Unity reset procedure

Resetting the Unity

1. Take a usb key/external hard disk.

   (The device must be formatted in **FAT32** or **ext2-4**).

2. Create the file " **esia_unity_reset.txt** "containing the following line :

   copy

   ```
   code=31c2a41ec61f3603587178027e7dc6bc791fa173
   ```

3. Plug in the usb key/disk containing the file " **esia_unity_reset.txt** "on the unity (you can choose between 4 usbs locations).

4. Wait at least 15 seconds before disconnecting the disk from the unity. After 2 minutes, the unity will be reset. Even if there is no apparent reaction from the unit, it will automatically be reset internally.

5. If your disk is in rw mode, an " **esia_unity_reset.log** "will appear on it next to the **esia_unity_reset.txt** "

If this does not work

<HTML>

```
<style>
    #if_it_does_not_work {
        font-weight: bold;
    }
</style>
```

</HTML>

- This works with USB sticks and any drive with an external power supply. If your drive is self-powered, the unity power supply may not be able to supply enough power to both devices (unity + drive).

- Check that the ” **esia_unity_reset.txt** “is located on a FAT32 or Linux (ext2-4) partition. It will not work with an NTFS formatted partition.
- If you are using **windows** and the « Extensions de noms de fichiers >If you are using Windows and the > is not activated, when you right-click ⇒ New ⇒ Text document, do not add .txt to the filename, otherwise the result will be : « esia_unity_reset**.txt.txt** » . This will not work. To be sure of avoiding this problem, we advise you to check the box « Extensions de noms de fichiers » box in the « Affichage » tab of Windows Explorer.

Advanced use

By default, the procedure configures the unit with its initial network configuration and then reboots it. However, you can add parameters (system and reset) to the ” **esia_unity_reset.txt** “file in order to change the way it normally works and thus have this in our :

[copy](#)

```
# Needed
code=31c2a41ec61f3603587178027e7dc6bc791fa173

# Default = restart, can be none, restart, shutdown
system=none

# Default = yes, can be no
reset=yes
```

In the example above, the unity will return to its default configuration and reconfigure its network parameters (parameter **reset**parameter) without rebooting the unity (**system**).

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