Avid® Motion Graphics

News Installation Guide

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1 Installing and Configuring Avid Motion Graphics Journalist

The following provides instructions for installing and configuring Avid Motion Graphics Journalist software and related applications.

The following main topics are described in this chapter:

- What You Need to Activate the Software License
- Setting Up the Avid Motion Graphics Journalist Server
- Installing AMG Journalist Client Software
- Setting Up the AMG Preview Renderer
- Setting Up the AMG Advanced Device Manager
- Installing the Avid Service Framework
- Setting Up the AMG Device Service
- Confirming Functionality
- Example of AMGConf.ini File for iNEWS Command

What You Need to Activate the Software License

This section contain general steps for using Avid License Control to license AMG, AMG Journalist, and AMG Preview Renderer. To activate the software using the Avid License Control tool, you need the items listed in the following table:

If you change your system configuration — for instance, by replacing your hard drive, a network adapter, or by upgrading your operating system — you must first deactivate your Avid software.

Your network administrator might need to open a few ports that are used during the license activation. The Avid License Control tool utilizes both port 3443 and port 443 for license request and response communication. Port 3443 is the primary port, but if this port is blocked, the Activation Service tries port 443, which is more likely to be open for Web communication.

Identification Number Type	Where you can find it:
Activation ID	The Activation ID is provided on an Activation ID and System ID card shipped with your new Avid Motion Graphics system. The Activation ID is used to activate the software license and has been linked to your System ID.
System ID	The System ID is provided on an Activation ID and System ID card shipped with your new Avid Motion Graphics system. The System ID is used for expediting warranty verification and customer service. After activation, the License Profile tab of the Avid License Control tool displays information about your system. Click “Copy to Clipboard” to copy the information to your clipboard. You can then paste from the clipboard to an e-mail or create a text file. This is helpful if you need to save this information for your records or need to send system information to Avid Customer Support.
Device ID	The Device ID is only needed if you are activating your software on a system that is not connected to the Internet. This is provided through the Avid License Control tool during activation.

Setting Up the Avid Motion Graphics Journalist Server

After setting up and configuring the operating system settings for your Avid Motion Graphics system, you can set up the Avid Motion Graphics Journalist software and related applications.

Avid supplies one blank USB flash drive that can be used for installing Avid Motion Graphics Creation, Journalist, or News Control software.

The Avid Motion Graphics software is available on the Avid Download Center (www.avid.com/support/downloadcenter).

To Install This Software	See The Following Section
Avid Motion Graphics Journalist Server	See "Installing Avid Motion Graphics Journalist Server Software" on page 6. Once installed, you need to license the software as described in "Licensing AMG NRCS Clients and AMG Clips" on page 12. Then you must configure the software as described in "Configuring the Avid Motion Graphics Journalist Server" on page 15. Then, you must start the AMG Journalist Server software, as described in "Starting the AMG Journalist Server Applications" on page 18.
Avid Motion Graphics Journalist Client	See "Installing AMG Journalist Client Software" on page 18.
AMG Preview Renderer	See "Installing the AMG Preview Renderer" on page 20.
AMG Advanced Device Manager	See "Setting Up the AMG Advanced Device Manager" on page 26. Once installed, you must configure the AMG Advanced Device Manager, as described in "Configuring the AMG Advanced Device Manager" on page 28.
Avid Service Framework	See "Installing the Avid Service Framework" on page 31. Once installed, you can configure the Avid Motion Graphics Device Service, as described in "Configuring the AMG Device Service" on page 39.
AMG Device Service	See "Setting Up the AMG Device Service" on page 36.
Avid Motion Graphics News Control	See Chapter 7 the *Avid Motion Graphics Setup Guide*, or Chapter 2 of the *Avid Motion Graphics News Installation Guide*.

Avid Motion Graphics Journalist Server Installation Tasks

The following steps describe how to install the Avid Motion Graphics Journalist Server (AMG Journalist Server) for integration with Avid iNEWS Command and Avid iNEWS newsroom computer system or ENPS. This assumes that the Avid Motion Graphics servers have already been installed and licensed.

You must be logged on to the Avid Motion Graphics server as **Administrator**.

The AMG Journalist Server installation process includes the following tasks:

- "Installing Avid Motion Graphics Journalist Server Software" on page 6
- "Licensing AMG NRCS Clients and AMG Clips" on page 12
- "Configuring the Avid Motion Graphics Journalist Server" on page 15
- "Starting the AMG Journalist Server Applications" on page 18

Installing Avid Motion Graphics Journalist Server Software

This section contains the basic procedures that must be followed to install the AMG Journalist Server.

Prior to starting the AMG Journalist installation, confirm the Win2008 R2 64 bit installation, and then install both the vcredist_x64 and vcredist_86 installers.

To confirm the Win2008 R2 64 bit installation:

1. Open a command prompt by selecting **Start > Run**.
2. Type **cmd**.
3. Press **Enter**.
4. Type **ver**
5. Press **Enter**.

   The version of the server should be 6.1.7601.

6. Before continuing with the AMG Journalist installation, enable Windows Media Player on the AMG Server as follows:

   a. Launch Server Manager.

Windows Media Player must be enabled before proceeding. This is part of the Desktop Experience feature for Windows Server 2008.

   b. Click on **Features > Add Feature > Desktop Experience**.

   c. Accept **Ink and Handwriting Service** as well.

   d. Click **Add Required Features**, and click **Next**.

   e. Click **Install**.

   f. Reboot your AMG server.

To Install the Avid Motion Graphics Journalist Server:

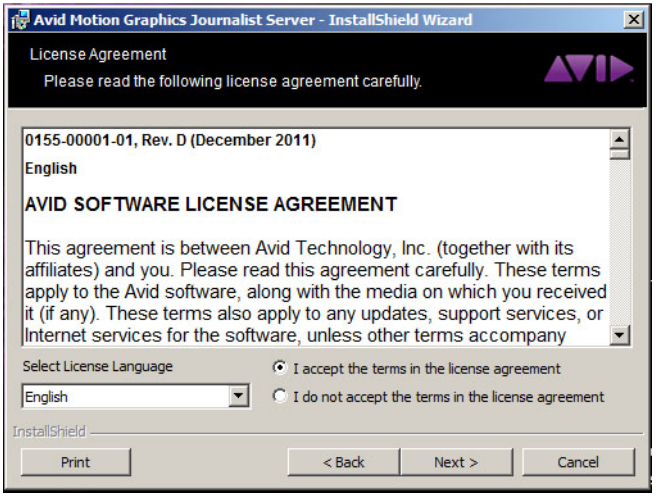
1. Navigate to the installer for AMG Journalist Server, and double-click `AMG_Journalist_Server_setup.exe`.

   The Avid Motion Graphics Journalist Installer splash screen opens:

2. Select the option to install **Microsoft Visual C++ 2008 Redistributable**.

3. Select the option to install the **Avid Motion Graphics Journalist Server**.

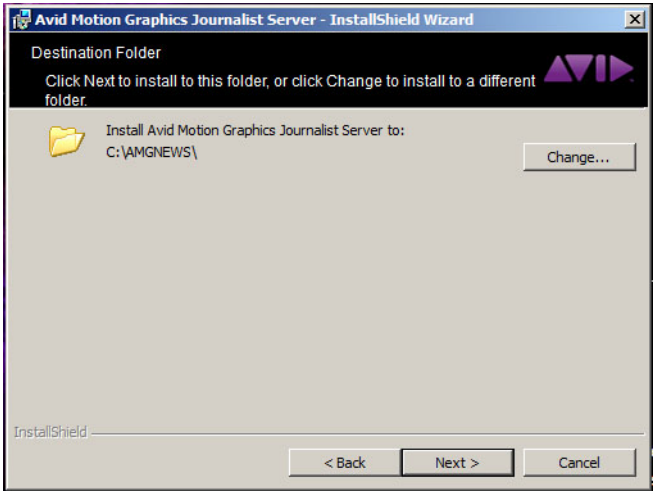
   The License Agreement dialog box opens.



This will share the AMGNews folder and configure the X: drive. It also installs the AMG Drive Monitor.

4. Accept the terms of the license agreement, and click **Next**.

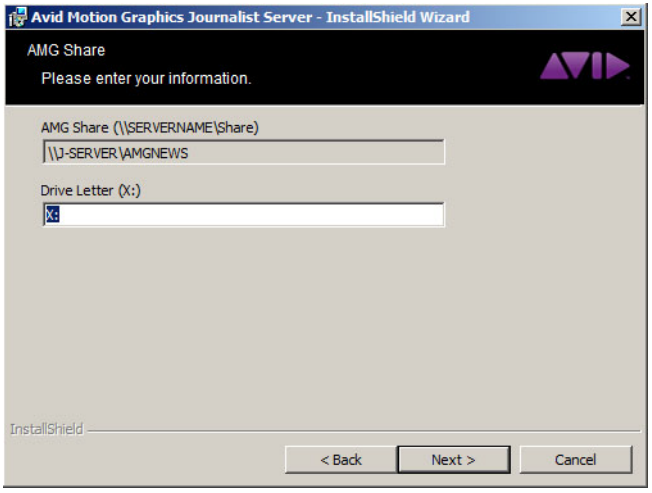
   The Destination folder dialog box opens.



5. Click **Next** to accept the path where the AMG Journalist Server will install the application files.

   For more information on this setting, please consult with your Customer Success Representative.

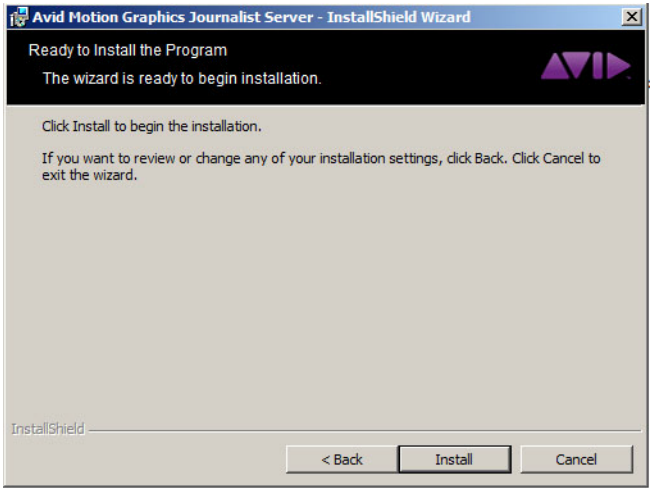
   The AMG Share dialog box opens:



6. Click **Next** to accept the default AMG Share and Drive Letter (X:), where the AMG Journalist Server will install the application files.

   For more information on this setting, please consult with your Customer Success Representative.

The Ready to Install the Program dialog box opens:



7. Click **Install** to complete the AMG Journalist Server installation.

   The screen refreshes with more options.

8. On the Avid Motion Graphics Journalist splash screen, click the option **PostgreSQL 8.4.4**.

   The Avid Motion Graphics Journalist splash screen appears as follows:

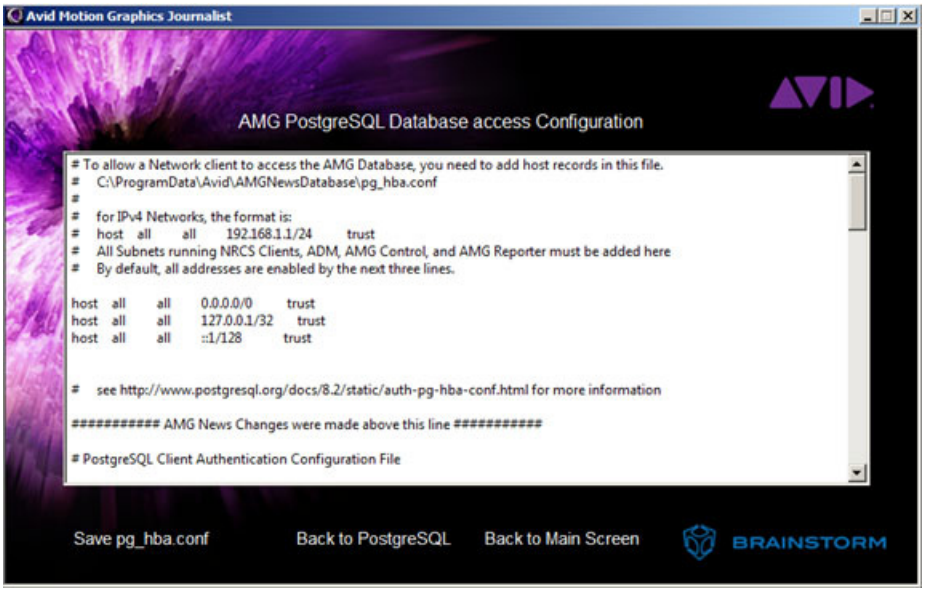
9. Click the first option **Install PostgreSQL 8.4.4**.

   It will install the next three options automatically.

   - PostgreSQL Service
   - PostgreSQL Windows User
   - PostgreSQL Windows Password

10. Click the option to install **PostgreSQLSubnet Selection**.

    The AMG PostgreSQL Database Access Configuration dialog box opens.



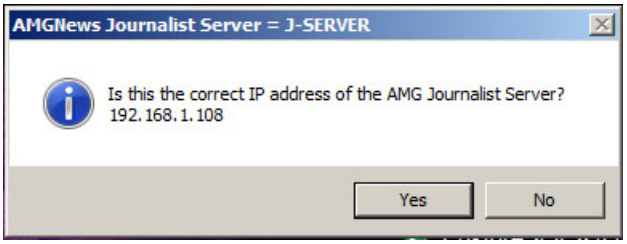
11. Select the **Save pg_hba.conf** option at the bottom left of the screen.
12. Press **Enter** to close the Command window.
13. Select the **Back to Main Screen** option the return to the AMG Journalist Installer Server Main menu.
14. Select **Create AMG Databases**.
15. Select **Click here to Install AMG Journalist Databases**.

    Wait until the AMG Journalist databases are installed. When it is done, the message “AMG Database Creation Complete” appears.

16. Select **Return** to return to the AMG Journalist Server Installer main menu.

17. Click the option to install **AMG ODBC**.

    The AMGNews Journalist Server J-SERVER dialog box opens.



18. Select **Yes** on the pop-up menu.
19. Select **Exit** to exit the AMG Journalist Installer and return to the Windows desktop.

Licensing AMG NRCS Clients and AMG Clips

The Avid Motion Graphics Journalist Server requires the AMG NRCS license.

The Avid Motion Graphics Journalist System ID label, as shown in the following illustration, is used as the System ID number to activate the Avid Motion Graphics NRCS Clients, and AMG Clips options.

The AMG Preview Renderer requires a separate license for it to be activated on the computer where the Preview Renderer software is installed.

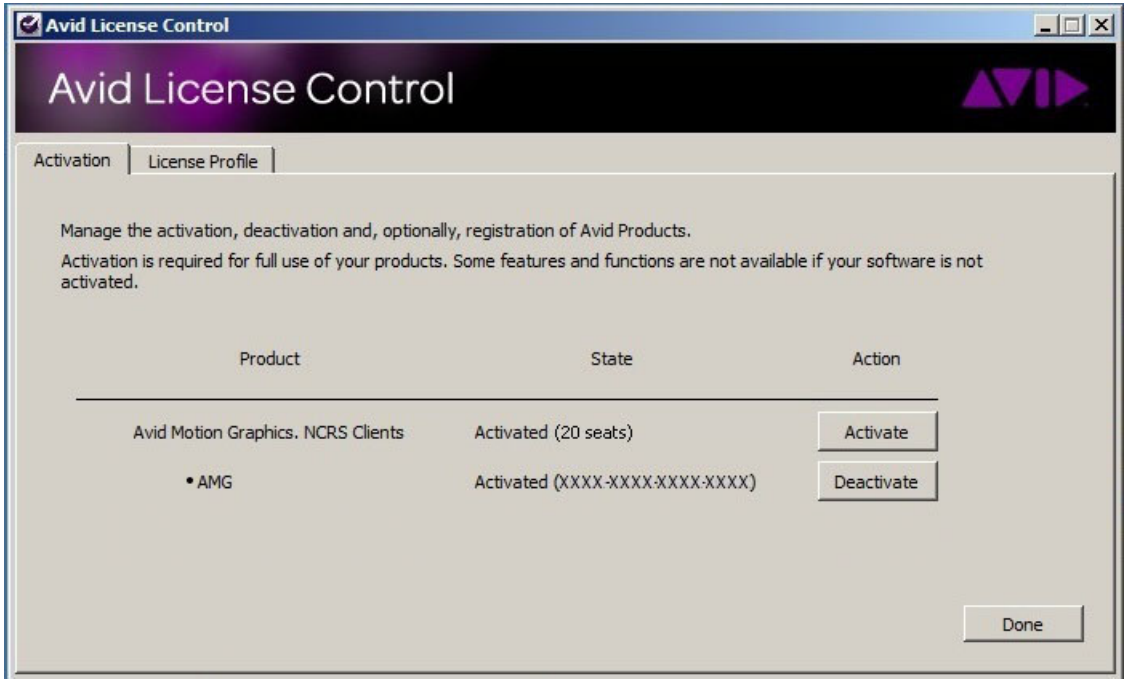
The Avid Motion Graphics NRCS Client and AMG Clips activation is performed on the AMG Journalist Server.

To activate the license for Avid Motion Graphics NRCS Clients:

1. Locate your System ID and Activation ID card(s) included with your new hardware (in a separate box).

2. Open the Avid License Control tool, click **Start > Programs > Avid > Utilities > Avid License Control**.

   The Avid License Control dialog box opens.



3. Click the Activate button to activate the Avid Motion Graphics NRCS license.

The license is most easily added with an internet connection, so that the computer can connect to the Avid license server and verify the license. For more information, see "Software Licensing" on page 25.

After your Avid software is activated, the License Profile tab displays your System ID, Activation ID, and Device ID.

4. In the "How would you like to proceed?" section, select the **I am connected to the Internet and will use this computer** option, and then click **Continue**.

If you select "I am not connected to the Internet and will be using another computer that is connected to the Internet" continue with "License Activation Without an Internet Connection" on page 29.

5. Enter your system identification number in the System ID text box.
6. Enter your activation identification number in the Activation ID text box.

7. Click the **Activate** button.

   The Activation tool confirms your system information. When the activation is complete, a message informs you that your software has been successfully activated and the “Activate” button changes to a “Deactivate” button.

8. Back up your license profile information, and save it somewhere that you can access it.

Configuring the Avid Motion Graphics Journalist Server

After installing the server software, you must configure the Avid Motion Graphics Journalist Server.

To configure the Avid Motion Graphics Journalist Server:

1. On the Avid Motion Graphics Journalist Server, navigate to: `C:\AMGNews\bins\cfg\AMGConf.ini`.
2. In the GENERAL section:
   - Set VIDEO FRAMES to NTSC or PAL.
   - Set the SLUG FORMAT to <tpl>.

All values in the AMG.ini files must be surrounded by quotes. When editing values, remember to keep the quotes in tact.

3. In the MOS DEVICE section:
   - Confirm the NAME is set to AMGNews.

This assumes the desired MOS ID is AMGNews.

   - In the CHANNELS field, enter the channels names that you intend to use in the system. Each name must be separated by a comma and space (e.g., 1, 2, 3, for graphics channels).

iNEWS Command will need to use the same channel names, so it's a good idea to write down or remember the channel names used here.

4. In the PREVIEW SNAPS section:
   - Set the IP to the specific address for the local AMG Journalist Server (do not use 127.0.0.1, or a host name).

This IP is for the AMG News Preview Server application, which runs on the AMG Journalist Server. The IP does not point to the AMG Preview Renderer itself - that IP is set in a different .ini file, and explained in Step 11.

5. In the GATEWAY section:
   - Set the IP to the specific address for the local AMG Journalist Server.

Do not use 127.0.0.1, or a host name)

   - For iNEWS, leave the NCS and MOS ports at their current values (e.g., NCS UPPER PORT Should be 10441 for iNEWS, and NCS LOWER PORT should be 10440 for iNEWS).
   - For ENPS, change the NCS UPPER PORT to 10541, and the NCS LOWER PORT to 10540.
6. In the MANAGER section:
   - Set the IP to the specific address for the local AMG Server.

Do not use 127.0.0.1, or a host name.

   - For iNEWS, confirm that IS NCS is set to YES.
   - For ENPS, change IS NCS to NO.
7. In the CONTROL section (where NAME = CTRL1):
   - For Command, comment out this entire section with a `;` at the beginning of each line.
8. In the CONTROL section (where NAME = COMMAND1):
   - Set the IP to the specific address for the Avid Motion Graphics computer.
   - If you have a second device, you need to add a new section with the name COMMAND2, for the second device. This is done by doing the following:
   - Copy the [CONTROL] section, and paste it just below the original CONTROL section.
   - Change the NAME field to **COMMAND2**.
   - Change the IP field to that of the second AMG Playout chassis.
9. In the RENDER sections (There are two.):
   - For Command, comment out this entire section with `a ;` at the beginning of each line.

10. In the NCS section:
    - In the NAME field, enter the NRCS server name.

This is the iNEWS system name which you can get by typing status on the iNEWS console.

    - For iNEWS, leave the IP as is at 127.0.0.1.
    - For ENPS, enter the IP for the ENPS server. For the buddy server, add the following:

      "BACKUP NAME" = "ENPS BUDDY SERVER NAME"

      "BACKUP IP" = "ENPS BUDDY SERVER IP"
    - If you want to see more than the first 2 replaceable fields in the Command playlist, change the ABSTRACT FMT field from <2values> to the desired number.
    - For ENPS, confirm that the <ch> variable has been added to the beginning of the ABSTRACT FMT line.

      For example: “ABSTRACT FORMAT” = “<ch>:<tpl>:<2values>”
11. Select **File > Save**, and then close the AMGConf.ini file.
12. On the AMG Journalist Server, go to `C:\AMGNews\bins\conf\Previewunits.ini`.

    There are 2 UNITs sections. In each UNIT field, the default UNIT1 and UNIT2 are for Render Engines A, and B on the Preview Renderer machine.

    In both IP fields, enter the IP address for where the AMG Preview Renderer will be running.
13. In the [UNIT] section, for UNIT1, and UNIT2, set the IP address to the IP address of the Preview Renderer machine.

    If any additional Preview Renderers are added, you need to create two additional UNIT sections. This is done by doing the following:

    - Copy the [UNIT] section, and paste it just below the original UNIT section.
    - Change the UNIT1 field to **UNIT3**.
    - Change the UNIT2 field to **UNIT4**.
    - Change the IP field to that of the second Preview Renderer.
14. Select **File > Save**, and then close the Previewunits.ini file.
15. Double-click on **My Computer** and navigate to the **X:** drive.
16. Open **TPL_example**, and copy and paste the contents to the TPL folder on the X: drive.
17. Launch the AMG Monitor application. For more information, see “Starting the AMG Journalist Server Applications” on page 18.

Starting the AMG Journalist Server Applications

After the AMG Journalist server configuration is complete, you can start the AMG Journalist Server applications.

To start the AMG Journalist Server applications:

1. Turn on the Avid Motion Graphics Journalist server.
2. Double-click the AMG Application Monitor shortcut on the desktop, and enable and start the Avid Motion Graphics Journalist Server applications.
   - AMG Gateway: manages communication between NRCS, database, and Command.
   - AMG News Licenser: gives out Avid Motion Graphics Journalist client license seats.
   - AMG Preview Renderer: manages Avid Motion Graphics Preview Renderer requests
3. Select **AMG Gateway**, and click **Enable Application**.
4. Select **AMG News Licenser**, and click **Enable Application**.
5. Select **AMG News Preview Server**, and click **Enable Application**.
6. The Avid Motion Graphics Journalist Server applications should start automatically.

Installing AMG Journalist Client Software

The following steps describe how to install the Avid Motion Graphics Journalist Client for integration with Command, and iNEWS or ENPS.

The network drive should be connected before starting this setup. Make sure the network drive is mapas follows: network drive ***.***.***.***\AMGNews, where * is the AMGJournalist Server IP.

If you configure AMG Journalist for iNEWS, you can use it as a plug-in to Interplay Central, but you must first enable your browser to accept MOS plugins.

To install the AMG Journalist Client plug-in:

1. Navigate to the network drive (via UNC path - `\\servername\AMGNews`).
2. Open the install folder.
3. Double-click the **Avid_Motion_Graphics_Journalist_setup.exe** to run the executable.
4. In the AMG Journalist Applications window, click the **AMG NRCS Client** to install it.
5. Select **Microsoft Visual C++ Redistributable** to install it.
6. Select **AMG Drive Monitor** to install it. Make sure the IP address for the AMG Journalist server is populated. Follow the prompts (Install, Next, Finish) to complete the installation.

7. Select **AMG ODBC** to install it.

A database password is not necessary, and should not be entered.

8. Select **AMG NRCS** to install, and click **Finish** to complete the installation.
9. Select **Exit** to close the installer.

   You can now test the AMG Journalist Client.
10. (Optional) If you are using AMG Journalist Client (a MOS plugin) with iNEWS and Interplay Central, you need to configure your web browser to accept MOS plugins.
    - If you are using Chrome as your browser, you must install the Chrome Extension for Interplay Central MOS plug-in. For more information, see Appendix F of the *Interplay Central Services Installation and Configuration Guide*.
    - If you are using Internet Explorer as your browser, you must enable Interplay Central MOS plug-ins in Internet Explorer. For more information, see Appendix G of the *Interplay Central Services Installation and Configuration Guide*.

Setting Up the AMG Preview Renderer

This section contains the following topics:

- "Installing the AMG Preview Renderer" on page 20
- "Licensing the AMG News Preview Renderer and AMG Clips" on page 22
- "Starting the Avid Motion Graphics Preview Renderers" on page 25
- "Creating Project Shortcuts on the AMG Preview Renderer" on page 25

Installing the AMG Preview Renderer

The following describes installing the Avid Motion Graphics Preview Renderer on a dedicated computer.

For baseline computer requirements, see an Avid Sales associate.

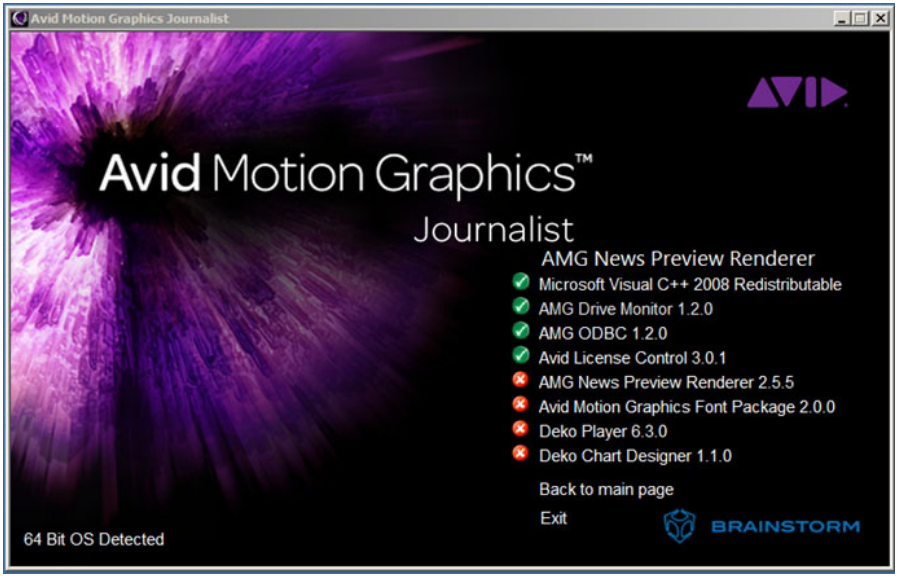
Before starting this procedure, the X-drive should be connected. Make sure the network drive is mapped as follows: ***.***.***.***\AMGNews, where * is AMG Journalist server IP address.

To install the Avid Motion Graphics Preview Renderer:

1. Navigate to the X-drive (via UNC path - `\\servername\AMGNews`).
2. Open the Install folder.
3. Double-click the `Avid_Motion_Graphics_Journalist_setup.exe`.
4. Select **Yes**.

   The User Account Control dialog box opens.

The installer may detect some items already installed. If the menu item as a green check next to it, it is already installed and you can move on to the next step. In the example above, the first four items have already been installed.



5. In the AMG Journalist Applications window, click **Avid Motion Graphics News Preview Renderer** to install it.

6. Click **Microsoft Visual C++ 2008 Re-distributable** to install it.
7. Click the **Avid Motion Graphics Drive Monitor** to install it.
8. You will need to enter the IP address for the Avid Motion Graphics Journalist server.

   The Host name or IP address for the Avid Motion Graphics Journalist Server will appear in the AMG Drive Monitor dialog box. Follow the prompts, clicking **Next**, to proceed. Then, click **Install**. When finished installing, click **Finish**.
9. Click **Avid Motion Graphics ODBC** to install it. Follow the prompts, clicking **Install**, and then click **Next** to proceed.

A database password is not necessary, and should not be entered.

10. Click A**vid License Control** to install it.
11. Click **Avid Motion Graphics News Preview Renderer** to install it.
12. Click **Avid Motion Graphics Font Package** to install it.

If you planing to use Avid Deko compositions in AMG, you need to install Deko Player 6.3.0 and Deko Chart Designer 1.1.0. If you are not upgrading from Avid Deko you can skip these to installs.

13. Click **Exit** to close the installer licensing.
14. Open the **Avid License Control** tool.
15. Add the Preview Renderer licenses (Preview and Clips). If you do not have a Preview Renderer license, contact your sales representative to obtain a license.

The license is most easily added with an internet connection, so that the computer can connect to the Avid license server and verify the license.

Licensing the AMG News Preview Renderer and AMG Clips

Once you have installed the AMG Preview Renderer on a dedicated computer, you need to license the AMG News Preview Renderer, and the AMG Clips option should be activated on AMG chassis.

Before you begin, you should have the following two Activation labels:

- AMG News Preview Renderer Activation label
- AMG Clips Activation label

You will also need to the System ID from the AMG Journalist System ID label. The Avid Motion Graphics Journalist System ID label, as shown in the following illustration, is used as the System ID number to activate the AMG News Preview Renderer and AMG Clips products.

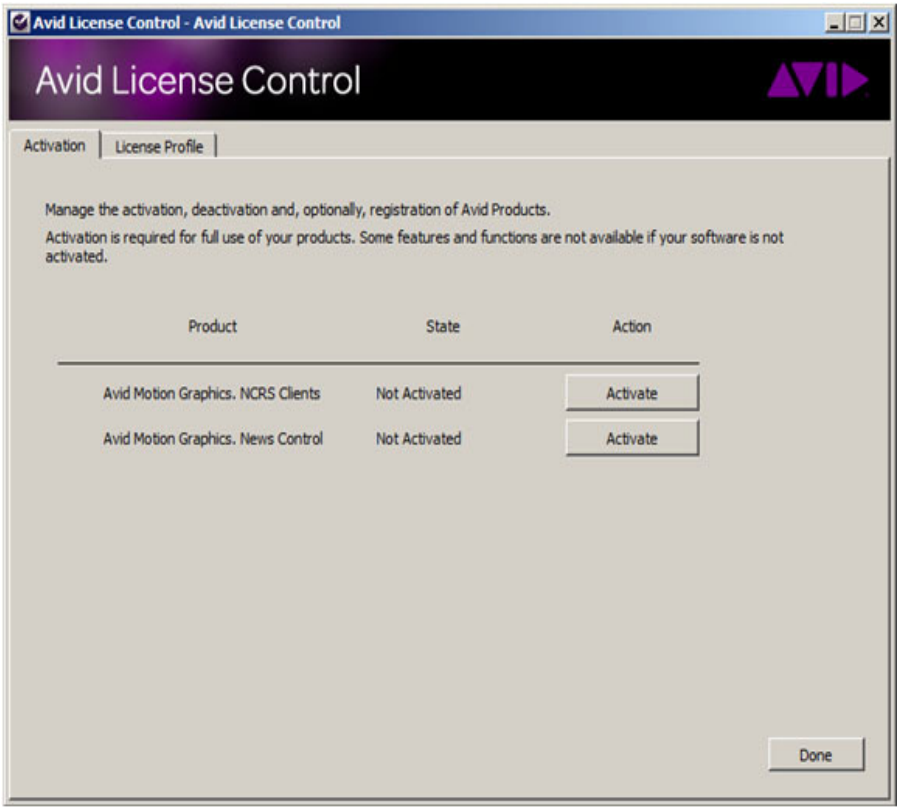
The activation is performed on the computer that you installed the AMG Preview Renderer on.

The license is most easily added with an internet connection, so that the computer can connect to the Avid license server and verify the license. For more information, see "Software Licensing" on page 25.

To activate the license for AMG News Preview Renderer and AMG Clips:

1. Locate your System ID and Activation ID card(s) included with your new hardware (in a separate box).
2. Open the Avid License Control tool, click **Start > Programs > Avid > Utilities > Avid License Control**.

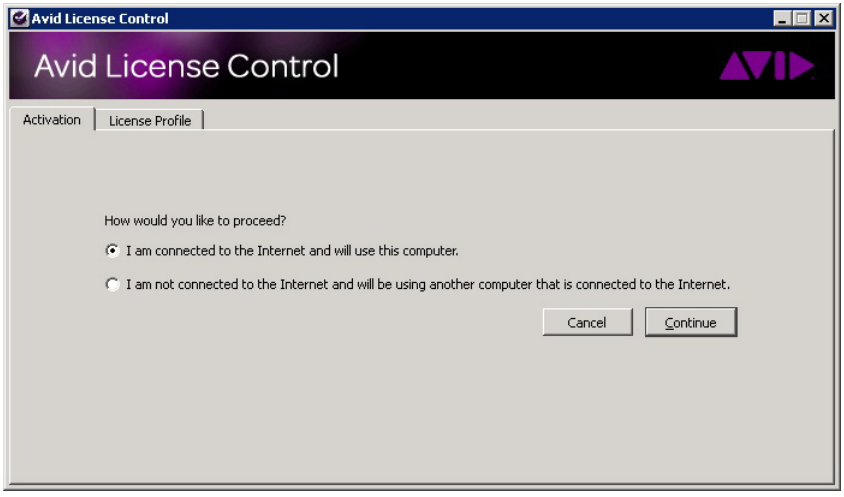
   The Avid License Control tool opens.



After your Avid software is activated, the License Profile tab displays your System ID, Activation ID, and Device ID.

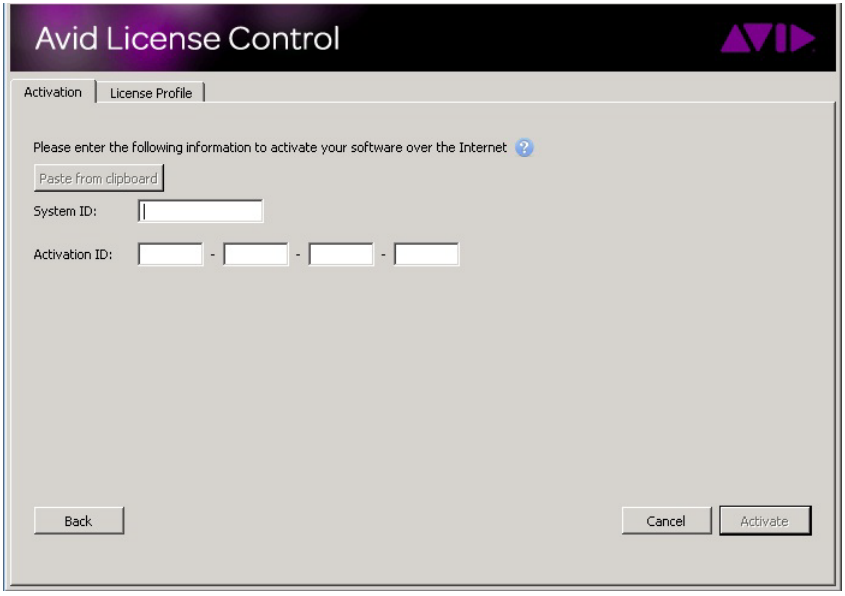
3. Click the **Activate** button for **AMG News Preview Renderer** license.

4. In the “How would you like to proceed?” section, select the **I am connected to the Internet and will use this computer** option, and then click **Continue**.



If you select “I am not connected to the Internet and will be using another computer that is connected to the Internet” continue with “License Activation Without an Internet Connection” on page 29.

5. Enter your system identification number in the System ID text box.



6. Enter your activation identification number in the Activation ID text box.
7. Click the **Activate** button.

   The Activation tool confirms your system information. When the activation is complete, a message informs you that your software has been successfully activated and the Activate button changes to a Deactivate button.
8. Repeat Steps 3-7 to activate the AMG Clips license on the AMG chassis.
9. Back up your license profile information, and save it somewhere that you can access it.

Starting the Avid Motion Graphics Preview Renderers

After starting Avid Motion Graphics and the Avid Motion Graphics Journalist Server, you must start the Avid Motion Graphics Preview Renderers A and B.

To start the Avid Motion Graphics Preview Renderers A & B

1. On the Avid Motion Graphics Preview Renderer computer, select **Start > AMGNews Preview Renderer A**.
2. Select **File > Project > Open All**, and navigate to the **X:\TPL** folder to open the project.
3. On the Avid Motion Graphics Preview Renderer computer, select **Start > AMGNews Preview Renderer B**.
4. Select **File > Project > Open All**, and navigate to the **X:\TPL** folder to open the project.

Creating Project Shortcuts on the AMG Preview Renderer

After the on-air project is finalized, you can create Start Menu shortcut to open the project on the AMG Preview Renderer.

To create project shortcuts on the AMG Preview Renderer:

1. Navigate to **X:\TPL\basic.ldr**.
2. Create a shortcut to that file on the desktop.
3. Double-click the file to open the project in **Preview Renderer A**.
4. With the project open, double-click the shortcut again, to open the project in **Preview Renderer B**.
5. Drag the **Preview Renderer A** shortcut to the **Start** menu.

   Now you can click **Start**, point to the **Preview Renderer A**, and select the project to open both Preview Renderers.

Setting Up the AMG Advanced Device Manager

This section contains information on how to install, license, and configure the AMG Advanced Device Manager.

This section contains the following topics:

- "Installing the AMG Advanced Device Manager" on page 26
- "Licensing the AMG Advanced Device Manager" on page 27
- "Configuring the AMG Advanced Device Manager" on page 28

Installing the AMG Advanced Device Manager

This topic contains information on how to install and configure Avid Motion Graphics Device service on each Avid Motion Graphics playout chassis.

To install the AMG Advanced Device Manager:

1. Navigate to the Avid Motion Graphics Journalist Server installation path (via UNC path - `\\servername\AMGNews`).
2. Open the **Install** folder.
3. Double-click the **Avid_Motion_Graphics_Journalist_setup.exe.**
4. In the AMG Journalist Applications window, click **AMG Playout**.
5. (Option) If not already installed, click **Microsoft Visual C++ Redistributable** to install.
6. (Option) If not already installed, click **Avid Motion Graphics Drive Monitor** to install. You will need to enter the IP address for the Avid Motion Graphics Journalist server
7. Click **Avid Motion Graphics ODBC** to install. A database password is not necessary, and should not be entered.
8. Click the **AMG Advanced Device Manager** option to install the AMG Advanced Device Manager onto the AMG Playout server.

Wait for all of the components to install before continuing. After each component successfully installs, a green circle, containing a white check mark, replaces all of the red circles, containing white Xs. If a component is already installed, it is detected and the green circle with the check mark appears immediately.

Avid License Control should already be installed, and have a green check mark next to it.

9. Open the **Avid License Control** tool and confirm that you have the respective AMG licenses added (green check mark). If not done, add the **AMG ADM** license. For more information, see

The license is most easily added with an internet connection, so that the computer can connect to the Avid license server and verify the license.

Licensing the AMG Advanced Device Manager

This topic contains information on how to license the AMG Advanced Device Manager.

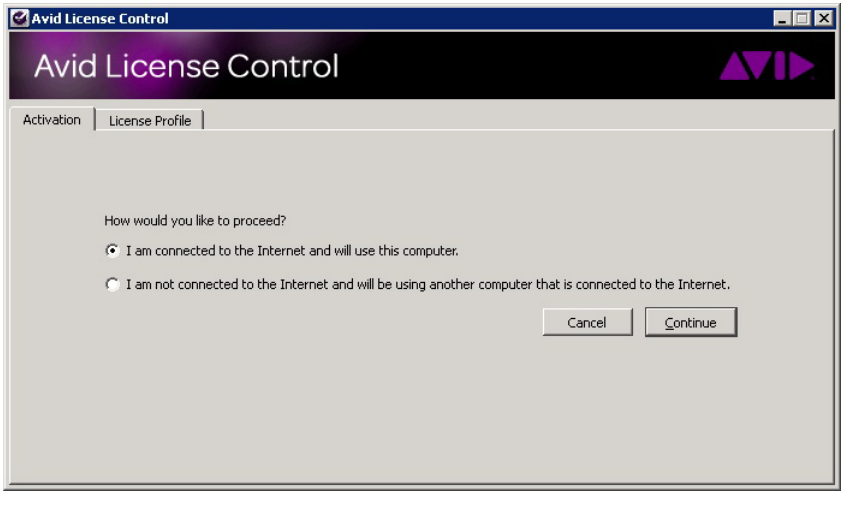
If you have not already done so, open Avid license control under **Start > All Programs > Avid > Utilities** and add the AMG NRCS license. That is the only license component that is needed on the AMG Journalist Server.

If you do not have an NRCS license, contact your sales representative to obtain a license.

The license is most easily added with an internet connection, so that the machine can connect to the Avid license server and verify the license.

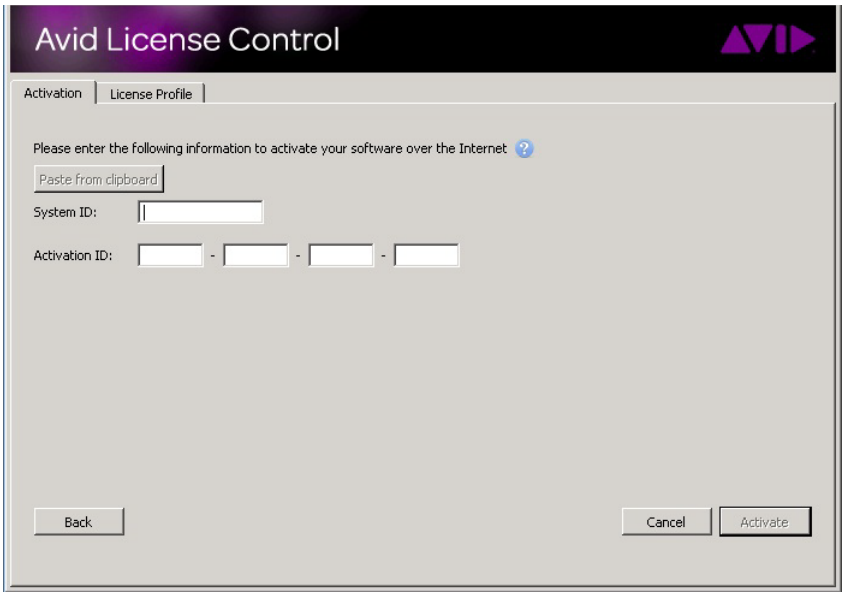
To license the AMG Advanced Device Manager:

1. Open Avid License Control by navigating to **Start > All Programs > Avid > Utilities**.
2. Locate **Avid Motion Graphics, ADM** in product list and activate it by pressing the **Activate** button.
3. In the “How would you like to proceed?” section, select the **I am connected to the Internet and will use this computer** option, and then click **Continue**.



If you select "I am not connected to the Internet and will be using another computer that is connected to the Internet" continue with "License Activation Without an Internet Connection" on page 29.

4. Enter your system identification number in the System ID text box.



5. Enter your activation identification number in the Activation ID text box.
6. Click the **Activate** button.

   The Activation tool confirms your system information. When the activation is complete, a message informs you that your software has been successfully activated and the Activate button changes to a Deactivate button.

Configuring the AMG Advanced Device Manager

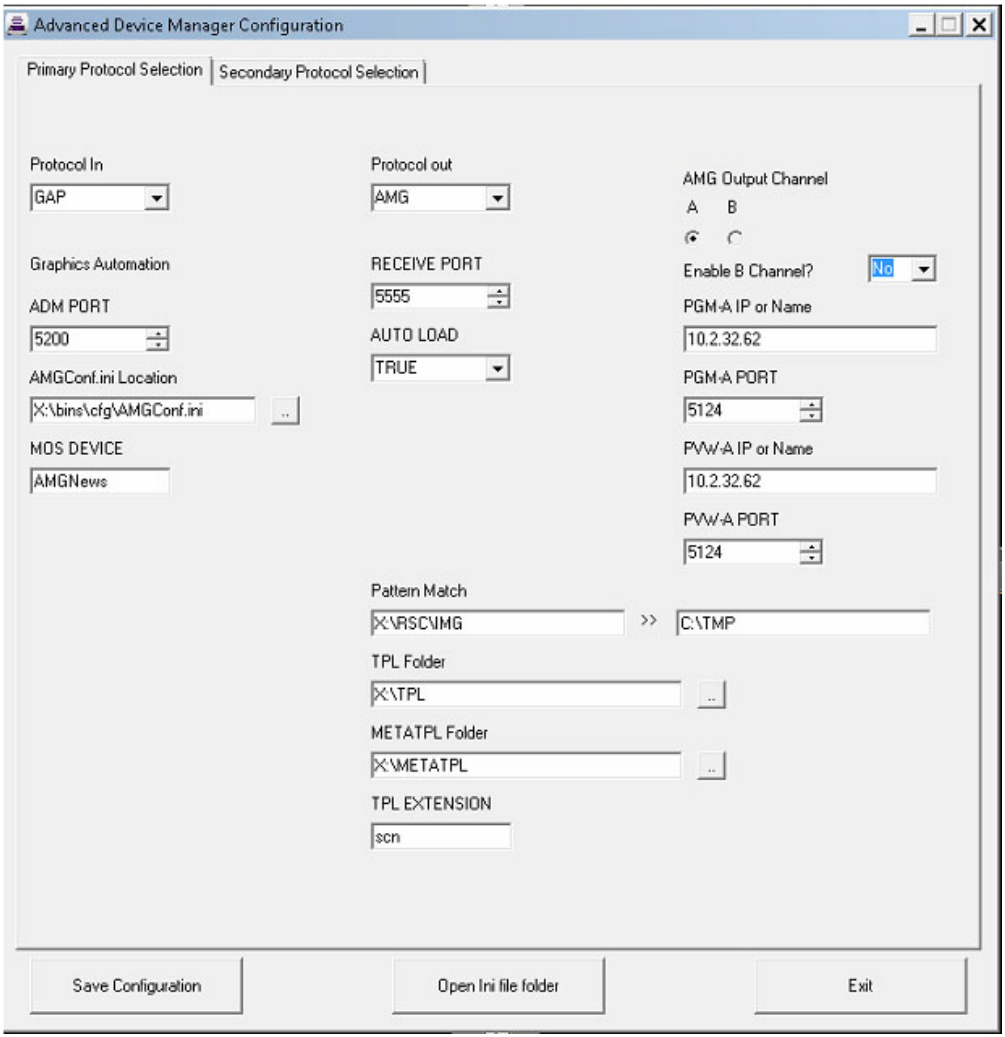
Once you have installed and licensed the AMG Advanced Device Manager on your AMG Playout chassis, you must configure it.

Configuring the AMG Advanced Device Manager:

1. From the Start menu select **All Programs > Avid > Advanced Device Manager Configuration Tool**. The Advanced Device Manager Configuration dialog box opens.

   There are two protocol selection tabs available. The Primary Protocol Selection is used to configure AMG Channel A with Avid Command.

*If the AMG Playout chassis is optioned for Dual Channel, and you want to control the second channel using a different protocol, this can be accomplished by selecting the Secondary Protocol Selection tab. Select **AMG News Output Channel B**.*



2. In the Protocol In field (for use with Command), select **GAP (Graphics Automation Protocol)**.
3. In the ADM PORT field, set the value to **5200**.
4. In the AMG Config.ini Location field, make sure it points to **X:\bins\cfg\AMGConf.ini**.
5. In the MOS DEVICE field, type **AMGNews**.
6. In the Protocol out field, select **AMG**.

7. In the Receive PORT field, select **5555**.
8. In the AUTO LOAD field, select **True**.
9. In the Pattern Match field, type **X:\RSC\IMG**. Then, in the >> field, type **C:\TMP**.
10. In the TPL Folder field, make sure it points to **X:\TPL**.
11. In the METATPL Folder field, make sure it points to **X:\METATPL**.
12. In the TPL EXTENSION field, **scn**.
13. , To set up the first output channel (A), do the following:
    a. In the AMG Output Channel section, select **A** to set up the first output channel.
    b. In the PGM-A IP or Name field, type the IP address of the local AMG chassis. You can use the local host name, as well.
    c. In the PGM-A PORT field, select **5124**.
    d. In the PVW-A IP or Name field, type the IP address of the local AMG chassis. You can use the local host name, as well.
    e. In the PVW-A PORT field, select **5124**.
14. (Option) If the chassis is a single channel AMG Playout chassis, go to the Step 16:
15. To set up the second Output channel (B), do the following:
    a. Enable the B Channel by selecting **Yes** in the Enable B Channel? menu.
    b. In the AMG Output Channel section, select **B** to set up the second output channel.
    c. In the PGM-B IP or Name field, type the IP address of the local AMG chassis. You can use the local host name, as well.
    d. In the PGM-B PORT field, select **6124**.
    e. In the PVW-B IP or Name field, type the IP address of the local AMG chassis. You can use the local host name, as well.
    f. In the PVW-B PORT field, select **6124**.
16. Click the **Save Configuration** button and close the Advanced Device Manager Configuration Tool.

Installing the Avid Service Framework

If you are running iNEWS Command, the Avid Motion Graphics chassis needs at least the core components of Service Framework installed, so that it is able to connect to a computer running the Avid Lookup service.

To install the Avid Service Framework:

1. Insert the Command installation CD (or access the install program from the network).

   The autorun installation program starts and displays the following screen.

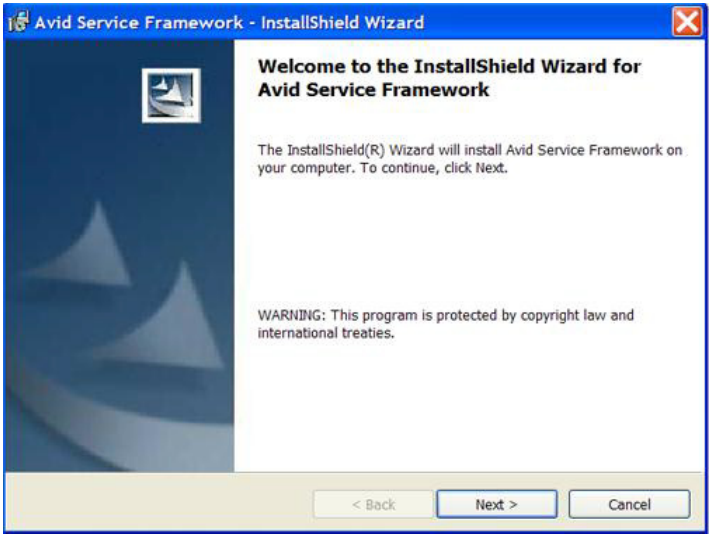
The Command Documentation button will open a window displaying the contents of the Doc folder on the Command installation CD in which product documentation is provided in PDF format.

If the autorun does not begin, manually navigate to and run the `ServiceFrameworkSetup.exe` *install program.*

2. Click the **Avid Service Framework** button.

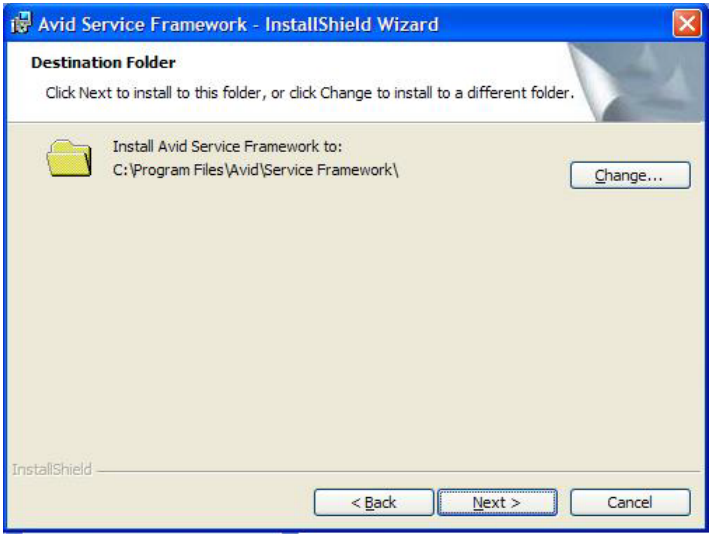
Other dialog boxes could appear depending on whether older versions of Service Framework are found, particularly if upgrading existing software. If one appears, read it carefully and reply accordingly with regard to upgrades, etc.

A splash graphic will appear briefly as the installer prepares the InstallShield Wizard. Then the Welcome dialog box appears.



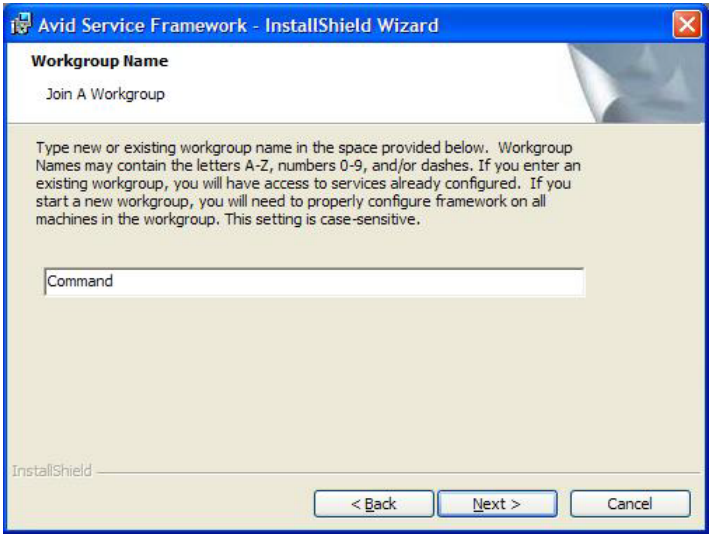
3. Click **Next**.

   The Destination Folder dialog box opens.



4. Set the location to which Avid Service Framework will be installed and click **Next**.

   The Workgroup Name dialog box opens.

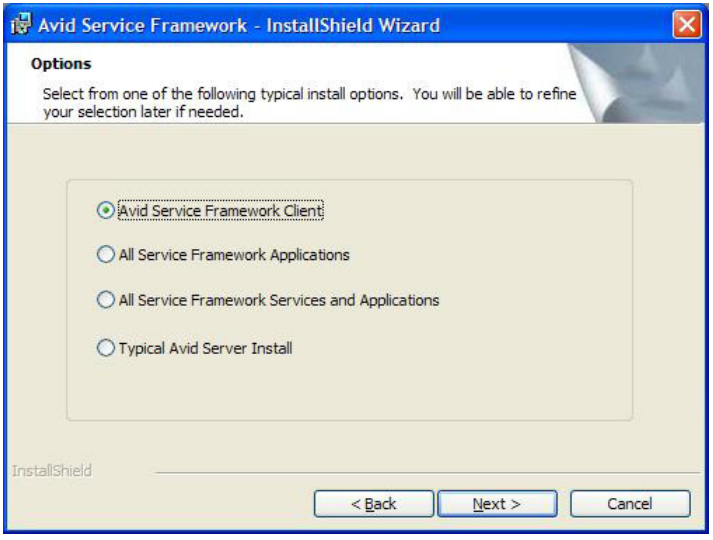


5. Type the name of the Command workgroup in the field.

If you are updating the Service Framework software, the installer remembers the last installed value. If the workgroup name was changed after the install, the installer will not be aware of the change.

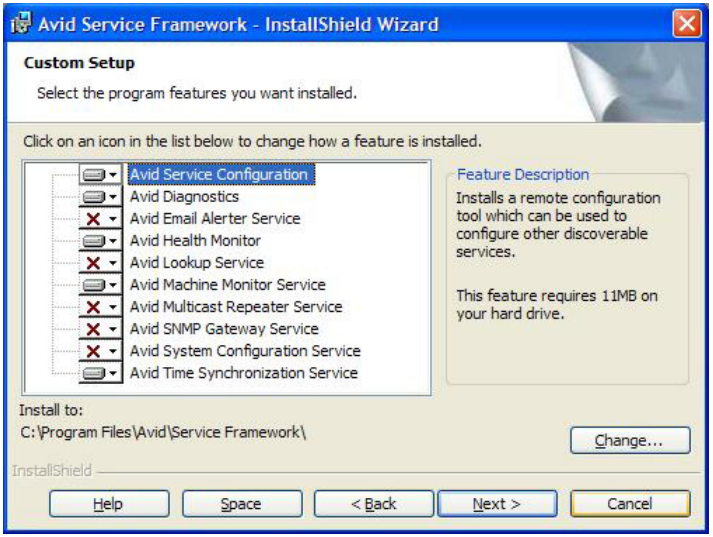
6. Click **Next**.

   The Options dialog box opens.



7. Select the option: **Avid Service Framework Client** and click **Next**.

   The Custom Setup dialog box opens.



   By default, the Time Synchronization service is selected to be installed; however, this service should only be installed if you do not already use something to synchronize your PC clocks. If you use NTP or some other method for time synchronization, do not install this service. For more information about the services in this dialog box, see the tables in "Installing the Avid Service Framework" on page 31.

8. Click **Next** and follow the installation instructions to complete the installation.

You might be required to restart your system to complete the installation.

After installation, verify that the services are running on each computer where Service Framework services were installed.

Setting Up the AMG Device Service

This section contains information on how to install and configure the AMG Device Service.

This section contains the following topics:

- "Installing Avid Motion Graphics Device Service" on page 36
- "Configuring the AMG Device Service" on page 39

Installing Avid Motion Graphics Device Service

This section provides the standard procedure for installing the Avid Motion Graphics Device Service on each Avid Motion Graphics playout chassis.

To install the Avid Motion Graphics Device Service on the AMG playout chassis:

1. On the AMG playout chassis, install iNEWS Command and select the **AMG Device Service** from the install menu.

   When the autorun program starts, select the Avid iNEWS Command button. The InstallShield Wizard starts and displays the Welcome screen.

2. Click **Next**.

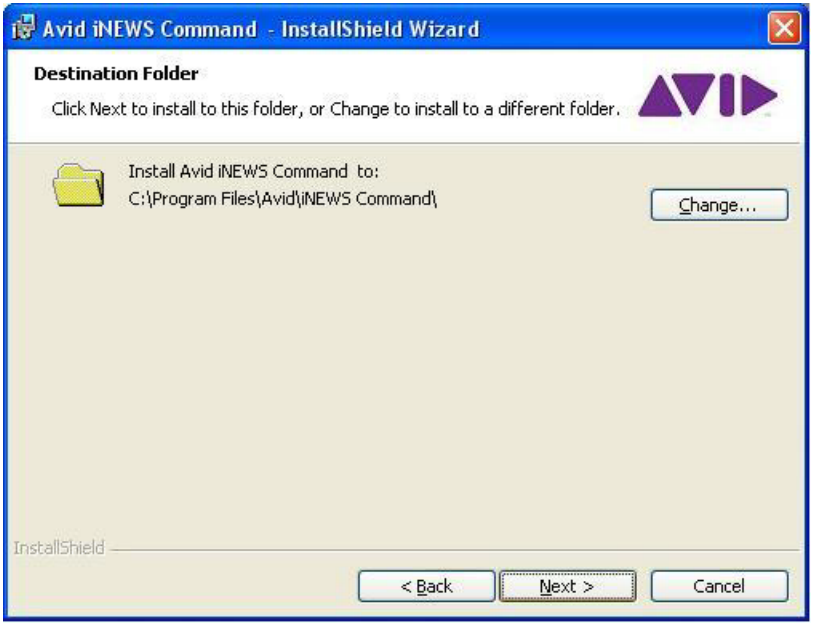
   The License Agreement appears.

3. Read the License Agreement, accept the terms, and click **Next**.

   If you do not accept the terms, the installation program will not continue.

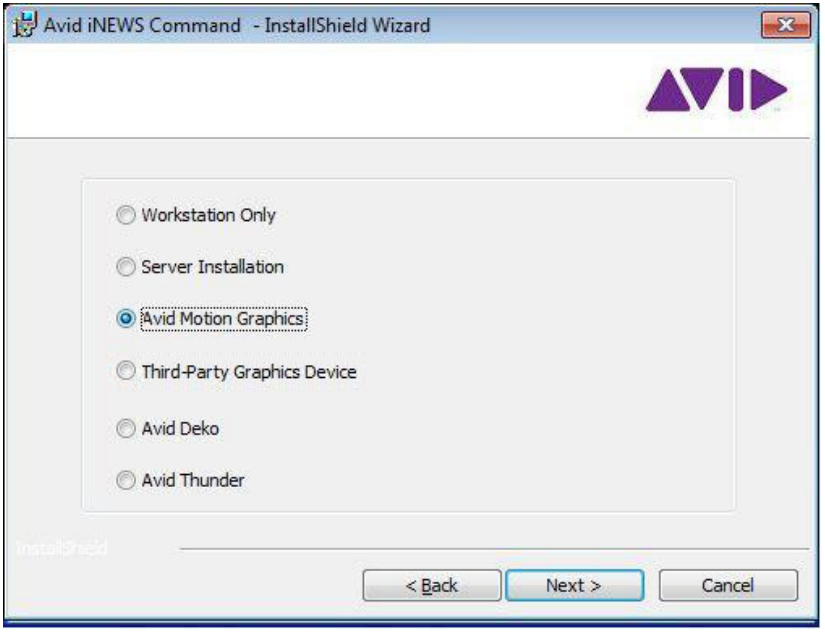
You can print the terms if you want to read them later or keep a copy for your records.

The Destination Folder dialog box opens.



4. Do one of the following:
   - Click Change to designate an install directory, and then click **Next**.
   - Accept the default location by clicking **Next**.

   The Options dialog box opens.

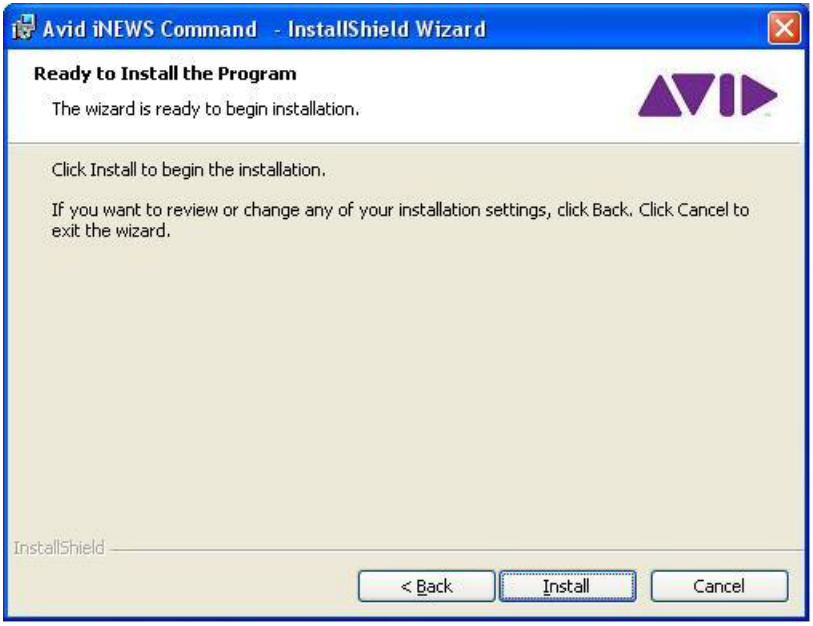


5. Select **Avid Motion Graphics**, and click **Next**.

   The Custom Setup dialog box appears with the default services selected for installation of client software. However, for CII integration, you must modify the selections to customize your installation.

   If you select Avid Motion Graphics, no more services would be selected. Only AMG device service

6. Click **Next** to continue.



7. When the Ready to Install the Program dialog box appears, click **Install**.
8. When the installation is complete, click **Finish**.

You are now ready to install the appropriate plug-in or the Graphic Inventory Editor (GIE), if necessary.

Configuring the AMG Device Service

Once you have installed the AMG Device Service on each Avid Motion Graphics playout chassis, you must next configure it.

To configure the AMG Device Service:

1. Select **Start > All Programs > Avid Service Framework**.
2. Open the **Avid Service Configuration** application.
3. Navigate to the local machine, open the drop down menu, and select the **Avid Motion Graphics Device Service**.
4. Enter a Device name (in lowercase), such as "**amg1**", and set the channel count to **1** for single-channel, or **2** for dual-channel playout chassis.
5. Click the **AMG Device Service Settings** tab.

6. In the ADM IP field, type the local machine's specific IP address.
7. In the NET CONNECT AS, type the computer name\user name for the AMG Journalist Server, so that the device service connects to the AMG Journalist Server with the right credentials.

If the Journalist Server uses a local log in, enter the local computer name and user name, such as AMGJourn\Admin. A domain login also works here.

8. In the NET PASSWORD field, type the password for that user name (if there is one). Otherwise, leave it blank.
9. In the NET SHARED RESOURCE field, type the AMG Journalist computer name and share name. For instance, `\\AMGJourn\AMGNews`.

Make sure the case matches.

10. Confirm that the SYSTEM MOS ID is correct. It should be the same (including the case) as was configured in the AMGConf.ini and the ADM Configuration.

After changing any value, select a different field before clicking Apply, so that the last change is kept. Or press Enter.

11. After the configuration is complete, click the **Apply** button.

    The service restarts automatically.
12. Close the window.

Confirming Functionality

Once you have created a project to test with, you can confirm functionality by doing the following:

- Starting the Avid Motion Graphics Journalist Server
- Starting Avid Motion Graphics
- Starting the Avid Motion Graphics Preview Renderers
- Testing the AMG Journalist Client
- Testing Command Inventory, Playout, and Editing

Starting the Avid Motion Graphics Journalist Server

Starting the Avid Motion Graphics Journalist Server is the second task in confirming functionality.

To start the Avid Motion Graphics Journalist Server:

1. Turn on the Avid Motion Graphics Journalist Server.
2. Click the Avid Motion Graphics Monitor shortcut to start the following server applications:
   - Avid Motion Graphics Application Monitor
   - AMG Gateway
   - AMG News Licenser
   - AMG News Preview Server

Starting Avid Motion Graphics

Starting the Avid Motion Graphics server is the first task in confirming functionality.

To start Avid Motion Graphics:

1. Turn on the Avid Motion Graphics computer.
2. Start the Avid Motion Graphics application.
3. Click **File, > Project > Open** and navigate to the `X:\TPL` folder to open the project.
4. Click the **Playout** button. This step is required for any playout operation.
5. Run the Advanced Device Manager. This initiates the Open All command. You are now ready to play items in Command. If you have to close and open the UI for any reason, do the following:
   - Open the Avid Motion Graphics application from your shortcut.
   - In the Avid Motion Graphics user interface, switch to Playout mode.
   - In the open Advanced Device Manager, click the **Connect** button, which initiates the Open All.

Starting the Avid Motion Graphics Preview Renderers

After starting Avid Motion Graphics and the Avid Motion Graphics Journalist Server, you must start the Avid Motion Graphics Preview Renderers.

To start the Avid Motion Graphics Preview Renderers A & B”

1. On the Avid Motion Graphics preview Renderer computer, click **Start > AMGNews Preview Renderer A**.
2. Select **File > Project > Open All**, and navigate to the X:\TPL folder to open the project.
3. On the Avid Motion Graphics preview Renderer computer, click **Start > AMGNews Preview Renderer B**.
4. Select **File > Project > Open All**, and navigate to the X:\TPL folder to open the project.

Testing the AMG Journalist Client

After starting the Avid Motion Graphics Preview Renderers, you can test the functionality of the Avid Motion Graphics Journalist client.

To test the AMG Journalist client:

1. Open the AMG Journalist client.

   If you are using the iNEWS NRCS client to open the AMG Journalist plug-in, go to **Tools > Plugins > AMG Journalist**.

   The Plugin window will open and become a part of your workspace.

   To check functionality, compare the TPL folder content with what you see in the plugin. The AMG Journalist plug-in should open the TPL folder and scan for AMG projects. So you should be able to see any project compositions.
2. Double-click an item to open it in the template editor.
3. Add replacement data and click **Save**.

   The new item should appear in the Graphic Database area list with a unique ID for the item.
4. Open the new item and edit the first replaceable field.
5. Click **Save** and confirm that the data has updated.
6. Open the created item and click the **Preview** button.

   Preview will not be enabled if it has not been installed.
7. Confirm that the correct replacement data appears.
8. Open the created item and click the **Movie** button.

   Movie will not be enabled if it has not been installed.

9. Confirm that the item appears with motions and correct replacement data.
10. Create several more items and drag them into the rundown.
11. Create a hand-entered item.
12. Designate one of the items as a library graphic and drag into a playlist.
13. MON Load the show, and confirm that all graphics appear in the Command playlist.

Testing Command Inventory, Playout, and Editing

After confirming functionality of the Avid Motion Graphics Journalist Client, you must test the Command inventory, playout, and editing functionality.

To test Command inventory, playout, and editing:

1. In the Inventory Panel, confirm that you can see the templates from the your project, and the library graphic you created.
2. Confirm that thumbnails appear in the playlist.
3. Lock channel group by doing the following:
    a. Confirm that the replacement fields update (if not already updated).
    b. Cue and play items – confirm on output.
4. Open item in media viewer and change replacement data by doing the following:
    a. Confirm that data is updated in the playlist.
    b. Confirm that the thumbnail updates.
    c. Open the item in the Avid Motion Graphics Journalist client, and confirm that the replacement data has also changed here.
5. Play the cued item. Confirm that it appears on the output, and that the next item cues as expected.
6. Eject the item from the program channel.

Example of AMGConf.ini File for iNEWS Command

This topic contains an example of the AMGConf.ini configured for iNEWS Command.

```
; This a sample base file for AMG, iNews, and iNews Command.

;

[GENERAL]

"ENCODING"= "UTF8";UTF8 or ASCII

"VIDEO FRAMES"= "NTSC";PAL or NTSC, it is used to calculate the length of
the graphics

"LOG FILES"= "3";Max num log files

"TEXT DB"= "P_TEXTS";Database that can be used to fill templates

"AUTO SLUG"= "MIXED";TRUE, FALSE or MIXED

"SLUG FMT"= "<tpl>:<id>";Format used to generate auto slugs

"AUTO SNAPS"= "FALSE";TRUE to enable auto snaps feature

"OBJ READY"     = "TRUE";TRUE if graphics must be created "Ready for Onair"
by default

"WAIT ACK"= "FALSE";Wait for ACKS

"FORMAT"= "jpg";Snapshot format

"TPL EXTENSION"= "scn"


[PREVIEW SNAPS]

"NAME"= "SNAPS"

"IP"= "xxx.xxx.xxx.xxx"   ;AMG PreviewServer Application IP address

"PORT"= "6125";Port where to send the requests

"ACK PORT"= "5125";Port where the plug-in will get the answer
```

```
"SNAPS PATH"= "X:\preview";net path where to find the snap files

"OBJS PATH"= "X:\preview\objs"  ;net path where to find the graphics images

"VIEW X-RES"= "400";Resolution used by the plug-in to show the

"VIEW Y-RES"= "225";generated snaps

;"EXPORT FMT"= "<date>_<time>_<user>" ;patern to generate exported movie
names

;"EXPORT PATH"= "";SNAPS PATH will be used if this is not defined

;"EXPORT MASTER" = "USER";USER or SERVER. Who copies the final file to
EXPORT_PATH


[GATEWAY]

"NAME" = "GW1"   ;This name will be used by other components

"IP" = "xxx.xxx.xxx.xxx";AMG Gateway Application IP address (journalist
server)

"NCS UPPER PORT" = "10441"   ;MOS Protocol Ports

"NCS LOWER PORT" = "10440"

"MOS UPPER PORT" = "10541"

"MOS LOWER PORT" = "10540"


[MOS DEVICE]   ;THIS DEVICE IS FOR COMMAND

"NAME"= "CMD"            ;Render Unit name (this needs to match MOSID in
system.map file)

"GATEWAY"= "GW1"   ;Gateway that creates content for this Render Unit

"TPL FOLDER"= "X:\Tpl"   ;Net path where the templates can be found

"RSC FOLDER"= "X:\RSC"   ;Net path where resources used to create graphics
can be found
```

```
"OBJ FOLDER"= "P_RENDER2"

"DB TYPE"= "ODBC"   ;System used to manage the graphics. FILE (deprecated)
or ODBC.

"VERSION"= "2.6"   ;Protocol Version. "2.6" or "2.8" for MOS, "CA" for
ControlAir

"CHANNELS"= "1,2"



[CONTROL]

"NAME"= "COMMAND1"   ;Name used by the Render Unit to reference this
Controller

"MOS DEVICE"= "CMD"      ;Name used by the Gateway where the Controller
sends commands

"IP"= "xxx.xxx.xxx.xxx" ;IP where the Controller is running - (the AMG
Chassis)

"PORT"= "8888"

"ALL UPDATES"= "TRUE"



[MANAGER]   ;License Manager settings.

"NAME"= "MAIN"

"IP"= "xxx.xxx.xxx.xxx" ;AMG News Licenser Application IP address

"PORT"= "5140"

"IS NCS"= "YES"   ;If using iNEWS, it's YES. If using ENPS, NO.  Refers to
whether

   ;or not the License server will act as an NCS server.



[NCS]   ;THIS NCS SECTION IS FOR COMMAND

"NAME"= "NRCS4"   ;iNEWS server name, ENPS server name or RCG Manager Name
```

```
"IP"= "127.0.0.1"       ;localhost

"AUTO ABSTRACT" = "TRUE"      ;Generate the abstract field for iNews and
ENPS

"ABSTRACT FMT"= "<tpl>:<2values>" ;Format used to generate the auto
abstract

"DB TYPE"= "ODBC"      ;it MUST be "ODBC". Only used in stand-alone mode

"DB PATH"= "P_NCS"   ;ODBC source name.

"VENDOR" = "MOS"   ;Speciall behaviour for some vendors [MOS, VSN]


;[DICTIONARY]

;"NAME"= "MyDICT"

;"REPLACE"= "X:\RSC >> D:\Playout\Clips"
```

2 Installing and Configuring Avid Motion Graphics News Control

The following provides instructions for installing and configuring Avid Motion Graphics News Control (AMG News Control) software and related applications.

Avid Motion Graphics Servers must have already been installed and licensed before you can install Avid Motion Graphics News Control.

To use AMG News Contol you will also need to install, license and configure an iNEWS MOS Gateway. Once configured, the iNEWS MOS Gateway communicates to AMG News Control via the AMG MOS Gateway which is automatically installed when you install the AMG Journalist Server applications.

Before you begin, make sure you have licenses for the following AMG News components:

- NRCS
- AMG News Preview Renderer (2)
- AMG Clips (2)
- AMG News Control

The following topics is included:

- AMG News Control Installation Tasks
- Example of AMGConf.ini File for AMG News Control

After setting up and configuring settings of the operating system for your Avid Motion Graphics system you can install the Avid Motion Graphics News Control software and related applications.

The Avid Motion Graphics software is available on the Avid Download Center (www.avid.com/support/downloadcenter).

AMG News Control Installation Tasks

When you do not have iNEWS Command, but use scripts and rundowns in a MOS environment you can use Avid Motion Graphics News Control. This section contains procedures on how to install and configure the Avid Motion Graphics News Control for use in a MOS workflow environment.

Before installing AMG News Control, the Avid Motion Graphics servers must have already been installed and licensed.

You must be logged on to the Avid Motion Graphics server as **Administrator**.

If you are not using iNEWS Command, you will need AMG MOS Gateway and Avid MOS Gateway.

The AMG Journalist Server installation process includes the following tasks:

- "Installing AMG Journalist Server Software" on page 50
- "Configuring the AMG Journalist Server with AMG News Control" on page 50
- "Licensing AMG News Control" on page 52
- "Understanding the X: Drive Network Share" on page 53
- "Installing Avid Motion Graphics Journalist Client" on page 54
- "Installing the AMG Preview Renderer" on page 54
- "Creating a Project Shortcut" on page 56
- "Configuring Avid MOS Gateway, AMG News Control and iNEWS" on page 57
- "Configuring ENPS to Host the AMG Journalist Client" on page 58
- "Confirming Avid Motion Graphics Journalist Functionality" on page 59

Installing AMG Journalist Server Software

When installing Avid Motion Graphics News Control for integration with AMG Journalist Server and either the Avid iNEWS News Room Computer System (NRCS) or ENPS, you must first make sure AMG Journalist Server is installed. This might already be done.

If AMG Journalist Server software is:

- Not installed, go to the topic "Installing Avid Motion Graphics Journalist Server Software" on page 6. Once it is installed, you need to configure it for AMG News Control. For mor e information, see "Configuring the AMG Journalist Server with AMG News Control" on page 50.
- Already installed, you must configure it for AMG News Control. To do so, continue with the topic "Configuring the AMG Journalist Server with AMG News Control" on page 50.

Even if the AMG Journalist Server has been configured initially, it still must be installed and configured the for use with AMG News Control.

Configuring the AMG Journalist Server with AMG News Control

After installing, the Avid Motion Graphics Journalist Server components on your Journalist Server, they must be configured.

Installers for other related Avid Motion Graphics News components are opened from the AMG Journalist Server.

To configure the Avid Motion Graphics Journalist Server:

1. On the Avid Motion Graphics Journalist Server, navigate to: `C:\AMGNews\bins\cfg\AMGConf.ini`.
2. In the General section:
   - Set VIDEO FRAMES to NTSC or PAL.
3. In the Preview Snaps section:
   - Set the IP to the specific address for the local machine (do not use 127.0.0.1, or a host name).
4. In the Gateway section:
   - Set the IP to the specific address for the local machine (do not use 127.0.0.1, or a host name).
5. In the MOS Device section:
   - Confirm the NAME is set to set to your desired MOS DEVICE ID for the AMG playout system.

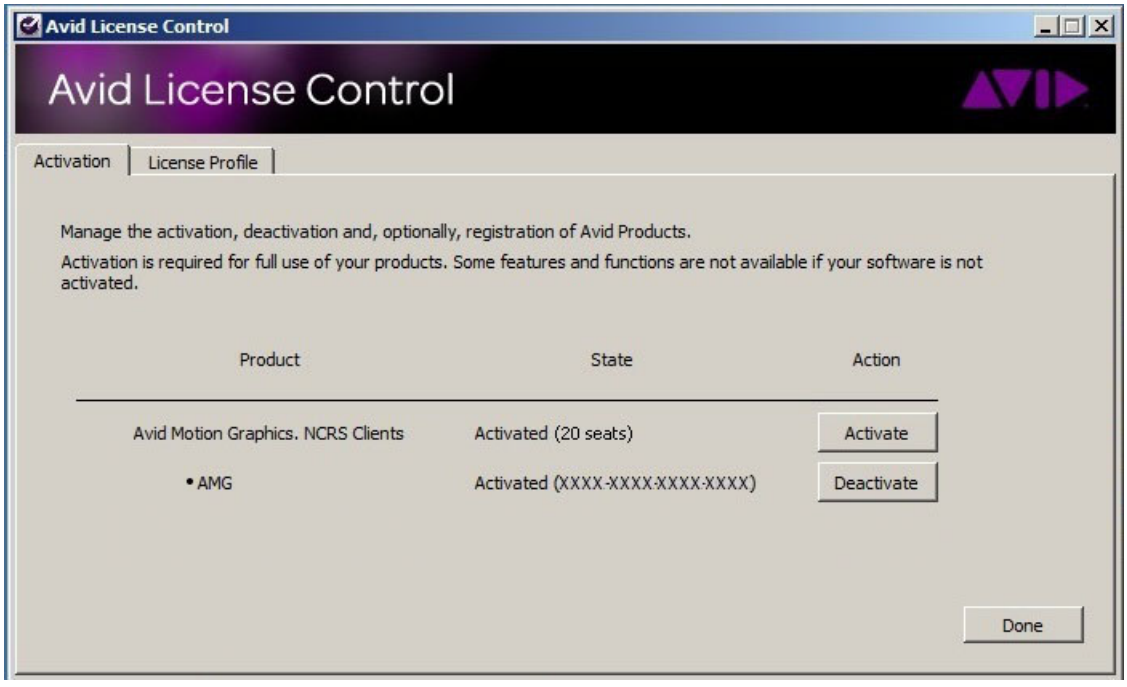
6. In the Control section (where NAME = CTRL1):
   - Set the IP address to the specific address on which AMG News Control will run.
7. In the Control section (where NAME = COMMAND1):
   - For AMG News Control, comment out this entire section with `a ;`.
8. In the Render Sections (There are two.):
   - Set the IP to the specific address for the AMG Playout Servers.
9. In the Manager section:
   - Set the IP to the specific address for the AMG Journalist server (do not use 127.0.0.1, or a host name).
   - For iNEWS, confirm that IS NCS is set to NO.
10. In the NCS section:
    - In the NAME field, enter the iNEWS server name in the NAME.
    - In the IP field, enter the IP address of the computer running the Avid MOS Gateway.
11. On the AMG Journalist Server, go to `C:\AMGNews\bins\cfg\Previewunits.ini`.
    - In both IP fields, enter the IP address for where the AMG News Preview Renderer will be running.

Licensing AMG News Control

Open Avid License Control on the AMG Journalist Server, and confirm that you have an NRCS license and AMG News Control licenses (if necessary). If you do not have an NRCS license, contact your sales representative to obtain a license.

To License Avid Motion Graphics News Control:

1. Open Avid License Control tool.



2. Activate the Avid Motion Graphics NRCS license.

The license is most easily added with an internet connection, so that the computer can connect to the Avid license server and verify the license.

Understanding the X: Drive Network Share

The AMG News system includes a network share folder known as the X: Drive. This is a centralized location where many of the components for the AMG News system reside. The X: Drive includes installers and configuration files for components. The X: Drive is also the centralized repository for the sites graphic templates and assets. It is vital that consistent network connectivity is available between AMG News components and the X: Drive.

By default, the X: Drive is installed on the AMG Journalist Server as part of the AMG News installation.

The following is the X: Drive directory structure overview.

- Bins — Include executable files for AMG News Components, cfg folder containing configuration ini files, plug-in folder containing plug-ins for use within Journalist client, and a log folder for log files.
- Bins\cfg — Contains ini files for configuration.
- Install — Installers for AMG News Components.
- TPL — Graphic templates for AMG News Project
- RSC — Shared assets for use as replaceable fields in AMG Journalist Clients.
- TPL_Example—An example news project with replaceable fields for testing

When this is this is done, there is an AMG News icon on the desktop. Double-click it to start the following AMG server applications:

- AMG News Licenser: gives out AMG Journalist client license seats
- AMG Gateway: manages communication between NRCS, database, and Avid MOS Gateway.
- AMG News Preview Server: manages Preview requests for Journalist Clients.

The install comes with a ‘basic’ project, that can be used for initial testing and confirmation.

Installing Avid Motion Graphics Journalist Client

The following steps describe how to install the Avid Motion Graphics Journalist client for integration with Avid Motion Graphics News Control. They assume that the Avid Motion Graphics servers have already been installed and licensed.

To install the Avid Motion Graphics Journalist client:

1. Navigate to the Avid Motion Graphics Journalist Server (via UNC path - `\\servername\AMGNews).`
2. Open the install folder.
3. Click **AMGDriveMonitor** to install.

   This configures the X: Drive and configures the system tray icon.
4. Click **AMGODBC** to install.

   This configures the database connection.
5. Click the **AMGNRCS** to install.

   This configures the AMG Journalist Client.

Installing the AMG Preview Renderer

The following describes installing the Avid Motion Graphics Preview Renderer on a dedicated computer.

For baseline computer requirements, see an Avid Sales associate.

Before starting this procedure, the X-drive should be connected. Make sure the network drive is mapped as follows: ***.***.***.***\AMGNews, where * is AMG Journalist server IP address.

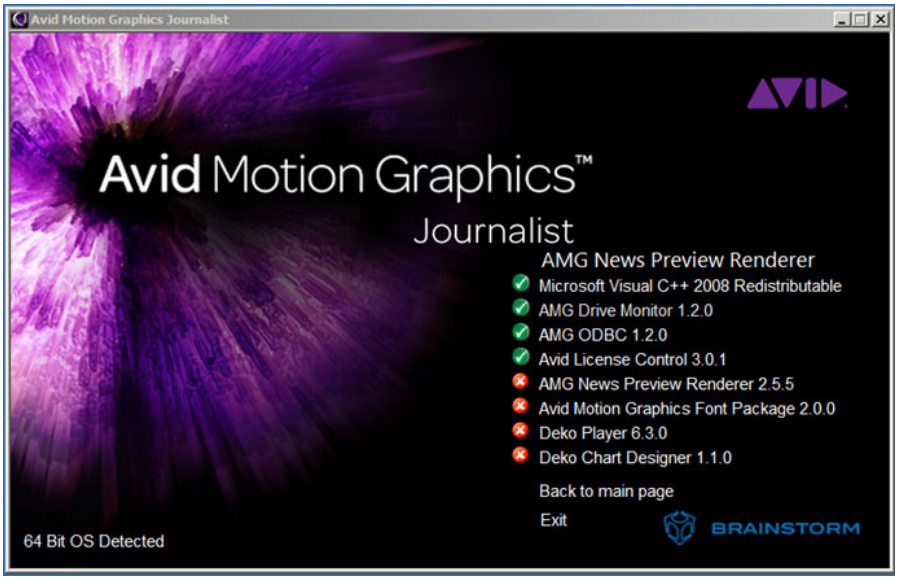
To install the Avid Motion Graphics Preview Renderer:

1. Navigate to the X-drive (via UNC path - `\\servername\AMGNews).`
2. Open the Install folder.
3. Double-click the `Avid_Motion_Graphics_Journalist_setup.exe.`

4. Select **Yes**.

   The User Account Control dialog box opens.

The installer may detect some items already installed. If the menu item as a green check next to it, it is already installed and you can move on to the next step. In the example above, the first four items have already been installed.



5. In the AMG Journalist Applications window, click **Avid Motion Graphics News Preview Renderer** to install it.
6. Click **Microsoft Visual C++ 2008 Re-distributable** to install it.
7. Click the **Avid Motion Graphics Drive Monitor** to install it.
8. You will need to enter the IP address for the Avid Motion Graphics Journalist server.

   The Host name or IP address for the Avid Motion Graphics Journalist Server will appear in the AMG Drive Monitor dialog box. Follow the prompts, clicking **Next**, to proceed. Then, click **Install**. When finished installing, click **Finish**.
9. Click **Avid Motion Graphics ODBC** to install it. Follow the prompts, clicking **Install**, and then click **Next** to proceed.

A database password is not necessary, and should not be entered.

10. Click A**vid License Control** to install it.
11. Click **Avid Motion Graphics News Preview Renderer** to install it.

12. Click **Avid Motion Graphics Font Package** to install it.

If you planing to use Avid Deko compositions in AMG, you need to install Deko Player 6.3.0 and Deko Chart Designer 1.1.0. If you are not upgrading from Avid Deko you can skip these to installs.

13. Click **Exit** to close the installer licensing.
14. Open the **Avid License Control** tool.
15. Add the Preview Renderer licenses (Preview and Clips). If you do not have a Preview Renderer license, contact your sales representative to obtain a license.

The license is most easily added with an internet connection, so that the computer can connect to the Avid license server and verify the license.

Creating a Project Shortcut

Create a Start Menu shortcut to open the project in the Preview Renderer.

To create a project shortcut:

1. Navigate to `X:\TPL\basic.ldr` (or the specific project name).
2. Create a shortcut to that file on the desktop.
3. Double-click the file to open the project in Preview Renderer A.
4. With the project open, double-click the shortcut again, to open the project in Preview Renderer B.

   This enables you to click Start, point to the Preview Renderer A, and select the project to open both Preview Renderers.
5. Navigate to the AMG Journalist Server.
   - Click AMGDriveMonitor to install. This configures the x: Drive and configures the system tray icon
   - Click AMGODBC to install. This configures the database connection.
6. Open Avid License Control.
7. Confirm that the AMG licenses are in place: AMG, Clips, 3D Stereo (if purchased).

Configuring Avid MOS Gateway, AMG News Control and iNEWS

The last steps are to configure the MOS device channels, and iNEWS rundowns.

To Configure Avid MOS Gateway:

1. In iNEWS SYSTEM.MOS-MAP, add an entry for the new MOS ID. See the following example:

```
;ShowActiveXLaunch = yes
Replace Time = yes
ReadOnlyVideoID = no

TABLE-START DeviceTable
;MOSID AMCPDeviceName
;=======================
MSNAMG2 MSNAMG2
```

2. In iNEWS SYSTEM.MAP, add an entry for the MOS device and its corresponding MOS Gateway. See the following example:

```
SHOW.NEWS.AMG.RUNDOWN      SHOW.NEWS.AMG      SHOW.NEWS.AMG.COMPOSITE-
    -
mossvr     msn-news-mosgw      -        event-mos
    mos    MSNAMG2      -
```

3. Configure the Avid MOS Gateway – MOS devices controlled by the Avid MOS Gateway must appear as an entry in the Avid MOS Gateway's mosconfig.xml file. See the following example:

```
<!-- The listDevices element contains device-specific configurations. It contains -->
    <!-- one or more mosDevice elements. The mosDevice element contains configuration -->
    <!-- settings that are specific to a particular MOS.  In our AMG Setup, we are giving my AMG
playout server the MOS name MSNAMG2.-->
        <!--  The acmp corresponds to the iNEWS setup-->
    <!-- the network denoted here is listed in the hosts file on the Avid MOS GW machine and points
to the IP of the AMG Journalist Server to allow a connection to AMG News GW-->
    <listDevices>
        <mosDevice>
            <names>
                <mos>MSNAMG2</mos>
                <amcp>MSNAMG2</amcp>
                <network>msn-amg-2</network>
            </names>
```

Configuring ENPS to Host the AMG Journalist Client

If you are using AMG Journalist with ENPS, then you must configure ENPS to host the AMG Journalist client.

This can be done from any ENPS client machine.

Once configured, the AMG Journalist client will need to be installed (from the X: drive) on all ENPS client machines that need access to it.

To configure ENPS to host the AMG Journalist client:

1. Open the ENPS client.
2. Select the green 'rover' on the 4th folder in the client, point to System Maintenance, and then MOS Configuration.
3. If you already have a MOS ID configured for the Command system, add the following information to the respective fields:
   a. In the Description field, if a description is already entered, it should be changed to **AMG Journalist**, so users can easily identify it.
   b. In the IP field, type the IP address of the Command server, if not already done.
   c. In the ActiveX field, type **RCGPLUGIN.RCGpluginCtrl.1**, which identifies the AMG Journalist client plugin.
   d. In the Program field, select the group that was created specifically for Command.
   e. In the MOS Version field, verify that 2.8 is the recommended version.

Make sure that the AMGConf.ini is also set to use MOS 2.8.

   f. In the Local DragDrop field, make sure it is set to **Off**.
   g. In the Story Send field, make sure this option is selected.

Using the same MOS ID as the Command system allows the journalist to open graphics that have already been created.

If you are using more than one ActiveX plugin (such as AMG Journalist and Deko Select), only one ActiveX plugin can be configured to use the same MOS ID as Command. The second ActiveX plugin will need to be set up with a separate MOS ID.

Confirming Avid Motion Graphics Journalist Functionality

After installing and configuring the Journalist and News Control components, confirm the functionality.

To confirm Journalist functionality:

1. Open the AMG Journalist client.
2. Double-click an item to open it in the template editor.
3. Add replacement data and click **Save**.

   The new item should appear in the Graphic Database area list with a unique ID for the item.
4. Open the new item and edit the first replaceable field.
5. Click Save and confirm that the data has updated.
6. Open the created item and click the **Preview** button.
7. Confirm that the correct replacement data appears.
8. Open the created item and click the **Movie** button.
9. Confirm that the item appears with motions and correct replacement data.
10. Create several more items and drag them into a rundown.
11. Create a hand-entered item. Confirm that it appears in News Control.
12. Designate one of the items as a library graphic and drag into a playlist.
13. MON Load the show, and confirm that all graphics appear in the Avid Motion Graphics News Control Workstation.

Example of AMGConf.ini File for AMG News Control

This topic contains an example of the AMGConf.ini configured for AMG News Control.

```
; This is the base file for AMG, iNews, and AMG News Control

;

[GENERAL]

"ENCODING"= "UTF8";UTF8 or ASCII

"VIDEO FRAMES"= "NTSC";PAL or NTSC, it is used to calculate the length of
the graphics

"LOG FILES"= "3";Max num log files

"TEXT DB"= "P_TEXTS";Database that can be used to fill templates

"AUTO SLUG"= "MIXED";TRUE, FALSE or MIXED

"SLUG FMT"= "<tpl>:<id>";Format used to generate auto slugs

"AUTO SNAPS"= "FALSE";TRUE to enable auto snaps feature

"OBJ READY"     = "TRUE";TRUE if graphics must be created "Ready for Onair"
by default

"WAIT ACK"= "FALSE";Wait for ACKS

"FORMAT"= "jpg";Snapshot format

"TPL EXTENSION"= "scn"



[PREVIEW SNAPS]

"NAME"= "SNAPS"

"IP"= "xxx.xxx.xxx.xxx"   ;AMG PreviewServer Application IP address
(journalist server)

"PORT"= "6125" ;Port where to send the requests

"ACK PORT"= "5125" ;Port where the plug-in will get the answer
```

```
"SNAPS PATH"= "X:\preview";net path where to find the snap files

"OBJS PATH"= "X:\preview\objs"  ;net path where to find the graphics images

"VIEW X-RES"= "400";Resolution used by the plug-in to show the

"VIEW Y-RES"= "225";generated snaps

"DICTIONARY"= "PreviewDICT";

;"EXPORT FMT"= "<date>_<time>_<user>"  ;patern to generate exported movie
names

;"EXPORT PATH"= "";SNAPS PATH will be used if this is not defined

;"EXPORT MASTER" = "USER" ;USER or SERVER. Who copies the final file to
EXPORT_PATH



[GATEWAY]

"NAME" = "GW1"   ;This name will be used by other components

"IP" = "xxx.xxx.xxx.xxx"    ;AMG Gateway Application IP address (journalist
server)

"NCS UPPER PORT" = "10441"   ;MOS Protocol Ports (default ports)

"NCS LOWER PORT" = "10440";Just leave this alone

"MOS UPPER PORT" = "10541";Just leave this alone

"MOS LOWER PORT" = "10540";Just leave this alone


[MOS DEVICE]   ;THIS DEVICE IS FOR NEWS CONTROL

"NAME"= "MSNAMG2";MOS name for AMG Playout server (this needs to match MOSID
in

; system.map and system.mos-map file)
```

```
"GATEWAY"= "GW1"   ;Gateway that creates content for this Render Unit

"TPL FOLDER"= "X:\Tpl"   ;Net path where the templates can be found

"RSC FOLDER"= "X:\RSC"   ;Net path where resources used to create graphics
can be found

"OBJ FOLDER"= "P_RENDER2"   ;Just leave this alone

"DB TYPE"= "ODBC"   ;System used to manage the graphics. FILE (deprecated)
or ODBC.

"VERSION"= "2.6"   ;Protocol Version. "2.6" or "2.8" for MOS, "CA" for
ControlAir

"CHANNELS"= "1, 2"


[CONTROL]   ;THIS CONTROL SECTION IS FOR NEWS CONTROL

"NAME"= "CTRL1"   ;Name used by the Render Unit to reference this Controller

"MOS DEVICE"= "MSNAMG2"   ;Name used by the Gateway where the Controller
sends commands

"IP"= "xxx.xxx.xxx.xxx" ;IP where the AMG News Control is running

"PORT"= "5130"   ;Protocol messages

"CONTROL PORT"= "5127"   ;Port where the Controller receive commands

"CHANNELA"= "Render1"   ;Name of the first Program channel (required)

"PREVIEWA"= "Render2"   ;Name of the first Preview channel (required)

"DICTIONARY"= "ServerDICT"


[RENDER]   ;NEWS CONTROL - Settings for the first Program channel(required)

"NAME"= "Render1"

"IP"= "xxx.xxx.xxx.xxx" ;IP address of AMG Chassis

"PORT"= "5124"   ;Just leave this alone
```

```
[RENDER]   ;NEWS CONTROL - Settings for the first Preview channel(required)

"NAME"= "Render2"

"IP"= "xxx.xxx.xxx.xxx" ;IP address of AMG Chassis

"PORT"= "5124"   ;Just leave this alone


[MANAGER]   ;AMG News Licenser Application IP address

"NAME"= "MAIN"   ;Just leave this alone

"IP"= "xxx.xxx.xxx.xxx" ;keeps track of licenses for AMG clients

"PORT"= "5140"   ;Just leave this alone

"IS NCS"= "NO"   ;Use "No" for iNews or ENPS, "YES" for for stand alone


[NCS]   ;THIS NCS SECTION IS FOR NEWS CONTROL

"NAME"= "NRCS4"   ;iNEWS server name, ENPS server name or RCG Manager Name

"IP"= "xxx.xxx.xxx.xxx" ;IP address of iNews MOS Gateway or ENPS server

"AUTO ABSTRACT" = "TRUE"   ;Generate the abstract field for iNews and ENPS

"ABSTRACT FMT"= "<tpl>:<2values>" ;Format used to generate the auto
abstract

"DB TYPE"= "ODBC"   ;it MUST be "ODBC". Only used in stand-alone mode

"DB PATH"= "P_NCS"   ;ODBC source name.

"VENDOR" = "MOS"   ;Speciall behaviour for some vendors [MOS, VSN]



;[DICTIONARY]
```

```
;"NAME"= "MyDICT"

;"REPLACE"= "X:\RSC >> D:\Playout\Clips"
```

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