g. MR3020), and most will not accommodate flash memory devices larger than 128GB.

You may also choose to use a low power SSD or HDD device as the Library memory, in which case these size limits will not apply.

#### Format the Memory Device

The memory device will generally need to be re-formatted in order to be able to accommodate the large number of files in the Library. By default, memory devices are normally formatted with a large block size eg 128kB and this makes them too inefficient to store the Library files. They are also commonly formatted as FAT32 or NTFS.

You will need to format the memory device with a block size of 4kB.

The Digital Library software supports EXT, F2FS and EXFAT file systems for the Library memory. NTFS is not supported.

The preferred file system to use is EXT, and specifically **ext2**. It is simple to format devices to this file system on a Linux PC (e.g. Ubuntu). This format uses a block size of 4kB by default.

The **ext2** file system has proven to be very robust in use.

F2FS (Flash Friendly File System) and EXFAT may also be used, but will need to be specifically formatted for a 4kB block size. EXFAT is supported on recent MS Windows PCs.

It is recommended not use FAT32 (or NTFS) format for the main Library as they are problematic in service in this application.

**Note:** If you place multiple partitions on the memory device, only the first will be used by the Digital Library software. Additional partitions will be ignored.

**Note:** A Secondary library memory which generally has a relatively small number of files may use FAT32 format which makes it possible to manage the content on any type of PC – Linux/Ubuntu, MS Windows or Apple.

### Install the VT Digital Library Template

You may install any content you wish onto the memory device.

If there is an *index.html* or similar file in the root directory of the memory device, this will be used as the home page.

If there is no *index.html* or similar file, the contents of the memory device will be displayed as a list of files and directories which you can navigate around.

To use the standard VT Digital Library Home page, download the compressed Zip file containing the Template from the VT Downloads page:

<http://download.villagetelco.org/firmware/digital-library/>

Unpack the compressed file into the root directory of the memory device.

You will then have the files necessary to display the default VT Digital Library home page.

### Install the Content Modules

After installing the Template, you will see a directory called *modules*, which in turn contains a directory for each of the items of content listed on the default Home page.

You can copy the required files for each module into the respective directories.

The content modules may be copied from another Digital Library memory device, or they may be downloaded from the OER2GO website:

<http://www.oer2go.org>

The content modules contain quite large amounts of data and downloading them reliably can be problematic. The site offers *rsync* and *Zip* file downloads.

It is recommended to use the *rsync* download method from the OER2GO if possible as this method is the most reliable for large transfers, and, if interrupted, you may restart the download and it will resume from where it left off.

**Note:** The Template will place a few files in some of the module directories, typically a logo image file and an *index.html* file. These files are used by the Home page and need to be retained when the rest of the module content is added.

### Using Multiple Memory Devices

You may use an additional memory device with the Digital Library to provide a *Secondary Library*. This is useful for easily managing local content without modifying the main Library memory.

The Secondary memory device may contain any files you wish. The content may be accessed from the *Secondary Library* link on the main *Home* page top menu.

If there is an *index.html* or similar file in the root directory of the Secondary memory device, this will be used as the home page for the Secondary Library. If there is no *index.html* or similar file, the contents of the memory device will be displayed as a list of files and directories which you can navigate around.

You can use a USB Hub device to provide a second USB port. The Digital Library will detect both memory devices and look for a signature file called **##Digital-Library##** in the root directory to identify the main Library device.

The System Overview administration page on the Digital Library will display details of the memory devices that have been detected.

**Note:** Not all USB Hub devices will work satisfactorily in this application. The majority of devices we have tested are OK, but a few have issues. Check the System overview page to make sure that both devices have been correctly detected.

### 3.10 Accessing the Digital Library File System from a PC

The Digital Library software supports **SSH** (Secure Shell), **SCP** (Secure Copy), and **SFTP** (Secure FTP) connections.

This allows you to connect your PC to the Digital Library and access the command line and the file system using the **root** account.

**Caution:** You will have unrestricted access to the complete file system, including the operating system. Be careful not to modify or delete any files that you are not completely sure about. Make a backup of files before you modify them.

The USB memory Library file system is located at **/www/rachel**

On a **Linux** (e.g. Ubuntu) PC you can access the SSH and SCP from the **Terminal** application command line with commands like:

```
$ ssh root@10.10.10.1
```

```
$ scp ./myfile root@10.10.10.1:/www Transfer myfile to /www on the DL device.
```

In both cases you will be prompted for the **root** account password on the DL device.

You can access the file system using the **Nautilus File Browser** application by selecting:

**Other Locations / Connect to Server**

and entering the URL :

```
sftp://root@10.10.10.1/www This will display the contents of the /www directory.
```

On a **MS Windows** PC, you can use the applications such as **OpenSSH**, **PuTTY** and **WinSCP** and connect with:

```
root@10.10.10.1
```

Windows 10 2018 update now provides a basic built-in SSH client.

On an **Apple** PC, you can use the **Terminal** program for SSH and SCP, and access the file system from a third party SFTP client such as **CyberDuck** or **FileZilla** applications