



# Avid® Interplay® Media Services Setup and User's Guide

Version 3.0

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# Using This Guide

Congratulations on your purchase of the Avid® Interplay® Media Services system consisting of the Interplay Media Services Engine, the Interplay Media Services and Transfer Status Tool, and the media services.

The Media Services Engine lets you take advantage of a network environment and pass compute-intensive tasks to other workstations on your network. This allows video editors to stay focused on their editing tasks.

For example, today's production houses face a rising demand for translating media into formats suitable for distribution via the Web, DVD, or CD-ROM — often at the same time. The encoding operation is a critical part of this work. By moving or distributing this operation to lower cost, dedicated workstations, editing workstations are free to perform other tasks allowing you to generate two streams of revenue-producing work in parallel.

The Interplay Media Services Engine and its Media Services and Transfer Status Tool are the keys to managing these resource-intensive process. This software infrastructure manages all of the Interplay Media Services. As Avid develops new Media Services services, the Media Services Engine will manage those services as well.

This guide is intended for all Interplay Media Services users, from beginning to advanced.




Unless noted otherwise, the material in this document applies to the Windows® and Mac OS® X operating systems. The majority of screen shots in this document were captured on a Windows system, but the information applies to both Windows and Mac OS X systems. Where differences exist, both Windows and Mac OS X screen shots are shown.



*The documentation describes the features and hardware of all models. Therefore, your system might not contain certain features and hardware that are covered in the documentation.*

# Symbols and Conventions

Avid documentation uses the following symbols and conventions:

Symbol or Convention	Meaning or Action
	A note provides important related information, reminders, recommendations, and strong suggestions.
	A caution means that a specific action you take could cause harm to your computer or cause you to lose data.
	A warning describes an action that could cause you physical harm. Follow the guidelines in this document or on the unit itself when handling electrical equipment.
>	This symbol indicates menu commands (and subcommands) in the order you select them. For example, File > Import means to open the File menu and then select the Import command.
▶	This symbol indicates a single-step procedure. Multiple arrows in a list indicate that you perform one of the actions listed.
(Windows), (Windows only), (Macintosh), or (Macintosh only)	This text indicates that the information applies only to the specified operating system, either Windows or Macintosh OS X.
<b>Bold font</b>	Bold font is primarily used in task instructions to identify user interface items and keyboard sequences.
<i>Italic font</i>	Italic font is used to emphasize certain words and to indicate variables.
<b>Courier Bold font</b>	Courier Bold font identifies text that you type.
Ctrl+key or mouse action	Press and hold the first key while you press the last key or perform the mouse action. For example, Command+Option+C or Ctrl+drag.

## If You Need Help

If you are having trouble using your Avid product:

1. Retry the action, carefully following the instructions given for that task in this guide. It is especially important to check each step of your workflow.
2. Check the latest information that might have become available after the documentation was published:
  - If the latest information for your Avid product is provided as printed release notes, they are shipped with your application and are also available online.
  - If the latest information for your Avid product is provided as a ReadMe file, it is supplied on your Avid installation media as a PDF document (README\_ product.pdf) and is also available online.

**You should always check online for the most up-to-date release notes or ReadMe because the online version is updated whenever new information becomes available.** To view these online versions, select ReadMe from the Help menu, or visit the Knowledge Base at [www.avid.com/support](http://www.avid.com/support).

3. Check the documentation that came with your Avid application or your hardware for maintenance or hardware-related issues.
4. Visit the online Knowledge Base at [www.avid.com/support](http://www.avid.com/support). Online services are available 24 hours per day, 7 days per week. Search this online Knowledge Base to find answers, to view error messages, to access troubleshooting tips, to download updates, and to read or join online message-board discussions.

## Viewing Help and Documentation on the Interplay Portal

You can quickly access the Interplay Help, PDF versions of the Interplay guides, and useful external links by viewing the Interplay User Information Center on the Interplay Portal. The Interplay Portal is a web site that runs on the Interplay Engine.

You can access the Interplay User Information Center through a browser from any system in the Interplay environment. You can also access it through the Help menu in Interplay Access and the Interplay Administrator.



The Interplay Help combines information from all Interplay guides in one Help system. It includes a combined index and a full-featured search. From the Interplay Portal, you can run the Help in a browser or download a compiled (.chm) version for use on other systems, such as a laptop.

**To open the Interplay User Information Center through a browser:**

1. Type the following line in a web browser:

```
http://Interplay_Engine_name
```

For *Interplay\_Engine\_name* substitute the name of the computer running the Interplay Engine software. For example, the following line opens the portal web page on a system named docwg:

```
http://docwg
```

2. Click the “Avid Interplay Documentation” link to access the User Information Center web page.

**To open the Interplay User Information Center from Interplay Access or the Interplay Administrator:**

- ▶ Select Help > Documentation Website on Server.

## Avid Training Services

Avid makes lifelong learning, career advancement, and personal development easy and convenient. Avid understands that the knowledge you need to differentiate yourself is always changing, and Avid continually updates course content and offers new training delivery methods that accommodate your pressured and competitive work environment.

For information on courses/schedules, training centers, certifications, courseware, and books, please visit [www.avid.com/support](http://www.avid.com/support) and follow the Training links, or call Avid Sales at 800-949-AVID (800-949-2843).

# 1 Working with the Avid Interplay Media Services System

The following topics provide an overview of the Interplay Media Services system:

- [Understanding the Interplay Media Services System](#)
- [Media Services Engine Components](#)
- [Understanding the Various Media Services](#)
- [Check Lists for Setting Up and Using Service Providers](#)
- [Configuration Requirements](#)
- [Support for Restrictions](#)

## Understanding the Interplay Media Services System

The Interplay Media Services system is a software infrastructure on which media services are layered. Interplay Media Services uses the concept of service providers. A *service provider* (or *provider*) is a software program that can perform a particular service, such as transcoding media or archiving assets. The Interplay Media Services Engine serves as a broker for services in an Interplay workgroup.



*Avid editing applications allow you to work with clips of any frame rate or field motion type (interlaced or progressive) in a project. Clips that do not match the frame rate or field motion type of the project are known as mixed-rate clips. Avid Interplay supports working with mixed-rate clips and sequences with mixed-rate clips.*

## Media Services Engine Components

The software used to manage service providers is composed of two major components: the Media Services Engine and the Media Services and Transfer Status tool.

The following topics describe these components:

- [Understanding the Media Services Engine](#)
- [Understanding the Avid Interplay Media Services and Transfer Status Tool](#)

## Understanding the Media Services Engine

The Media Services Engine matches jobs and their corresponding settings with suitable providers. The Media Services Engine is a repository of job and provider information. Individual providers select jobs that they are able to process according to the service they provide.

For example, a Media Composer system (a client) needs a clip transcoded. It sends a request to the Media Services Engine (the server) with information about the job. The Media Services Engine places the information in a queue. When a Transcode provider is available to do the transcoding, it selects the job, gets the information from the Media Services Engine, and transcodes the media. The Media Services Engine provides status on the job through the Media Services and Transfer Status tool.

The Media Services Engine should not reside on the same computer as an Avid editing application. A provider can be installed on the same computer as the Media Services Engine, depending on the individual provider and the workload and memory usage of the particular computer. For specific information on configuration requirements, see the *Avid Interplay Software Installation and Configuration Guide*.

The Avid Interplay Media Services window opens when you start the Media Services Engine. The window displays current information about the status of the Media Services Engine, including the host name for the system on which the Media Services Engine resides. The Media Services Engine uses the host name to identify itself on the network.

The following illustration of the Avid Media Services window shows the host name DocMS, which is the host name of the computer on which the Interplay Media Services Engine is installed.



The Avid Interplay Media Services window provides access to the Media Services and Transfer Status tool through the Admin Tool button. See [“Understanding the Avid Interplay Media Services and Transfer Status Tool”](#) on page 20.

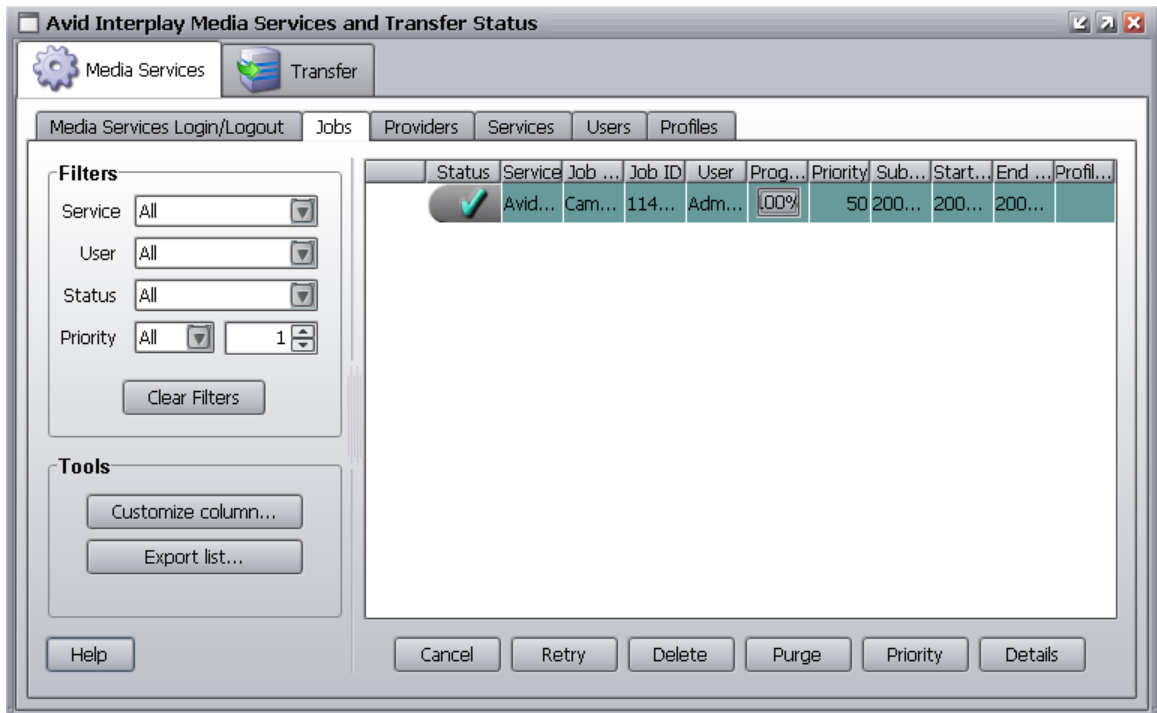
The Avid Interplay Media Services window also provides access to Interplay Media Services settings through the Settings button. See [“Configuring the Media Services Engine”](#) on page 31.

For information on starting the Interplay Media Services Engine, see [“Starting the Interplay Media Services Engine”](#) on page 35.

## Understanding the Avid Interplay Media Services and Transfer Status Tool

The Avid Interplay Media Services and Transfer Status tool communicates with the Avid Interplay Media Services Engine to let you manage media services. The Media Services and Transfer Status tool is installed with the Interplay Media Services Engine software.

The Media Services and Transfer Status tool also includes a tab for monitoring transfers that use Interplay Transfer. For more information, see the *Avid Interplay Transfer Setup and User’s Guide*.



The Media Services and Transfer Status tool is installed with the Media Services Engine. You can install it on another computer from the Individual Optional Installers page of the Interplay Server Installer or the Interplay Client Installer, so that you can manage Interplay Media Services from that computer. The tool is also installed with Interplay Access, but you need to open the Media Services Status tab and the Transfer Status tab as separate windows.

The Media Services and Transfer Status tool performs three types of functions:

- Provides detailed information about Media Services, based on lists of jobs, encoders, profiles, and users.
- Provides controls for managing services and registering providers.
- Provides controls for managing Media Services such as canceling jobs, deleting provider software, creating or deleting profiles, and creating or deleting users.

The functions you can perform depends on your user rights (see [“Using the Users Page” on page 57](#)). Administrators can perform the following tasks:

- Register and delete providers
- View details on any job
- Delete jobs submitted by any user
- Purge the jobs list

Regular users can perform administrative tasks only on their own jobs.

For more information, see [“Using the Media Services and Transfer Status Tool” on page 36](#).

## Understanding the Various Media Services

Interplay Media Services can be distributed to dedicated workstations in a networked environment, thereby freeing computer resources to perform other tasks.

When you install a Media Services service on a computer, the installation program installs provider software for that service. You can install the same service on more than one computer in an Interplay workgroup, and as a result have multiple providers for the same service.

After you install a service, you use the Media Services and Transfer Status tool to register the provider of the service. In a workgroup with multiple providers, you need to register each provider.

The following table lists the services managed by the Media Services Engine.



*The services managed by the Media Services Engine are not limited to the services listed in this table.*


---

### Interplay Media Services Service Providers

Service	Description
Avid Interplay Transcode service	Lets you transcode Avid assets from one Avid-supported resolution to another. For example, you can use the Avid Interplay Transcode service to create a low-resolution version of a sequence or master clip. For more information, see <a href="#">“Working with the Transcode Service” on page 82.</a>
Avid Interplay Archive service Avid Interplay Restore service	Provides access to archive and restore features. The Avid Interplay Archive and Restore services manage the process of moving data, instead of using the Avid Interplay Transfer Engine. For more information, see <a href="#">“Working with the Archive and Restore Services” on page 122.</a>
Avid Interplay Stream Publish service	<b>(Not applicable to Interplay v2.4 and later)</b> Lets you create QuickTime reference movies that refer to proxy video files (MPEG-4 or H.264) and MPEG1 Level 2 audio files. The files are checked into the Interplay database so you can play the assets in the Interplay Access. For more information, see <a href="#">“Working with the Stream Publish Service” on page 320</a> and <a href="#">“Automating the Stream Publish Service” on page 346.</a>
Avid Interplay Copy service	Lets you copy assets (metadata) and their media files from one workgroup to another. For more information, see <a href="#">“Working with the Copy Service” on page 185.</a>
Avid Interplay Move service	Lets you move media files from one Avid ISIS workspace to another. For more information, see <a href="#">“Working with the Move Service” on page 228.</a>
Avid Interplay Delivery service	Lets you transfer a clip and its media files or only the portion that is used in a subclip or a sequence. For more information, see <a href="#">“Working with the Delivery Service” on page 246.</a>

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**Interplay Media Services Service Providers (Continued)**

<b>Service</b>	<b>Description</b>
Avid Interplay Auto Media Service <ul style="list-style-type: none"> <li>• Auto Archive</li> <li>• Auto Transcode</li> <li>• Auto Transfer</li> <li>• Auto Copy</li> </ul>	<p>Lets you configure folders and subfolders to perform tasks automatically. You can use the Avid Service Configuration settings to configure the various auto media services.</p> <p> <i>An auto archive and auto transcode operation includes subfolders. An auto transfer operation does not include subfolders. An auto copy operation maintains the same folder structure as the source workgroup.</i></p> <p>For installation instructions, see the <i>Avid Interplay Software Installation and Configuration Guide</i>.</p>
Avid Interplay STP Encode service	<p>Lets you offload time-consuming processing involved in exporting and transferring of Long GOP OP1a media, during a send-to-playback request from the Avid editing application or Avid Interplay Assist. For more information, see <a href="#">“Exporting and Transferring Long GOP OP1a Media in the Background” on page 273</a>.</p>

---

## Check Lists for Setting Up and Using Service Providers

The following table provides a list of the various Media Services service providers with a reference to the specific check list for each service. These check lists provide a list of the steps to set up and use the various services.

For a check list for setting up the Interplay Media Services Engine, see [“Check List for Setting Up the Media Services Engine” on page 27](#).

---

<b>Media Services Service Provider</b>	<b>Documentation</b>
Interplay Transcode service	<a href="#">“Check List for Transcoding Assets” on page 83</a>
Interplay Archive service Interplay Restore service	<a href="#">“Check List for Archiving and Restoring Assets” on page 124</a>
Interplay Copy service	<a href="#">“Check List for Copying Assets to Another Workgroup” on page 190</a>
Interplay Move service	<a href="#">“Check List for Moving Assets to Another Workspace” on page 232</a>

Media Services Service Provider	Documentation
Interplay Delivery service	<a href="#">“Check List for the Delivery Service” on page 248</a>
Interplay STP Encode service	<a href="#">“Check List for Transferring Long GOP OP1a Media in the Background” on page 277</a>

## Configuration Requirements

An Interplay workgroup enables collaborative workflows by allowing multiple editors to share media. For diagrams showing typical shared-storage workgroup configurations, see *Avid Interplay Best Practices*.

For specific information on configuration requirements, see the *Avid Interplay Software Installation and Configuration Guide*.



*For any configuration issues that are not included in the published documents, see the Avid Interplay Media Services ReadMe or the Avid Interplay ReadMe.*

## Support for Restrictions

A restriction is a type of locator that Interplay Assist and Interplay Central users can add to a clip to indicate that use of the clip is restricted in some way, such as a requirement to pay for its use. Previous versions of Interplay preserved restrictions when you used an Avid editing application to check out and check in a clip before sending it to an Interplay Production service. For Interplay v3.0 and later, checkout and checkin is no longer required, and you can send clips to Interplay Production services from Interplay Access, Interplay Assist, or an Avid editing application.

Interplay v3.0 and later supports preservation of restrictions for clips processed through all Interplay Production services, including:

- Interplay Access
- Interplay Archive
- Interplay Restore
- Interplay Transcode
- Interplay Copy
- Interplay Move



- Interplay Delivery
- Interplay Transfer

Workgroup-to-workgroup transfers processed through Interplay Access v3.0 require Interplay Access v3.0 on the receiving Transfer Engine.

Note the following limitations:

- A restriction includes a color value (used for its markers) and the username of the creator. These values are supported in the local workgroup. However, after a clip is transferred to another workgroup or restored from archive, the values default to color = white and username = the login name of the user requesting the job.
- A sequence that includes a master clip with restrictions uses a copy of the master clip. If a user later changes the restriction on the master clip, the copy used in the sequence is not updated.

## Support for Group Clips

Group clips are created in Media Composer and other Avid editing applications by using MultiCam features to sync a group of clips based on common source timecode, auxiliary timecode, or marks placed in the footage. A user working in an Avid editing application can check group clips in to and out from an Interplay Production database. Interplay Access users can view information about group clips, including master clip relatives.

Starting with Interplay v3.0, group clips and sequences that contain group clips are supported by Interplay Transfer and by the following Media Services:

- Interplay Archive v3.0
- Interplay Restore v3.0, including Partial Restore
- Interplay Copy v3.0
- Interplay Move v3.0
- Interplay Delivery v3.0, including Partial Delivery
- STP Encode v3.0
- Interplay Transcode v3.0, with the following limitations:
  - You cannot use CROSSRATE mode to transcode group clips.
  - You can use MIXDOWN mode to transcode a sequence with group clips, but only the camera angle selected in the Avid editing application timeline is included in the mixed-down master clip.



*Subclips created from group clips, group clips composed of subclips, and multigroup clips are not currently supported by Interplay Transfer or Interplay Media Services.*

# Mounting Workspaces for Interplay Transcode and Other Media Services

To use Interplay Transcode and other Media Services, you must mount at least one workspace for each shared-storage system that you use for reading and writing on the provider system. You can mount the workspace as a UNC drive or a lettered drive. In most cases, you do not need to mount each workspace that you use, but there is no harm in doing so. For Interplay Transcode, if you use lettered drives, you must mount the target workspace.

Note the following:

- Starting with version 2.6, the Interplay Transcode service and the STP Encode service require you to choose during installation how ISIS workspaces are mounted: by drive letter or by UNC path. For multiple ISIS workgroups, select UNC paths if the number of workspaces required for the client exceeds the available drive letters. Mount the workspaces before you start the service.

You use the ISIS Client Manager Connection Manager to mount drives. For more information on mounting workspaces, see the Avid ISIS Client Manager Help.

## 2 Interplay Media Services Engine Installation and Configuration

The following topics describe installation and configuration of the Media Service Engine:

- [Check List for Setting Up the Media Services Engine](#)
- [Registering the Media Services Engine in an Avid Interplay Workgroup](#)
- [Configuring the Media Services Engine](#)
- [Starting the Interplay Media Services Engine](#)

For details on setting up the Media Services system in an Interplay workgroup environment, see the *Avid Interplay Software Installation and Configuration Guide*.

### Check List for Setting Up the Media Services Engine

The following table provides a list of steps to perform when setting up the Media Services Engine in an Interplay workgroup.

---

#### Setting up the Media Services Engine Check List

Task	Section Reference
<input type="checkbox"/> Add the Interplay Media Services server to the Interplay workgroup.	See the <i>Avid Interplay Software Installation and Configuration Guide</i> .
<input type="checkbox"/> Make sure an Interplay Media Services administrator account is set up on Avid shared-storage.	See the <i>Avid Interplay Software Installation and Configuration Guide</i> .
<input type="checkbox"/> Make sure the Interplay Media Services application key is connected to the server.	

---

**Setting up the Media Services Engine Check List (Continued)**

Task	Section Reference
<input type="checkbox"/> Install the Interplay Media Services Engine software and the supporting software. <ul style="list-style-type: none"> <li>• Avid Service Framework for Client</li> <li>• Avid Interplay Access</li> <li>• Avid Interplay Media Services</li> </ul>	See the <i>Avid Interplay Software Installation and Configuration Guide</i> .
<input type="checkbox"/> Register the Media Services Engine in the Interplay workgroup.	See <a href="#">“Registering the Media Services Engine in an Avid Interplay Workgroup”</a> on page 28.
<input type="checkbox"/> Configure the Media Service Engine. <ul style="list-style-type: none"> <li>• Setup e-mail notifications</li> <li>• Identify the workgroup’s Interplay Engine system</li> <li>• Setup auto-purging of jobs</li> </ul>	See <a href="#">“Configuring the Media Services Engine”</a> on page 31.
<input type="checkbox"/> Start the Avid Interplay Media Services Engine software.	See <a href="#">“Starting the Interplay Media Services Engine”</a> on page 35.

---

After you set up the Media Services Engine, install and configure the Media Services service providers. See [“Check Lists for Setting Up and Using Service Providers”](#) on page 23.

## Registering the Media Services Engine in an Avid Interplay Workgroup

Before you can use any Media Services Engine services, you must register the Media Services Engine in an Interplay workgroup by opening the Avid Interplay Administrator and identifying the system that runs the Media Services Engine. After you register the Media Services Engine, the Media Services and Transfer Status tool automatically connects to the Media Services Engine.



*If you are performing an upgrade, you do not have to register existing Media Services Engines.*

**To register the Media Services Engine in an Interplay workgroup:**

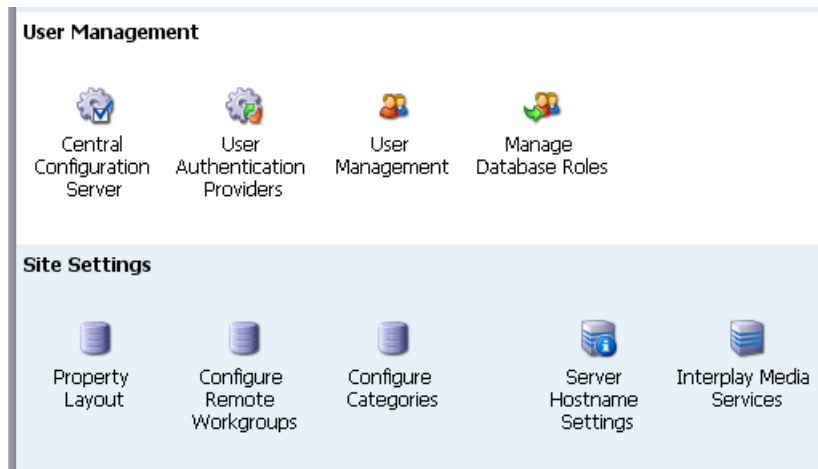
1. Click Start and select Programs > Avid > Avid Interplay Access Utilities > Avid Interplay Administrator.

The Avid Interplay Administrator opens.

2. Log in to the server for the workgroup in which you want to register the Media Services Engine.

3. Click Server Hostname Settings in the Site Settings area.

The following illustration shows the Site Settings area of the Avid Interplay Administrator.

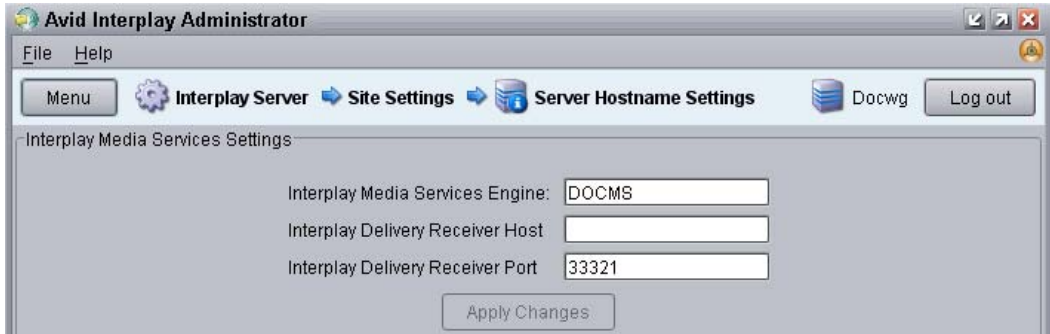


The Server Hostname Settings window opens.

4. In the Interplay Media Services Settings area, type the name of the system that runs the Media Services Engine and click Apply Changes.



*If your Interplay environment includes the Interplay Delivery workflow, to receive transfers you must add the hostname and the port number of the system where the Delivery Receiving service is installed. For more information, see “Registering the Delivery Receiver in an Avid Interplay Workgroup” on page 249.*



5. (Option) While you have the Server Hostname Settings window open, it is a good time to check whether you have entered the name of the workgroup in the Workgroup and MediaIndexer Settings area of the window. The Avid Instinct and Avid Interplay Assist applications use this setting to locate the Media Indexer that is used to monitor shared storage.
  - a. Near the center of the Server Hostname Settings window, make sure your Workgroup name is in the Workgroup Name field. Type the workgroup name if necessary. This field is case sensitive.
  - b. Click Check MediaIndexer to check whether the Media Indexer that monitors shared storage is running.

If the Media Indexer is running, the system displays the message “Connected to Media Indexer successfully.”
6. Click Log out and close the Avid Interplay Administrator.

# Configuring the Media Services Engine

After installing the Media Services Engine software, you can configure the Media Services Engine for the following optional settings:

- Send e-mail notifications about the status of jobs.
- Identify the workgroup's Avid Interplay Engine system.

By identifying the Avid Interplay Engine system, when you log in to the Media Services Engine, the Media Services user information is updated with the user information in the Avid Interplay Administrator. As a result, you do not need to manage a separate user database for Media Services. See [“Using the Users Page” on page 57](#).

- Automatically purge Media Services jobs to improve the performance of the Avid Interplay Media Services and Transfer Status tool. There are two different types of auto-purge processes you can set:
  - An auto-purge process that runs once a day based on the start time and types of jobs that you select. You can set a start time for the auto-purge to begin within 15 minute intervals.
  - An auto-purge process that starts at an interval that you select, checks the number of jobs, and purges the jobs based on the job count and types of jobs that you select.

You can select either process or both processes. The auto-purge settings take effect immediately; you do not have to restart the Interplay Media Services Engine. If you want to cancel a scheduled auto-purge process, you must cancel the process before it starts. After an auto-purge process begins you cannot cancel the process.



**When scheduling the auto-purge process, you should choose a low activity time. The auto-purge process might impact the server's performance and the ability to connect.**



*The History area on the Avid Interplay Media Services Engine window provides information about the auto-purge settings, such as any changes made to the settings.*

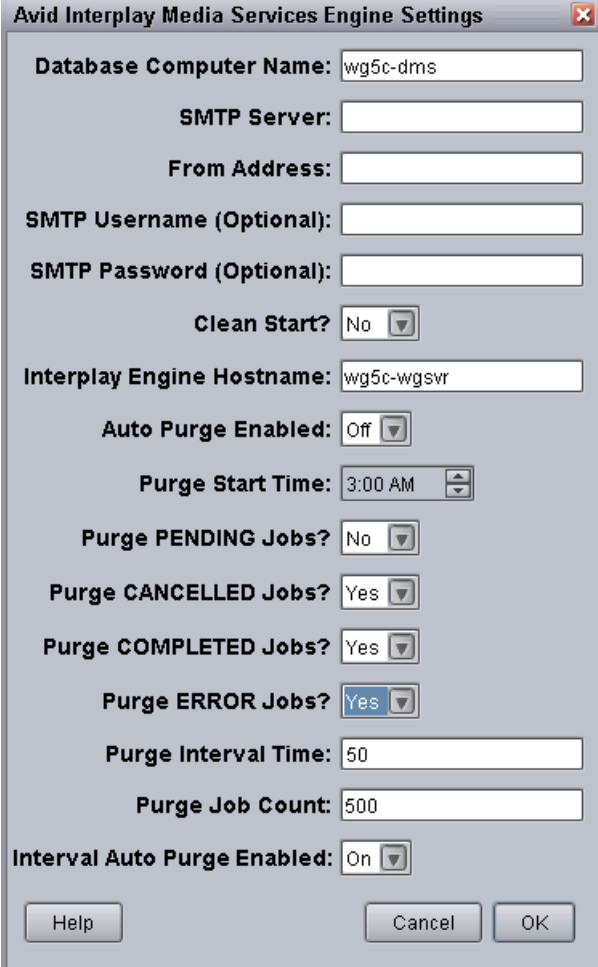
**To configure the Interplay Media Services Engine settings:**

1. Click Start and select Programs > Avid > Avid Interplay Media Services.

The Avid Interplay Media Services window opens.

2. Click the Settings button.

The Avid Interplay Media Services Engine Settings dialog box opens.



The screenshot shows the 'Avid Interplay Media Services Engine Settings' dialog box. It contains the following fields and controls:

- Database Computer Name:** Text box containing 'wg5c-dms'.
- SMTP Server:** Empty text box.
- From Address:** Empty text box.
- SMTP Username (Optional):** Empty text box.
- SMTP Password (Optional):** Empty text box.
- Clean Start?:** Dropdown menu set to 'No'.
- Interplay Engine Hostname:** Text box containing 'wg5c-wgsvr'.
- Auto Purge Enabled:** Dropdown menu set to 'Off'.
- Purge Start Time:** Time selection control set to '3:00 AM'.
- Purge PENDING Jobs?:** Dropdown menu set to 'No'.
- Purge CANCELLED Jobs?:** Dropdown menu set to 'Yes'.
- Purge COMPLETED Jobs?:** Dropdown menu set to 'Yes'.
- Purge ERROR Jobs?:** Dropdown menu set to 'Yes'.
- Purge Interval Time:** Text box containing '50'.
- Purge Job Count:** Text box containing '500'.
- Interval Auto Purge Enabled:** Dropdown menu set to 'On'.

At the bottom of the dialog box are three buttons: 'Help', 'Cancel', and 'OK'.

3. Type the computer name of the local host in the Database Computer Name text box.
4. In the SMTP (Simple Mail Transfer Protocol) Server text box, type the name of your local mail server (for example, *mail.mycompany.com*). If you don't know the name of your local mail server, ask your network administrator.



5. In the From Address text box, type an e-mail address for the Media Services Engine. For example, *broker@mycompany.com*.
6. (Option) You can configure an SMTP Username and SMTP Password if your network supports secure e-mail. These settings give the Media Services Engine a name and password so that it can successfully send e-mail notification. If a network does not use secure e-mail, the settings do not apply and are disregarded.



*The Clean Start option is reserved for future use. Make sure it is set to No.*

7. In the Interplay Engine Hostname text box, type the host name of the Avid Interplay Engine system.

If this text box is left blank, the Media Services user information in the Avid Interplay Administrator is not used for authentication during login.

8. (Option) If you want to use the once-a-day auto-purge, select On from the auto-purge Enabled list, then select the following settings:
  - Purge Start Time—Select a time to start the auto-purge (15 minute intervals).
  - Purge PENDING Jobs?—Yes, purges all pending jobs for all service providers.
  - Purge CANCELLED Jobs?—Yes, purges all cancelled jobs for all service providers.
  - Purge COMPLETED Jobs?—Yes, purges all completed jobs including jobs with the Warning status (question mark icon) for all service providers.
  - Purge ERROR Jobs?—Yes, purges all error jobs for all service providers.



*For the chosen job type, all jobs for all service providers, and for all users are purged. Therefore, you cannot purge jobs for a specific service provider, such as Interplay Transcode.*

9. (Option) If you want to schedule an interval auto-purge, select On from the Interval Auto Purge list, then select the following settings.
  - Purge PENDING Jobs?—Does not apply to interval auto-purge.
  - Purge CANCELLED Jobs?—Yes, purges all cancelled jobs for all service providers.
  - Purge COMPLETED Jobs?—Yes, purges all completed jobs including jobs with the Warning status (question mark icon) for all service providers.
  - Purge ERROR Jobs?—Yes, purges all error jobs for all service providers.

- **Purge Interval Time:** Enter the number of minutes between runs of the auto-purge interval timer. The auto-purge interval timer checks if there are a sufficient number of jobs to purge (see the next option). For example, if you enter 50, the auto-purge interval timer starts every fifty minutes. The default value is 60. The minimum value is 15 and the maximum value is 1,440 minutes (24 hours).
- **Purge Job Count:** Enter the number of jobs that cause an auto-purge process to run. If the number of jobs in the Media Services queue is greater than or equal to this number when the interval timer runs, Media Services will purge the jobs you have selected for purging (cancelled jobs, completed jobs, or error jobs - pending jobs are not included). The default value is 5000. The minimum value is 100 and the maximum value is 15,000.

For both these options, if you enter a number below the minimum value, the Media Services Engine will use the minimum value. If you enter a number above the maximum value, the engine will use the maximum value. If you enter nothing or enter an invalid value in the field, the engine will use the default value.



*For the chosen job type, all jobs for all service providers, and for all users are purged. Therefore, you cannot purge jobs for a specific service provider, such as Interplay Transcode.*

10. Click OK.

The Avid Interplay Media Services Engine Settings dialog box closes.

# Starting the Interplay Media Services Engine

## To start the Interplay Media Services Engine:

- ▶ Click Start and select Programs > Avid > Avid Interplay Media Services.

The Avid Interplay Media Services window opens.



## 3 Using the Media Services and Transfer Status Tool

The following topics explain how to use the Media Services and Transfer Status tool:

- [Opening the Media Services and Transfer Status Tool](#)
- [Media Services and Transfer Status Tool User Interface](#)
- [Using the Jobs Page](#)
- [Using the Providers Page](#)
- [Using the Services Page](#)
- [Using the Users Page](#)

For an overview of the Media Services and Transfer Status tool, see “[Understanding the Avid Interplay Media Services and Transfer Status Tool](#)” on page 20.

### Opening the Media Services and Transfer Status Tool

The Media Services and Transfer Status tool can be used on any computer that has an internet connection to a computer running the Media Services Engine.

The Media Services and Transfer Status tool is installed with the Media Services Engine. You can install it on another computer from the Individual Optional Installers page of the Interplay Server Installer or the Interplay Client Installer. The tool is also installed with Interplay Access, but you need to open the Media Services Status tab and the Transfer Status tab as separate windows.

**To open the Media Services and Transfer Status tool:**

1. Do one of the following:

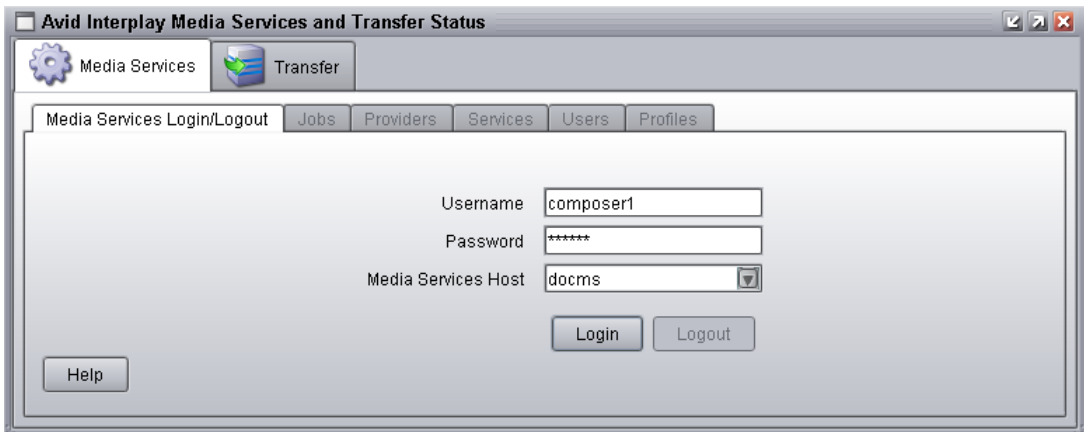
- ▶ From the Avid Interplay Media Services window, click Admin Tool.
- ▶ For a standalone application, click Start and select Programs > Avid > Avid Media Services and Transfer Status.
- ▶ From Avid Interplay Access, select View > Interplay Media Services Status.
- ▶ From the Avid Interplay Administrator, in the Site Settings area, click the Interplay Media Services icon.

2. Type your username and password. See [“Using the Users Page” on page 57](#).

If you opened Media Services Status from Interplay Access or the Interplay Administrator, access is controlled by the information you used when you logged into Interplay Access or the Interplay Administrator.

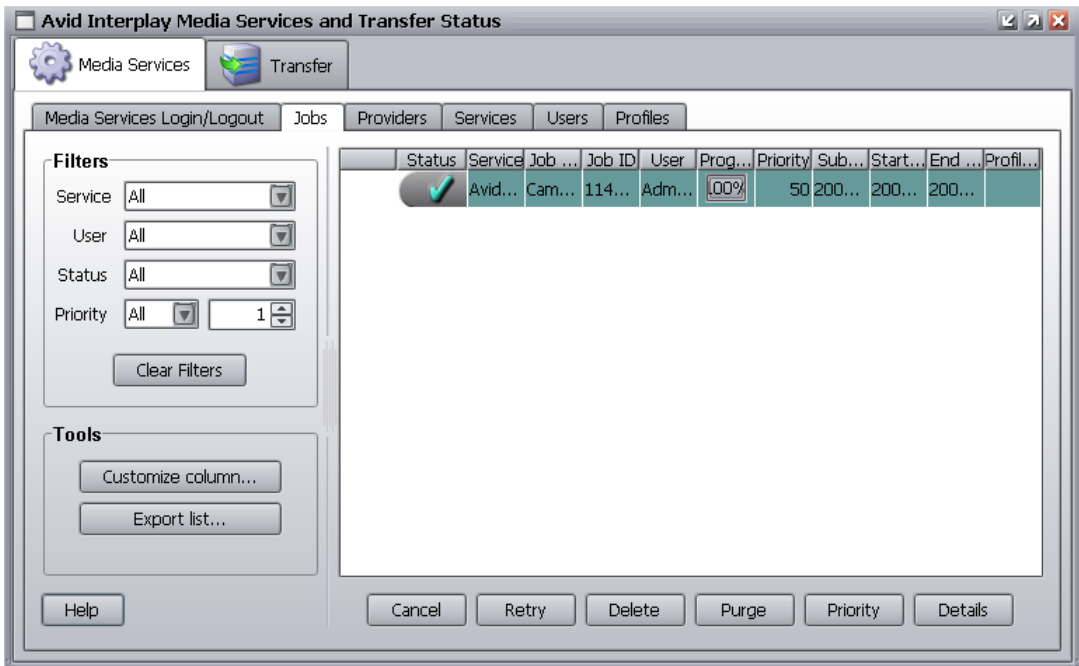
3. Type the host name of the system on which the Media Services Engine resides in the Media Services Host text box.

The Media Services host name is the name of the computer that the Media Services Engine runs on. You can find the host name in the Name field of the Avid Interplay Media Services window. Previously typed host names are available from the Media Services Host menu.



4. Click the Login button.

If the username and password are accepted, the Jobs page opens.



# Media Services and Transfer Status Tool User Interface

The Media Services and Transfer Status tool user interface is made up of five pages. The tab selected determines which page of the Media Services and Transfer Status tool is displayed. The page displayed determines the Media Services and Transfer Status tool's functional mode and which of the mode-related controls — also referred to as pages — are displayed. The pages are described in the following table:

<b>Media Services Status Administration Tool Pages</b>		
<b>Page</b>	<b>Description</b>	<b>Section Reference</b>
Jobs	Displays the status and other information about jobs submitted to the Media Services Engine. Lets you cancel or retry jobs, depending on your level of privilege.	See <a href="#">“Using the Jobs Page” on page 39.</a>
Providers	Displays information about systems that are running Media Services provider software. Lets you register and delete providers, depending on your level of privilege.	See <a href="#">“Using the Providers Page” on page 51.</a>
Services	Displays a list of services and service information. Lets you install and delete services.	See <a href="#">“Using the Services Page” on page 54.</a>
Users	Displays a list of user accounts. Lets you create and delete accounts, depending on your level of privilege.	See <a href="#">“Using the Users Page” on page 57.</a>
Profiles	Lets you create templates to use when performing an operation.	See <a href="#">“Working with Media Services Profiles” on page 76.</a>

## Using the Jobs Page

The Jobs page displays information about Media Services jobs and lets you cancel, delete, and retry jobs. The Jobs page opens by default after you log in to the Media Services and Transfer Status tool.

The following topics describe the options available from the Jobs page:

- [Jobs Page Information](#)
- [Customizing the Reporting of Service Job Status](#)
- [Customizing the Jobs Page Columns](#)


- [Filtering the Jobs List](#)
- [Viewing Details About a Job](#)
- [Purging the Jobs List](#)
- [Prioritizing a Job](#)
- [Canceling a Job](#)
- [Deleting a Job](#)
- [Retrying a Job](#)
- [Exporting the Jobs List](#)

For information about the Auto-Purge feature, see [“Configuring the Media Services Engine” on page 31](#).


## Jobs Page Information

The Jobs page displays information about jobs submitted to the Media Services Engine. You can specify how the status of the various service jobs are reported, see [“Customizing the Reporting of Service Job Status” on page 41](#).

The following table describes the information displayed on the Jobs page.

<b>Jobs Page Column</b>	<b>Description</b>
Status	<p>The colors and icons in the display indicate the status of the job:</p> <ul style="list-style-type: none"> <li>• Yellow bar with no icon = Job is processing.</li> <li>• Green bar with Check Mark icon = Job is completed.</li> <li>• Gray bar with Stop icon = Job has been canceled.</li> <li>• Caution icon = Job has failed with an error.</li> <li>• Gray bar with no icon = Job is pending or is in a queue.</li> </ul> <p>For information on changing the status reporting of jobs, see <a href="#">“Customizing the Reporting of Service Job Status” on page 41</a>.</p>
Service	The name of the service to which the job was sent.
Job Name	<p>The file name submitted by the client to the Media Services Engine. This might have a suffix — determined by the particular service — appended to it.</p> <p> <i>Administrators can view information about all jobs. Users without administrator privileges can view all jobs, but can see only the user name and job name of their own jobs.</i></p>



<b>Jobs Page Column</b>	<b>Description</b>
Job ID	A number automatically generated by the Media Services Engine.
User	The name of the user who submitted the job.  <i>Administrators can view information about all jobs. Users without administrator privileges can view all jobs, but can see only the user name and job name of their own jobs.</i>
Progress (%)	The percentage of the job completed.
Priority	The priority of the job, as submitted by the client.
Submit Time	The date and time the job was submitted by the client to the Media Services Engine.
Start Time	The date and time that the provider started the job.
End Time	The date and time that the provider reports the job is complete.
Profile Name	Indicates if a profile was used and displays the profile's name.

## Customizing the Reporting of Service Job Status

You can customize the status reporting for the following Media Services services:

- Archive service
- Restore service
- Copy service
- Move service
- Delivery service

For example, during an archive operation, if one of the media files cannot be found, you can set the reporting to the Jobs tab of the Media Services and Transfer Status Tool to display one of the following status indicators:

<b>Job Status Display</b>	<b>Description</b>
Green with check mark icon	Job completed
Green with question mark icon	Job completed with a warning
Caution icon	Job failed with an error

This section describes how to use the Avid Service Configuration tool to set which reporting status displays with the various conditions of service jobs.

Avid Service Configuration is an application that is included with the Avid Service Framework services. It lets you set and change parameters for each of the different Avid services and applications in your workgroup environment. For more information about Avid Service Framework, see the *Avid Service Framework User's Guide*.

**To customize the job status displays for various Media Services services:**

1. On any system running the Avid Service Framework services, click Start and select Programs > Avid > Avid Service Framework > Avid Service Configuration.

The Select Workgroup dialog box opens.



*The Select Workgroup dialog box does not open if the check box specifying to always select and use this workgroup option was previously selected. When you select this option, the Select Workgroup dialog box no longer opens when you start the application. The default workgroup is selected, and the Avid Service Configuration window opens. To change this option and display the Select Workgroup dialog box, click the Login tab of the Avid Framework Workgroup Properties application and clear the check box for the option.*

2. (Option) If the Select Workgroup dialog box opens, select the workgroup you want to connect to and click Select.

The Avid Service Configuration window opens.

3. In the Directory pane, click the Processes tab and verify that the service is running.



*If the service does not appear in the Avid Service Configuration window, the service is not running or the system it runs on is not properly connected to the workgroup. Click the Hosts tab and make sure that the Avid Service Framework services displays the name of the system that the service is running on.*

4. On the Processes tab, expand the service entry, such as Archive Service.

The system displays the name of the computer running the service.

5. Click the computer name.

The Administrator Password Needed dialog box opens.

6. Type the Avid Service Framework Administrator password and click OK.



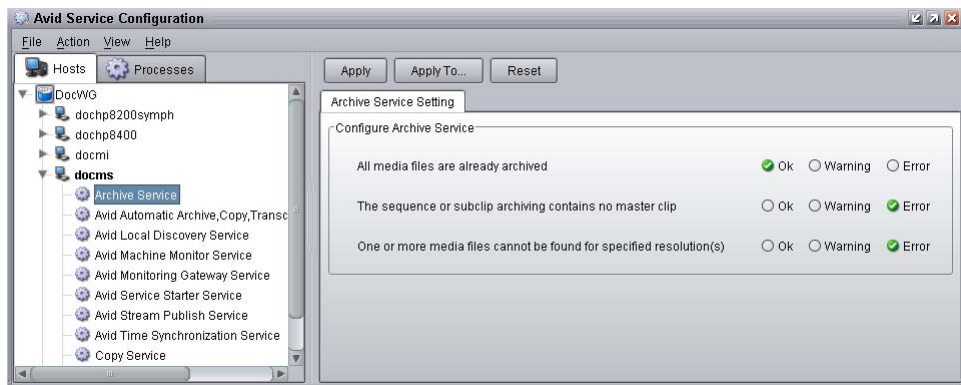
*By default, Avid Service Framework does not require a password. When a password is used, it is set through the System Configuration Service. Check with your system administrator for the correct password.*

The system displays the setting tab for the service.



*Depending on the service you selected, different conditions are available for you to customize.*

The following example shows the Archive Service settings.



7. Select the type of status you want to display for each job condition.

Option	Job Status Display / Description
OK	Green with check mark icon / Job completed
Warning	Green with question mark icon / Job completed with a warning
Error	Caution icon / Job failed with an error

8. Click Apply.

## Customizing the Jobs Page Columns

The Media Services and Transfer Status tool provides options to customize the columns displayed on the Jobs page.

### To customize which columns display on the Jobs page:

1. Open the Media Services and Transfer Status tool. For more information, see [“Opening the Media Services and Transfer Status Tool” on page 36](#).

The Jobs page opens by default after you log in to the Media Services and Transfer Status tool.

2. In the Tools area, click Customize columns.

The Choose Columns dialog box opens.

3. Select the name of the columns you want to display.
4. Click OK.

The columns change to show the selections.

5. (Option) Click a column heading and drag it to a new location.

## Filtering the Jobs List

By default, the Jobs list displays all jobs that the Media Services Engine is currently monitoring. You can customize your view to show only your jobs, to show jobs for a specific service, or to show only jobs in a selected state.



*Users with Administrator privileges are allowed to cancel or delete any job. Users without administrator privileges can only cancel or delete jobs submitted by that user.*

### To customize the Jobs list:

1. Open the Media Services and Transfer Status tool. For more information, see [“Opening the Media Services and Transfer Status Tool” on page 36](#).

The Jobs page opens by default after you log in to the Media Services and Transfer Status tool.

2. In the Filters area, click the Service menu, and select a service.
3. In the Filters area, click the User menu, and select All Users or a specific user name.
4. In the Filters area, click the Status menu, and select one of the following:
  - All — Displays all jobs with their current status.
  - Processing — Displays only jobs that are currently being processed.
  - Completed — Displays only jobs that have been successfully processed.

- Canceled — Displays only jobs that have been canceled by a user with administrator privileges.
  - Error — Displays only jobs that have stopped with an error.
  - Pending — Displays only jobs that are waiting to be processed.
5. In the Filters area, click the Priority and select one of the following:
- ALL — Displays all priority jobs.
  - > — Displays all priority jobs greater than the number indicated.
  - < — Displays all priority jobs fewer than the number indicated.
  - = — Displays all priority jobs equal to the number indicated.
- The Jobs page displays jobs that meet the criteria you selected.

## Viewing Details About a Job

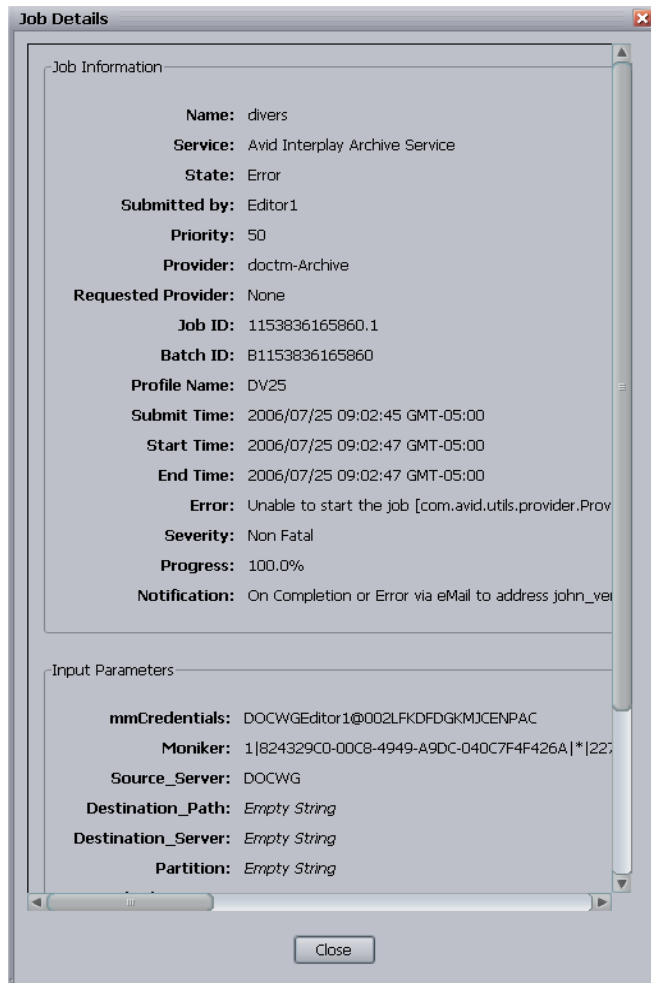
You must be logged in as the job owner or as an administrator to view a job's details.

### To view details about a job:

1. Open the Media Services and Transfer Status tool. For more information, see [“Opening the Media Services and Transfer Status Tool” on page 36](#).
2. On the Jobs page, select the job that you want details about.

## 3. Click the Details button.

The Job Details window opens.



## Job Details Window

The following table provides descriptions of the type of job information displayed in the Job Details window.

<b>Entry</b>	<b>Description</b>
<b>Job Information</b>	
Name	The name of the file submitted by a client to Media Services Engine. It might include information appended to the file name, depending on the service requirements.
Service	The Media Services service for which the job was submitted; for example, Avid Interplay Archive Service.
State	The current state of the job.
Submitted By:	The user name associated with the job, as submitted by the client.
Priority	The priority of the job, as submitted by the client.
Provider	The name of the provider, as registered with the Media Services Engine.
Requested Provider	The name of the provider requested (not currently supported)
Job ID	A number automatically generated by the Media Services Engine.
Batch ID	The number of the batch containing the job.
Profile Name	The name of the profile used for the job, if a profile is used.
Submit Time	The date and time the job was submitted by the client to the Media Services Engine.
Start Time	The date and time the provider picked up the job.
End Time	The date and time the job was reported as complete by the provider.
Progress	The percentage of the job that has been processed.
Notification	Displays whether notification of job completed or job error is enabled or disabled.
Input Parameters	The list of Input parameters varies for each service.

## Purging the Jobs List

The purge function is available only to users with administrator privileges.

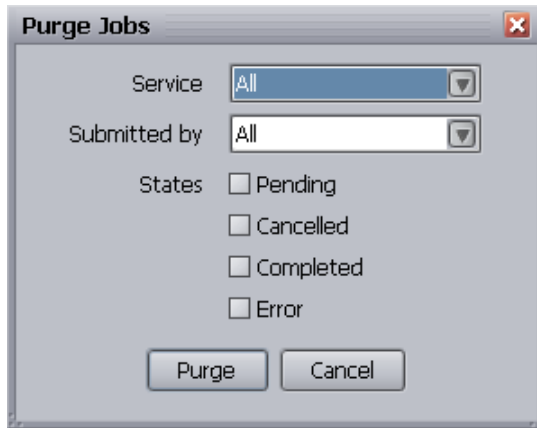


*You can set the Media Services settings to allow for auto-purging of jobs. See “Configuring the Media Services Engine” on page 31.*

### To purge the Jobs list:

1. Open the Media Services and Transfer Status tool and log in as a user with administrator privileges. For more information, see [“Opening the Media Services and Transfer Status Tool” on page 36](#).
2. On the Jobs page, click the Purge button.

The Purge Jobs dialog box opens.



3. Click the Service menu, and select the applicable service.
4. Click the Submitted By menu, and select a particular user or All, depending on the jobs you want to purge.
5. Select which states of jobs you want to purge.
6. Click the Purge button.

The Jobs list no longer contains the jobs you selected. If a purge fails, a dialog box opens with a list of the jobs that failed to delete and a reason for the failure.



## Prioritizing a Job

You can prioritize the order of the pending jobs. The priority number assigned to a job indicates the job's position in the queue for a specific provider. This setting lets you order jobs in a desired sequence and also move a job to the top of the queue. Priority numbers range from 1 (highest priority) through 100 (lowest priority). The default priority number assigned to each job is 50.

When you assign a priority number to a job, the actual order in the queue depends on the following:

- Priority numbers are relative only to jobs within a given service. For example, a transcode job set with priority 1 might not execute before an archive job with priority 100.
- If the same priority number is assigned to several jobs of a specific provider, then all these jobs have an equal chance of executing.

### To prioritize a job:

1. Open the Media Services and Transfer Status tool as described in [“Opening the Media Services and Transfer Status Tool” on page 36](#).
2. On the Jobs page, select the job you want to prioritize.
3. Click the Priority button.

The Set Job Priority dialog box opens.

4. Click the arrow button to select a priority number.  
The default is 50. The priority range is 1 (highest priority) through 100 (lowest priority).
5. Click OK.

The Priority column displays the new priority for the job.

## Canceling a Job

Jobs can be canceled during the Pending or the Processing state. A user can cancel only jobs that have been submitted under his or her Media Services user name. An administrator can cancel any job.

Providers periodically check the Media Services Engine for jobs that might need to be canceled. When a job is canceled, it might take a short time for the job to actually stop and the status change to be reflected. It is also possible that a job might finish before it can be canceled. In this case, a dialog box might open stating that the Media Services Engine was unable to cancel the job.

**To cancel a job:**

1. Open the Media Services and Transfer Status tool as described in [“Opening the Media Services and Transfer Status Tool” on page 36](#).
2. On the Jobs page, select the job that you want to cancel.
3. Click the Cancel button. A dialog box opens and asks if you are sure you want to cancel the job.
4. Click OK to cancel the job.

The job remains in the Jobs list, but the state changes to canceled.

## Deleting a Job

**To delete a specific job or all jobs on the Jobs page:**

1. Open the Media Services and Transfer Status tool as described in [“Opening the Media Services and Transfer Status Tool” on page 36](#).
2. On the Jobs page, select the specific job you want to delete.
3. Click the Delete button. A dialog box opens and asks if you are sure you want to delete the job.
4. Click OK to delete the job.

## Retrying a Job

You can retry a job that is in the canceled state or error state.

**To retry a job:**

1. Open the Media Services and Transfer Status tool as described in [“Opening the Media Services and Transfer Status Tool” on page 36](#).
2. On the Jobs page, select the job you want to retry.
3. Click the Retry button.

The Media Services Engine changes the state to Pending and places the job in the queue for the next available provider.

## Exporting the Jobs List

You can export the current Jobs list from the Media Services and Transfer Status tool.

### To export the Jobs list:

1. Open the Media Services and Transfer Status tool. For more information, see [“Opening the Media Services and Transfer Status Tool” on page 36](#).

The Jobs page opens by default after you log in to the Media Services and Transfer Status tool.

2. In the Tools area, click Export list.  
A Save dialog box opens.
3. Select a location for the Jobs list file.
4. Type a name for the Jobs list file.
5. Click Save.

## Using the Providers Page

The Providers page displays information about computers that are running provider software and are registered with the Media Services Engine. You can also view specific provider details and capabilities.

The following topics provide information about using the Providers page:

- [Opening the Providers Page](#)
- [Customizing the Providers Display](#)
- [Viewing Details About a Provider](#)
- [Deleting Providers](#)

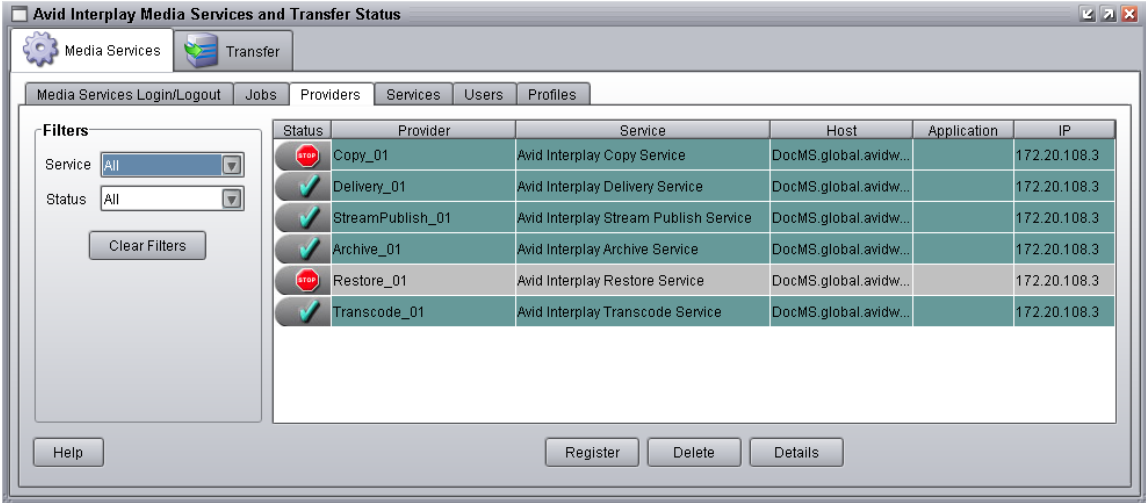
A provider is automatically registered the first time it connects to the Media Services Engine. For information about using the Providers page to register a provider, see [“Registering a Provider Manually” on page 67](#).

# Opening the Providers Page

To open the Providers page:

- 1. Open the Media Services and Transfer Status tool as described in “Opening the Media Services and Transfer Status Tool” on page 36.
- 2. Click the Providers tab.

The Providers page opens.



The following table describes the information displayed on the Providers page.

Providers Page	Description
Status	Indicates whether or not the provider is connected to the Media Services Engine.
Provider	The name of the service provider, as registered with the Media Services Engine.
Service	The Media Services service for which the provider has been registered.
Host	The computer name of the provider.
Application	The name of the service provider application.
IP	The IP address of the computer of the provider.

## Customizing the Providers Display

By default, the Providers page displays all providers that are registered with the Media Services Engine. You can customize your view to show only the connected providers or providers of a particular service.

**To customize the Providers display:**

1. Open the Media Services and Transfer Status tool as described in [“Opening the Media Services and Transfer Status Tool” on page 36](#).
2. Click the Providers tab. The Providers page opens.
3. In the Filters area, click the Service menu, and select the applicable service.
4. In the Filters area, click the Status menu, and select the applicable condition.

The Providers page displays providers that match your selections.

## Viewing Details About a Provider

**To view details about a provider:**

1. Open the Media Services and Transfer Status tool as described in [“Opening the Media Services and Transfer Status Tool” on page 36](#).
2. On the Providers page, select the provider that you want details about.
3. Click the Details button.

The Provider Details window opens.

The following table provides descriptions of the type of provider information displayed in the Provider Details window.

<b>Providers Page</b>	<b>Description</b>
Name	The name of the service provider, as registered with the Media Services Engine.
Service	The Media Services service for which the provider has been registered.
Host Name	The computer name of the provider.
Application	The name of the service provider application.
IP Address	The IP address of the computer of the provider.
Connected	Indicates whether or not the provider is connected to the Media Services Engine.

## Deleting Providers

If a provider is connected to the Media Services Engine, the provider cannot be deleted until it has been disconnected and all processing jobs are stopped. You must be logged in as an administrator to delete any providers.

To delete a service, see [“Deleting a Media Services Service” on page 56](#). To delete the provider software, use the Add/Remove Programs in the Windows Control Panel on the provider system.

### To delete a provider:

1. Open the Media Services and Transfer Status tool as described in [“Opening the Media Services and Transfer Status Tool” on page 36](#).
2. Click the Providers tab. The Providers page opens.
3. Select the provider, and click Delete.

A dialog box opens and asks if you are sure you want to delete the provider.

4. Click OK.

The provider is no longer registered with the Media Services Engine. To register it again, see [“Connecting a Provider to the Media Services Engine” on page 70](#).

## Using the Services Page

The Services page displays information about the services that are installed and lets the user install new services, upgrade existing services, or delete services that were previously installed.

For information about installing a service, see [“Registering Services” on page 61](#).

The following topics provide information about the Servers page:

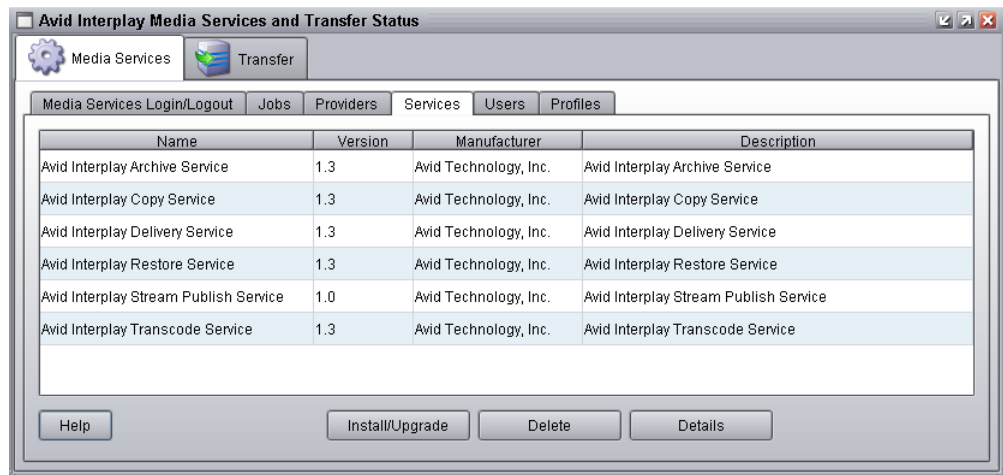
- [Opening the Services Page](#)
- [Displaying Details About a Service](#)
- [Deleting a Media Services Service](#)

## Opening the Services Page

To open the **Services** page:

1. Open the Media Services and Transfer Status tool as described in [“Opening the Media Services and Transfer Status Tool”](#) on page 36.
2. Click the Services tab.

The Services page opens.



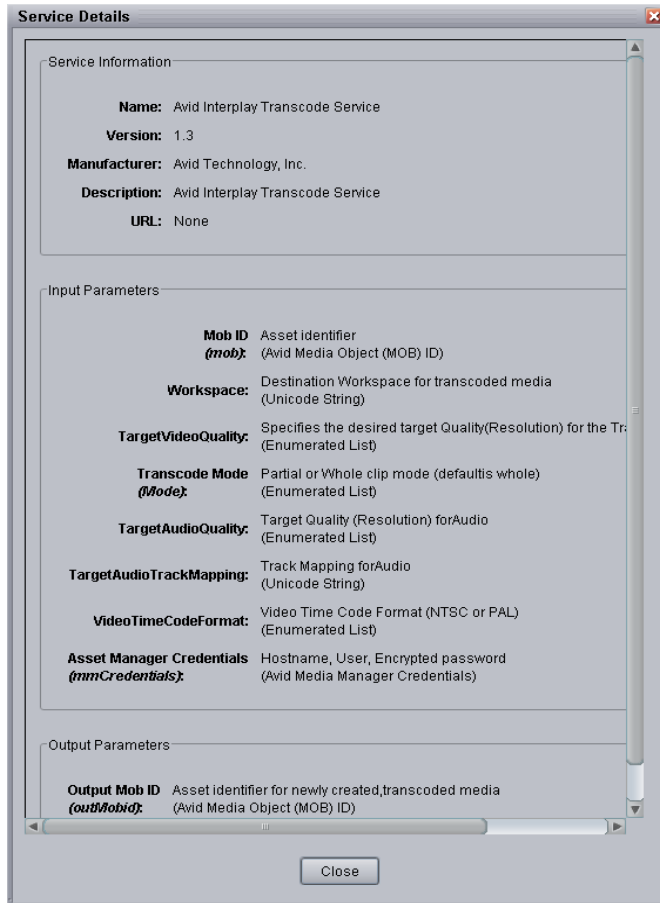
## Displaying Details About a Service

To display information about a specific service:

1. Open the Media Services and Transfer Status tool as described in [“Opening the Media Services and Transfer Status Tool”](#) on page 36.
2. Click the Services tab. The Services page opens.
3. Select the service about which you want information.

## 4. Click Details.

The Service Details page opens.



The specific information displayed on the Service Details page differs for each installed service.

## Deleting a Media Services Service

Deleting a Media Services service from the Services page deletes the information required for the service to operate. If one or more providers have been registered for the service on the Providers page, you must first delete the providers for the service. For more information, see [“Deleting Providers” on page 54](#).

To delete the provider software, use the Add/Remove Programs in the Windows Control Panel on the provider system.



**To delete a service:**

1. Open the Media Services and Transfer Status tool and log in as a user with administrator privileges. For more information, see [“Opening the Media Services and Transfer Status Tool” on page 36](#).
2. Make sure all providers for the services that you are deleting have been deleted prior to deleting the services themselves. See [“Deleting Providers” on page 54](#).
3. Click the Services tab. The Services page opens.
4. Select the service you want to delete.
5. Click Delete.

The service is removed. To add the service again, see [“Registering a Service Manually” on page 62](#).

## Using the Users Page

The Users page lets you create and manage user accounts. The default login for the Media Services and Transfer Status tool is the user name Administrator, without a password. Avid recommends assigning a password to this account after installing the Media Services Engine. For more information, see [“Reassigning Passwords” on page 59](#).

The Users page displays information based on the user’s login profile. A user logged in as an Administrator can view information about all jobs, whereas users without administrator privileges can view all jobs, but can only see the username and clip names of their own jobs.

There are two methods for managing Media Services users:

- Using Avid Interplay authentication

If you set a host name in the Avid Interplay Media Services Engine Settings dialog box, the Media Services Engine authenticates user names and passwords with the Avid Interplay Engine (see [“Configuring the Media Services Engine” on page 31](#)). As a result, you do not need to manage a separate user database for Media Services. If a host name is set, when you attempt to log in to the Interplay Media Services Engine, and the login is successful, the user name and password are added to or updated in the Media Services database user’s table. The user name and password appear on the Users page.

Adding or changing users on the Users page has no effect if a host name is set in the Interplay Engine Hostname setting in the Avid Interplay Media Services Engine Settings dialog box.

- Managing a separate user database

Managing Media Services users through a separate database can be useful if you want to give administrator privileges to users who do not have administrator privileges in the Interplay database. However, if you do not use Avid Interplay authentication, make sure any user name and password exactly matches a user name and password in the Interplay database, because Media Services operations usually require login by a valid Interplay user.

The following topics describe the Users page:

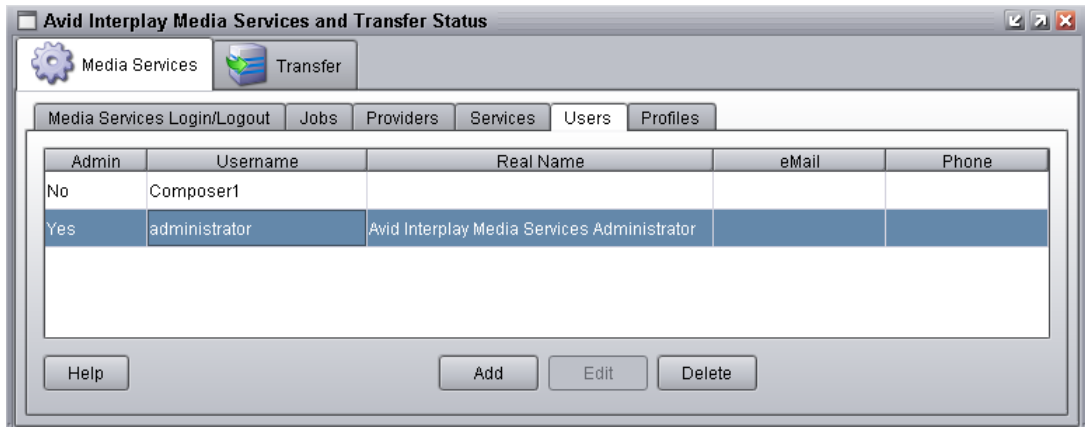
- [Opening the Users Page](#)
- [Setting Up User Accounts](#)
- [Reassigning Passwords](#)
- [Deleting User Accounts](#)

## Opening the Users Page

**To open the Media Services Users page:**

1. Open the Media Services and Transfer Status tool as described in [“Opening the Media Services and Transfer Status Tool”](#) on page 36.
2. Click the Users tab.

The Users page opens with user accounts listed in the User name column.



## Setting Up User Accounts

### To set up a user account:

1. Open the Media Services and Transfer Status tool as described in [“Opening the Media Services and Transfer Status Tool” on page 36](#).
2. Click the Users tab. The Users page opens.
3. Click the Add button. A dialog box opens.
4. Type a user name in the Username text box.  
User names and passwords are case sensitive and can contain only letters, numbers, and underscores. They can be up to 255 characters.
5. (Option) You can assign a password by typing a password in the Password text box, then typing it again in the Retype Password text box. Passwords are not required.
6. Type the applicable information about the user in the other text boxes.
7. (Option) If this user is an administrator, select the “is Administrator” option.
8. Click Save.

## Reassigning Passwords

If a user forgets his or her password, a new one must be assigned. If you forget the Administration password, it must be reset. Contact Avid Customer Support.

### To reassign a user password:

1. Open the Media Services and Transfer Status tool and log in as a user with administrator privileges. For more information, see [“Opening the Media Services and Transfer Status Tool” on page 36](#).
2. Click the Users tab. The Users page opens.
3. Select the user that you want to change the password.
4. Click the Edit button. A dialog box opens.
5. Type a new password in the Password text box, then type it again in the Retype Password text box.
6. Click Save.

## Deleting User Accounts

You must be logged in as an administrator to delete user accounts.



*The user “Administrator” cannot be deleted. If you try to delete Administrator, you receive an error message.*

### **To delete a user account:**

1. Open the Media Services and Transfer Status tool and log in as a user with administrator privileges. For more information, see [“Opening the Media Services and Transfer Status Tool” on page 36](#).
2. Click the Users tab. The Users page opens.
3. Select the User Name for each account you want to delete.
4. Click the Delete button.

A dialog box opens and asks if you are sure you want to delete the user account.

5. Click OK.

The user account is deleted.

To re-create user accounts, see [“Setting Up User Accounts” on page 59](#).

## 4 Installing Services and Registering Providers

This chapter provides general procedures for installing services, registering a provider, and connecting it to the Media Services Engine. For specific information about each service, see [“Understanding the Various Media Services” on page 21](#) and the chapter that provides information about the service.

The following topics provide information about the required tasks:

- [Registering Services](#)
- [Registering a Service Manually](#)
- [Registering a Provider](#)
- [Registering a Provider Manually](#)
- [Connecting a Provider to the Media Services Engine](#)
- [Starting the Service Provider](#)
- [Verifying That a Service Provider Is Connected](#)
- [Rules for Upgrading a Service and Preserving Profiles](#)

### Registering Services

The Media Services Engine requires configuration files for each service. These files are called *service description files* and are contained in a .zip file (called a *service package*). For example, Interplay Copy requires the service package CopyMedia.zip.

In earlier versions of Media Services, you needed to open the Media Services and Transfer Status tool, click the Install/Upgrade button, then locate and open the correct .zip file on the provider system. In Media Services v3.0 and later, the .zip files are installed on the Media Services Engine system when you install the Media Services software. The first time the Media Services Engine runs after a new installation, it checks which services and versions were installed. It then automatically upgrades registered services or registers new services.

You only need to install service descriptions once, even if you configure multiple providers.

If necessary, you can use the manual procedure as documented in [“Registering a Service Manually”](#) on page 62.



*If you try to connect from a provider to the Media Services Engine before the latest service is registered, the Status line in the Transcode Service dialog box reads:  
Error From Broker! UNKNOWN\_SERVICE.*

**To register services:**

1. Install the Media Services Engine software from the Avid Interplay Server installer.
2. Restart the Media Services Engine.

The services are listed in the Services tab of the Avid Interplay Media Services and Transfer Status tool.


Name	Version	Manufacturer	Description
Avid Interplay Archive Service	1.3.3	... Avid Technology, Inc.	Avid Interplay Archive Service
Avid Interplay Copy Service	1.3.3	... Avid Technology, Inc.	Avid Interplay Copy Service
Avid Interplay Delivery Service	1.3.2	... Avid Technology, Inc.	Avid Interplay Delivery Service
Avid Interplay Restore Service	1.3.3	... Avid Technology, Inc.	Avid Interplay Restore Service
Avid Interplay STP Encode Service	1.4	... Avid Technology, Inc.	Exports LongGOP STP to a Media Services Provider
Avid Interplay Transcode Service	2.5.0	... Avid Technology, Inc.	Avid Interplay Transcode Service


## Registering a Service Manually

Prior to Interplay v3.0, you needed to open the Media Services and Transfer Status tool and install the service description. This procedure is now automatic (see [“Registering Services”](#) on page 61). If necessary you can use the following procedure.

You only need to install a service description once, even if you configure multiple providers.

The following table provides a list of Media Services services and the name of each service package.

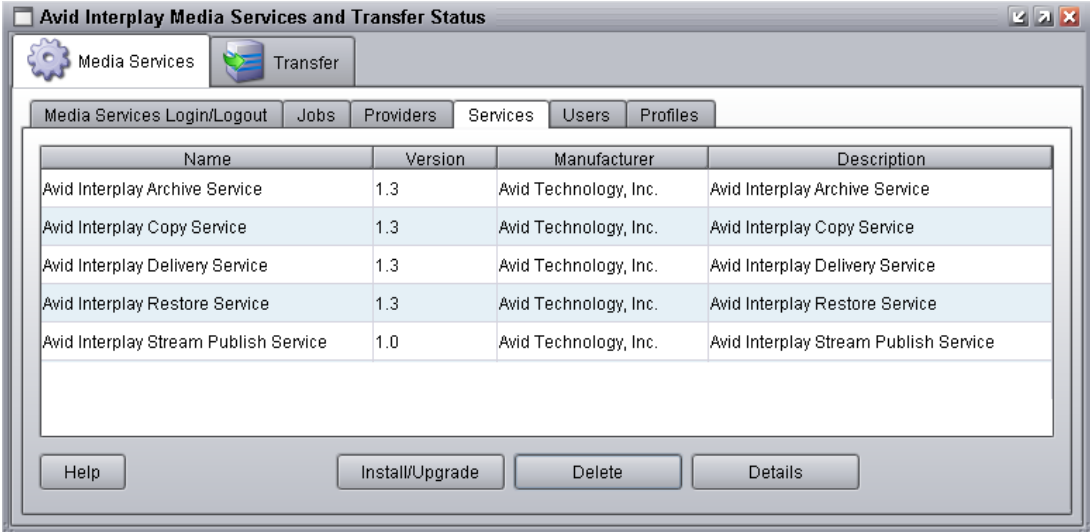
<b>Service</b>	<b>File Name of Service Package</b>
Avid Interplay Transcode	TranscodeService.zip
Avid Interplay Archive	Archive.zip
Avid Interplay Restore	Restore.zip
Avid Interplay Copy	CopyMedia.zip
Avid Interplay Move	MoveMedia.zip
Avid Interplay Delivery	PTFService.zip
Avid Interplay STP Encode	LongGOPEXport.zip
Avid Interplay Stream Publish	Publishing.zip
 <i>Interplay Stream Publish is no longer required for streaming play. The service description file is not automatically installed.</i>	

 *You do not use the Media Services Engine to configure the Auto Archive, Auto Transcode, and Auto Copy services. Instead, use the Avid Interplay Administrator and the Avid Service Framework services. For more information, see “Configuring Auto Archive Using the Avid Service Configuration” on page 154.*

**To install a Media Services service description:**

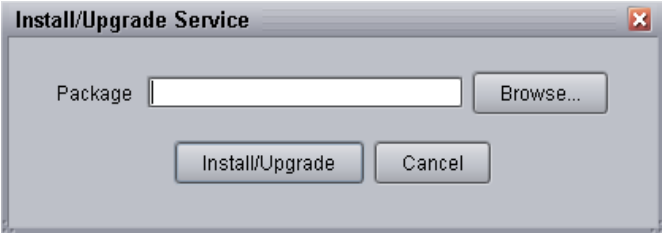
- 1. Open the Media Services and Transfer Status tool and log in as administrator, as described in “Opening the Media Services and Transfer Status Tool” on page 36.
- 2. Click the Services tab.

The Services page displays the currently configured services.



- 3. Click Install/Upgrade.

The Install/Upgrade Service dialog box opens.





- Click the Browse button and navigate to the folder containing the service package (.zip file). Make sure you have access to the folder.

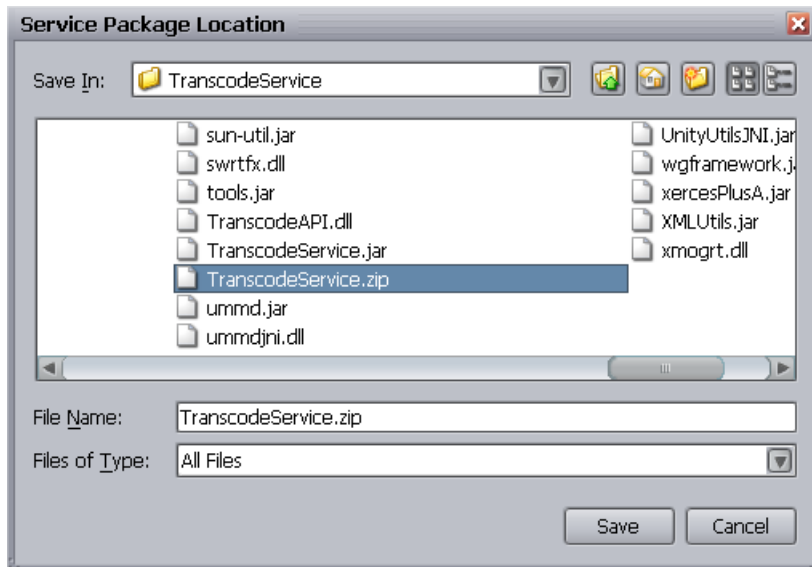
The following is an example of the location of a service package. In this case, the service package is for the Transcode service.

- C:\Program Files\Avid\Interplay Transcode\TranscodeService

You can use the Microsoft Windows Search tool to help you locate the folder that contains the service package. For a list of package file names, see [“Registering a Service Manually” on page 62.](#)

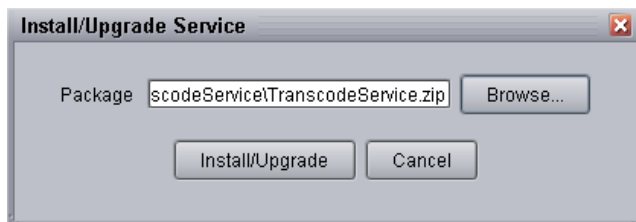
- In the folder, select the *service.zip* file.

The following illustration shows the TranscodeService.zip file selected.



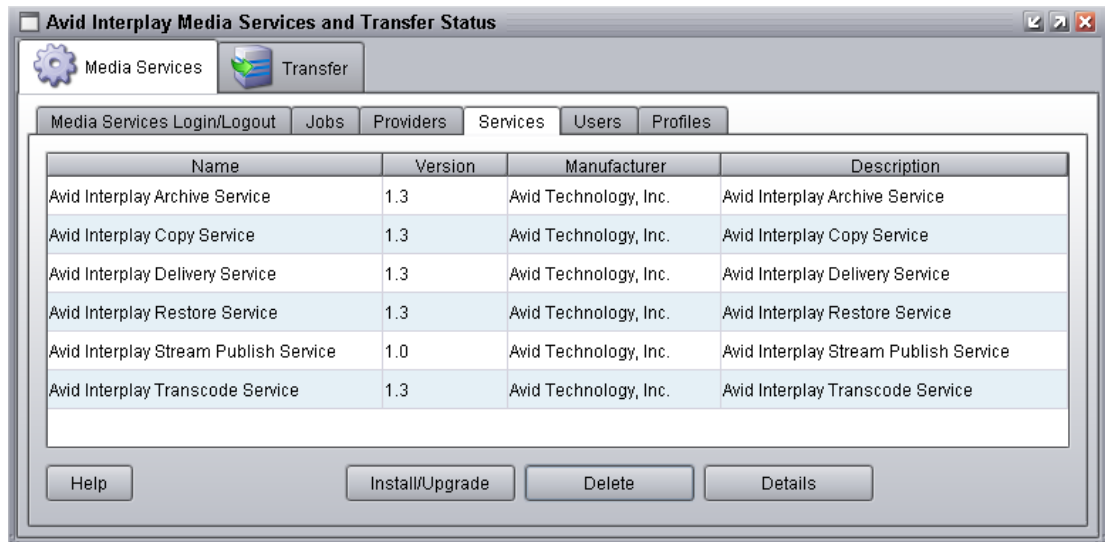
- Click Save.

The path to the file appears in the Install/Upgrade Service dialog box.



## 7. Click Install/Upgrade.

The service and its description appear on the Services page. The following illustration shows the Transcode Service added to the Services page.



## Registering a Provider

The Provider page on the Media Services and Transfer Status tool is used to register a provider for a particular service. The provider receives information about jobs and supplies the Media Services Engine with information about the provider, job status, and other information depending on the service.

Prior to Interplay v3.0, registering a provider was a two-step process:

1. Open the Media Services and Transfer Status tool and register each provider on the Provider page.
2. On the provider system, enter information in the Provider Settings dialog box and connect to the server.

In Media Services v3.0, you only need to perform step 2. See [“Connecting a Provider to the Media Services Engine” on page 70.](#)

A Media Services v3.0 provider automatically generates a name for the provider that it displays in the Provider Settings dialog box. The name uses the syntax `<hostname>_<servicename>_<unique#>`, for example “AvidInterplay1\_Restore\_9558.”

Formats include the following:

- <hostname>\_Archive\_<unique #>
- <hostname>\_Restore\_<unique #>
- <hostname>\_Copy\_<unique #>
- <hostname>\_Move\_<unique #>
- <hostname>\_STPEncode\_<unique #>
- <hostname>\_Transcode\_<unique #>
- <hostname>\_Delivery\_<unique #>

You can override the automatically generated name in the Provider Settings dialog box.

If necessary, you can use the manual procedure described in [“Registering a Provider Manually” on page 67](#).

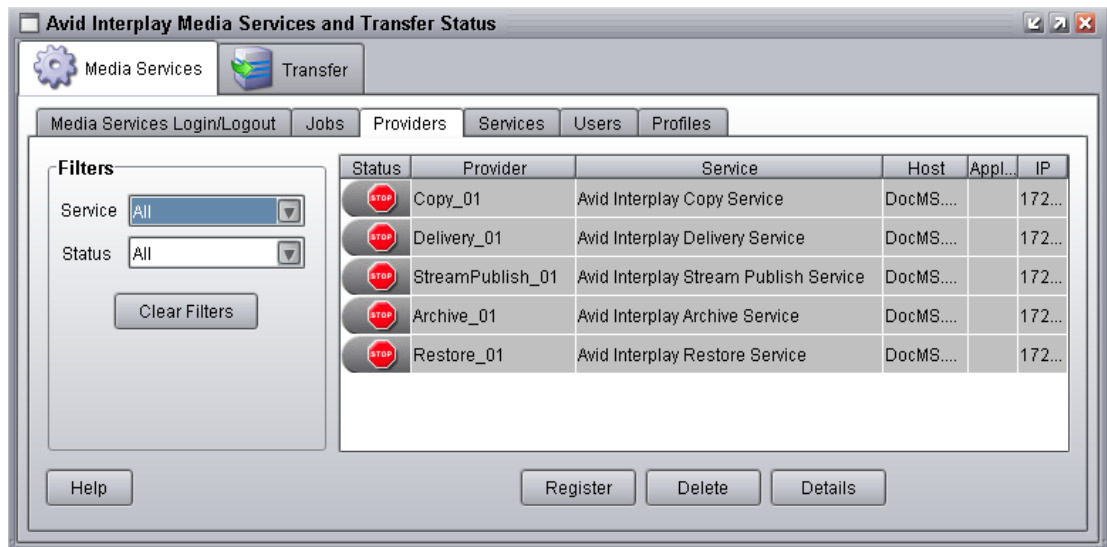
## Registering a Provider Manually

Prior to Interplay v3.0, you needed to open the Media Services and Transfer Status tool and register each provider. This part of the procedure is now automatic (see [“Registering a Provider” on page 66](#)). If necessary you can use the following procedure.

**To register the provider with the Media Services Engine:**

1. Open the Media Services and Transfer Status tool and log in as administrator, as described in [“Opening the Media Services and Transfer Status Tool”](#) on page 36.
2. Click the Providers tab.

The Providers page displays all of the currently registered providers.



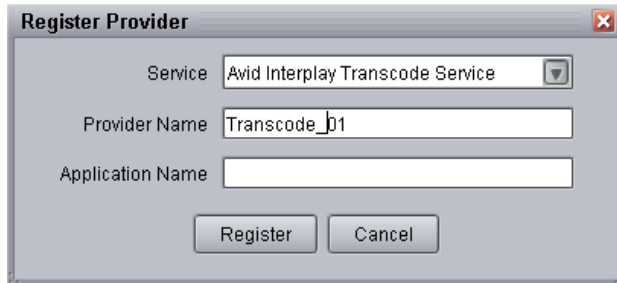
3. Click Register.

The Register Provider dialog box opens.

4. Do the following:
  - a. Service menu — Select a service.
  - b. Provider Name — Type the name that you want to use to identify this particular provider. You can have several providers on your workgroup for the same service, so you should use a meaningful name.

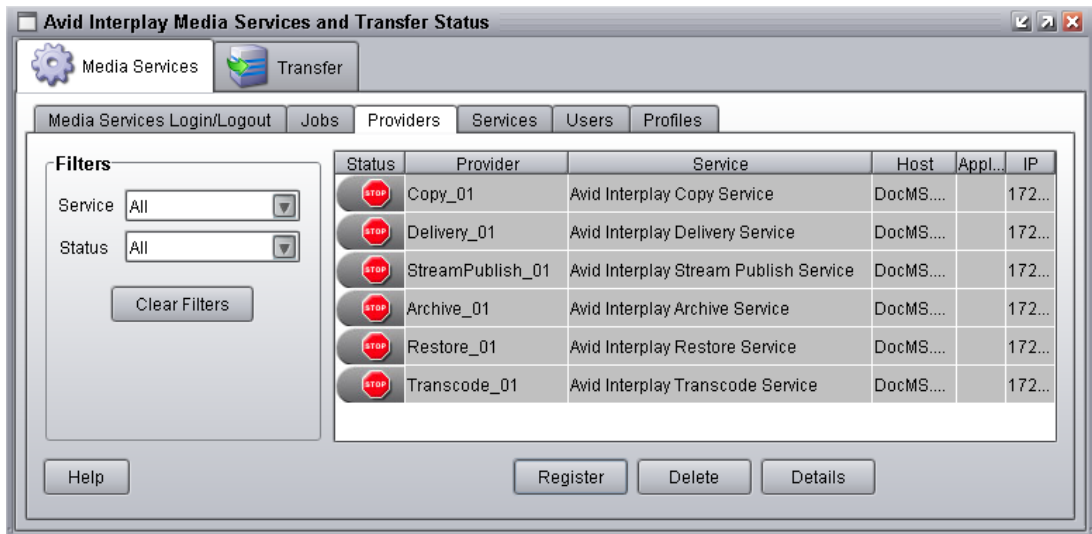
- c. Application Name — For future use. Leave this text box blank.

As an example, the following illustration shows the Register Provider dialog box with the values filled in for a Transcode Service.



5. Click Register.

The provider appears on the Providers page. If the service is not connected to the Media Services Engine, a Stop icon is displayed in the Status column. In this case, you must connect the provider to the Media Services Engine. See [“Connecting a Provider to the Media Services Engine” on page 70](#).



## Connecting a Provider to the Media Services Engine

After the service descriptions are registered (see [“Registering Services” on page 61](#)), you need to configure a provider and connect it to the Media Services Engine.

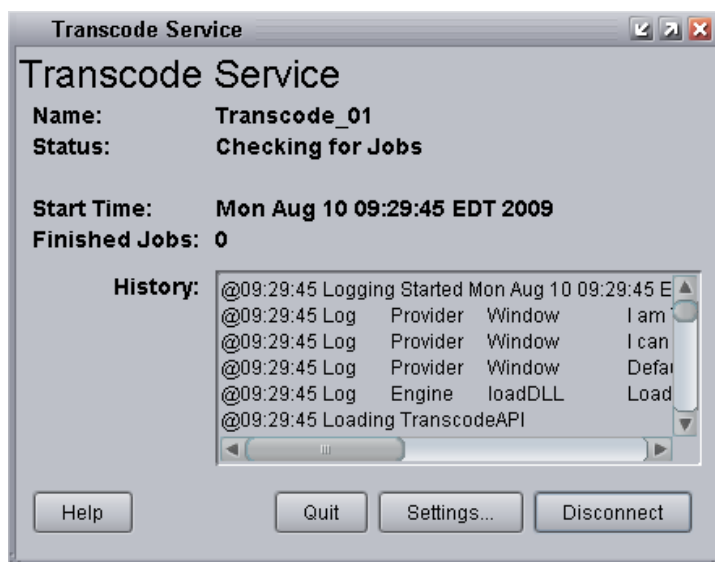
The following procedure uses the Transcode service as an example of how to configure and connect a provider. For specific procedures for the various services, see [“Understanding the Various Media Services” on page 21](#).

### To connect a provider to the Media Services Engine:

1. Depending on the service, click Start and select Programs > Avid > Avid Interplay *Service*, for example, Avid Interplay Transcode.

The service dialog box opens.

The following example shows the Transcode Service dialog box.



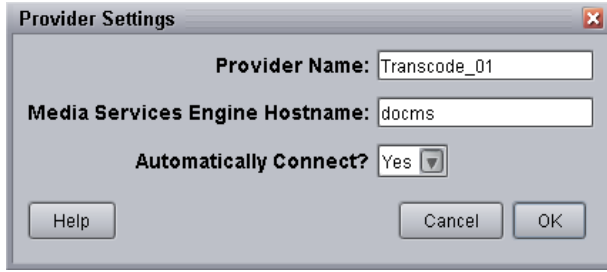
2. Click Settings.

The Provider Settings dialog box opens.

3. Do the following:
  - a. Provider Name — A default name for the provider is automatically supplied by the provider software (see [“Registering a Provider” on page 66](#)). Accept the default name or type a new name. In this example, the name is Transcode\_01.
  - b. Media Services Engine Host Name — Type the name of the system running the Media Services Engine application.

- c. Automatically Connect — Select Yes to automatically connect the provider to the Media Services Engine when the application starts. To prevent automatic connection, select No. For new installations, Yes is the default.

The following illustration shows the Provider Settings dialog box with the values filled in for a Transcode Service.

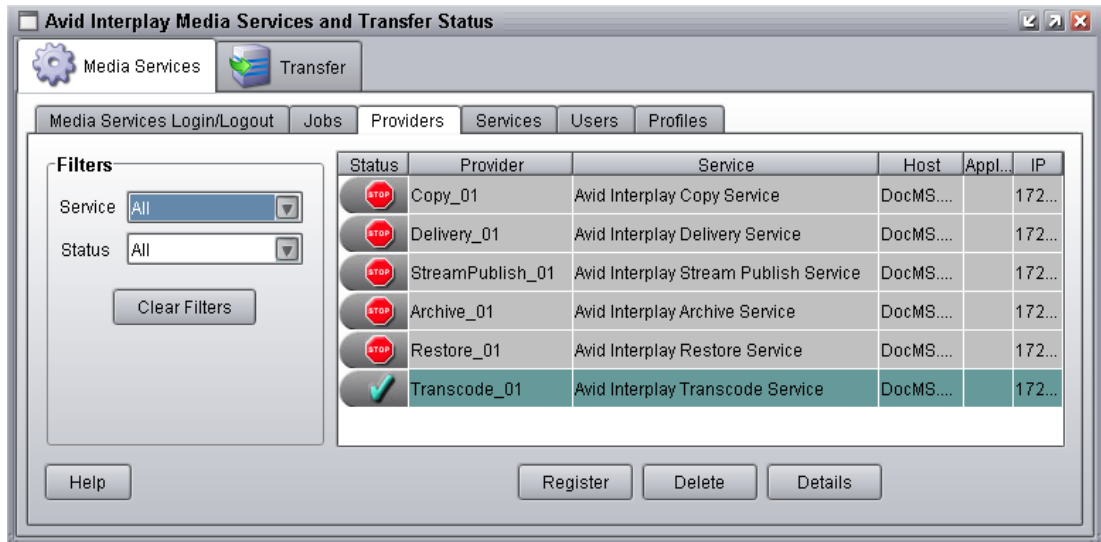


4. Click OK.
5. Click Connect in the service dialog box.

The Transcode Service dialog box now shows that the service is connected and shows the provider you selected to connect to. This example shows Transcode\_01 as the provider.



The Provider page in the Media Services and Transfer Status tool now shows that the service is connected, indicated by a check mark in the Status column.



## Starting the Service Provider

To start the service, you need to start the service provider.



*Auto services, such as Auto Archive, start automatically.*

### To start the service provider:

- ▶ Click Start and select Programs > Avid > Avid Interplay *service*.

Depending on the service settings, one of the following happens:

- Automatically Connect—Yes, the service dialog box opens for the service you selected and is connected to the service.
- Automatically Connect—No, the service dialog box opens for the service you selected and displays Idle. Click the Connect button to connect to the service.

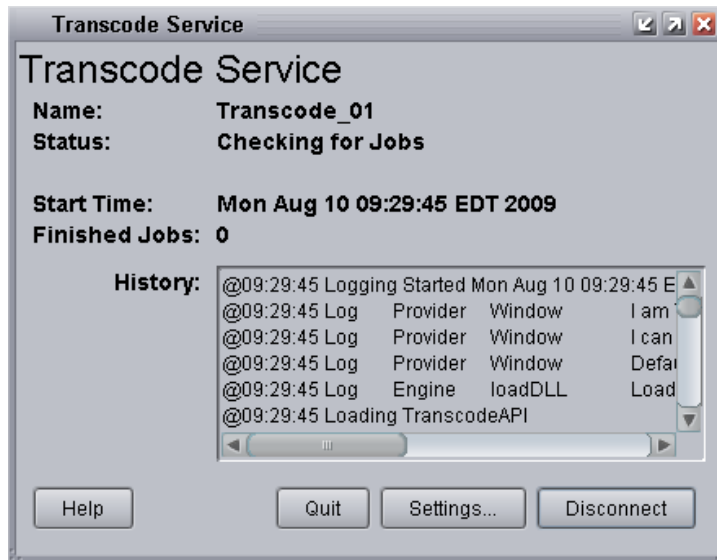


*The service provider dialog box displays the start date and start time of the providers based on the Microsoft® Windows® time.*

After the connection is made, the Status line in the service dialog box reads “Checking for Jobs,” and the History window displays the message “Connection Established.” The Connect button changes to a Disconnect button.



The following example shows the Transcode Service dialog box as connected.



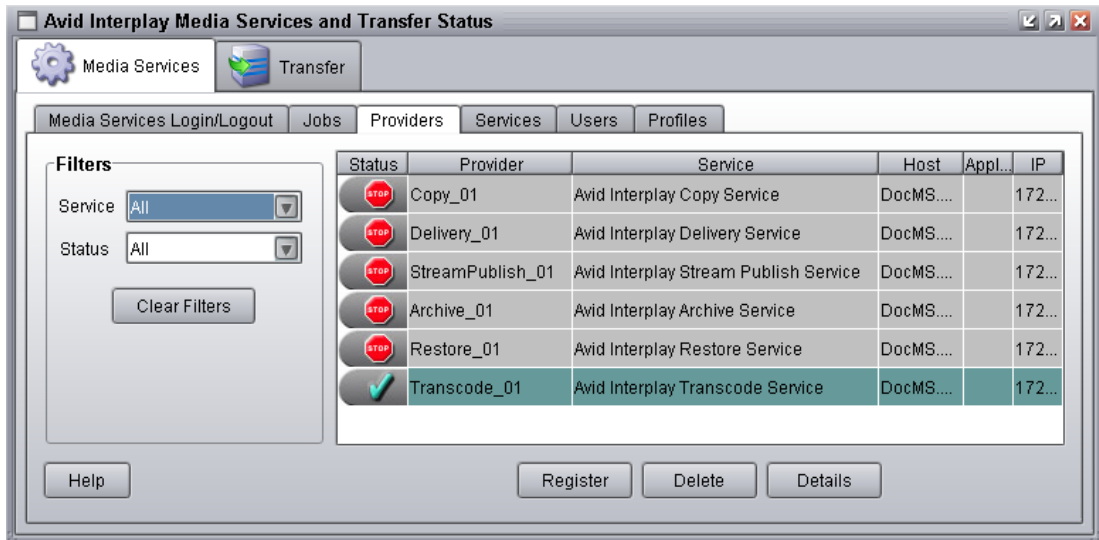
*If the provider cannot connect to the Media Services Engine, the Status line reads “Connection Error.” Ensure the Media Services Engine is running, the service is installed, the provider is properly registered, and then click Connect again.*

## Verifying That a Service Provider Is Connected

**To verify that a service provider is running and connected:**

1. Open the Media Services and Transfer Status tool. See [“Opening the Media Services and Transfer Status Tool”](#) on page 36.
2. Click the Providers tab.

The system displays the status of the Media Services providers. In the following illustration, the Transcode service is connected, indicated by a check mark in the Status column. If the provider is not connected (indicated by a stop sign), see [“Starting the Service Provider” on page 72.](#)



*Auto services, such as Auto Archive, do not appear in this list. Use the Avid Service Framework Configuration window to verify that an Auto service is running. See [“Verifying That the Auto Archive Service is Running” on page 158.](#)*

## Rules for Upgrading a Service and Preserving Profiles

When you are upgrading a Media Services service you need to perform the same procedures as a new installation, such as installing the service description, registering the service provider and connecting the provider to the Media Services Engine. However, before and after you upgrade a service you need to follow a few rules:

- You need to log in with a user account that has administrator privileges.
- You should perform the upgrade of the service during a low usage time or when the Media Services engine is offline.
- You can only install a newer version of an existing service.

- The Media Service Engine only supports one version of a service at a time.
- Make sure the service providers are disconnected, by verifying the Interplay Media Services and Transfer Status tool's Providers page shows Stop in the Status column.



*You do not need to delete the service profiles or unregister the service before performing the upgrade, as was required in versions prior to v2.0. However, if you want to delete a service completely, you need to first delete all the profiles and providers, and then delete the service.*

- During the service upgrade, you cannot cancel the upgrade, however you can continue to work.
- When upgrading any of the Media Services services, all existing profiles are saved. However, because the new version of the service might contain new or modified profile settings, you must review your profiles after the upgrade. New and modified settings are marked with a caution icon in the Parameters area of the profile. These marked settings require you to either set a valid value or leave the text box blank, depending on the requirements for the new or modified profile setting.

For information about the various profile settings, see [“Working with Media Services Profiles” on page 76.](#)



*You can modify multiple profile setting values using the Profiles page. For information, see [“Modifying Multiple Profiles” on page 79.](#)*

- On the Profiles page, after the service is upgraded, a caution icon displays next to any profile settings that were removed in the new version of the service. You need to check each existing profile to make sure it meets your needs. The existing profile retains the older profile settings to provide backward compatibility, however these older settings are not used with the new version of the service.
- On the Profiles page, after the service is upgraded, a caution icon displays next to any profile settings that the values were modified by the new version of the service. You need to check each existing profile to make sure it meets your needs. The existing profile retains the older profile setting values to provide backward compatibility, however these older setting values are not used with the new version of the service.

## 5 Working with Media Services Profiles

The following topics provide information about working with Media Services profiles:

- [Understanding Media Services Profiles](#)
- [Creating a Service Provider Profile](#)
- [Modifying Multiple Profiles](#)
- [Modifying Changed or New Options in a Profile](#)

### Understanding Media Services Profiles

Profiles let you set up templates to use when performing an operation. For example, you can create a profile to use with the Interplay Transcode service. When you select the profile, the Transcode service automatically performs the transcode operation using the specified target resolution, stores the new media on the specified workspace, and stores the new asset in the designated target folder, as defined in the profile.

Profiles are required if you request a service from an Avid editing application. If you request a service from Interplay Access, some services require a profile, and others provide the option of using a profile or setting the parameters for the current operation.

You can update the values set in multiple profiles at the same time by using the Multiple Profile Select mode. To use this mode, the profiles must be of the same type. For example, you can select multiple Transcode service profiles and then change the Workspace value to update the values in all the selected Transcode service profiles. For more information, see [“Modifying Multiple Profiles”](#) on page 79.

Before you upgrade a service you can preserve existing profiles by following the rules listed in [“Rules for Upgrading a Service and Preserving Profiles”](#) on page 74.

This chapter provides an example of how to create a profile. For specific procedures to create profiles for the various services, see the references in the following table.

Service name	Documentation
Interplay Transcode Service	<a href="#">“Creating an Interplay Transcode Service Profile” on page 89</a>
Interplay Archive Service Interplay Restore Service	<a href="#">“Creating an Interplay Archive or Interplay Restore Profile” on page 141</a>
Interplay Copy Service	<a href="#">“Using an Interplay Copy Service Profile” on page 196</a>
Interplay Move Service	<a href="#">“Creating a Avid Interplay Move Service Profile” on page 239</a>
Interplay Stream Publish Provider	<b>(Not applicable to Interplay v2.4 or later)</b> <a href="#">“Creating a Stream Publish Service Profile” on page 339</a>
Interplay Delivery Provider	<a href="#">“Creating an Avid Interplay Delivery Profile” on page 255</a>



*You do not need to create a Media Services profile for the STP Encode service. The service requests profile information directly from the Transfer Engine during the STP Encode workflow.*

If a profile includes a target workspace on an ISIS system that is configured in a multiple ISIS workgroup, and the workspace is on a remote ISIS system, the workspace path must include the hostname of the ISIS System Director and the name of the workspace, in the standard UNC format:

*\\hostname\workspace\_name*

For more information, see “Workgroups with Multiple ISIS Systems” in the *Avid Interplay Software Installation and Configuration Guide*.

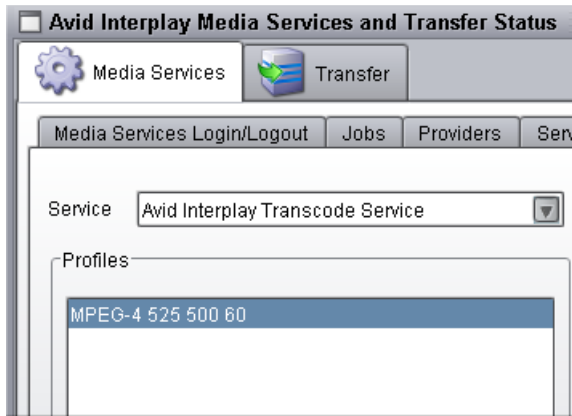
## Creating a Service Provider Profile

This section gives an example of how to create a service provider profile. It uses the Transcode service as an example.

### To create a profile:

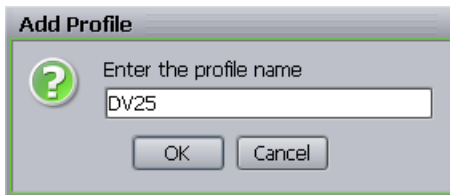
1. Open the Media Services and Transfer Status tool. For more information, see [“Opening the Media Services and Transfer Status Tool” on page 36](#).
2. Click the Profiles tab.

3. In the Service menu, select a service, for example, Avid Interplay Transcode Service.



4. Click Add in the Profiles area.

The Add Profile dialog box opens.

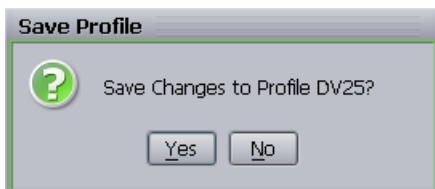


5. Type a descriptive name for the new profile in the Add Profile dialog box. This is the name that users see when they right-click an asset and select a service, for example Transcode.
6. Click OK.

The name appears in the Profiles list and an empty template appears in the Parameters area.

7. In the Parameters area, set a value for each option as needed.
8. Click Save in the Parameters area.

The Save Profile dialog box opens.



9. Click Yes to save your changes.

You can define several operations under one main profile name. For example, you can add subjobs to transcode several resolutions using one profile. The system processes each subjob in turn.

**To add subjobs:**

- ▶ Click Add in the Sub Jobs area.

## Modifying Multiple Profiles

From the Profiles page of the Avid Interplay Media Services and Transfer Status tool, you can select multiple profiles to batch modify option values at the same time. When you select more than one profile in the Profiles list, the Parameters area changes to multi-select mode with the title “Parameters for All Selected Profiles.”

For example, you can select several Transcode profiles, and then change the Workspace value once in the parameters area for all the selected profiles.

This feature is useful after you upgrade a service provider and you need to modify your existing profiles to correct any values that are not supported with the new version of the service provider. In the Parameters area of the profile, a caution icon indicates which profile settings require attention. This feature is also useful for setting the parameters of multiple profiles after installing a new Media Services service.



**To modify multiple profiles at the same time:**

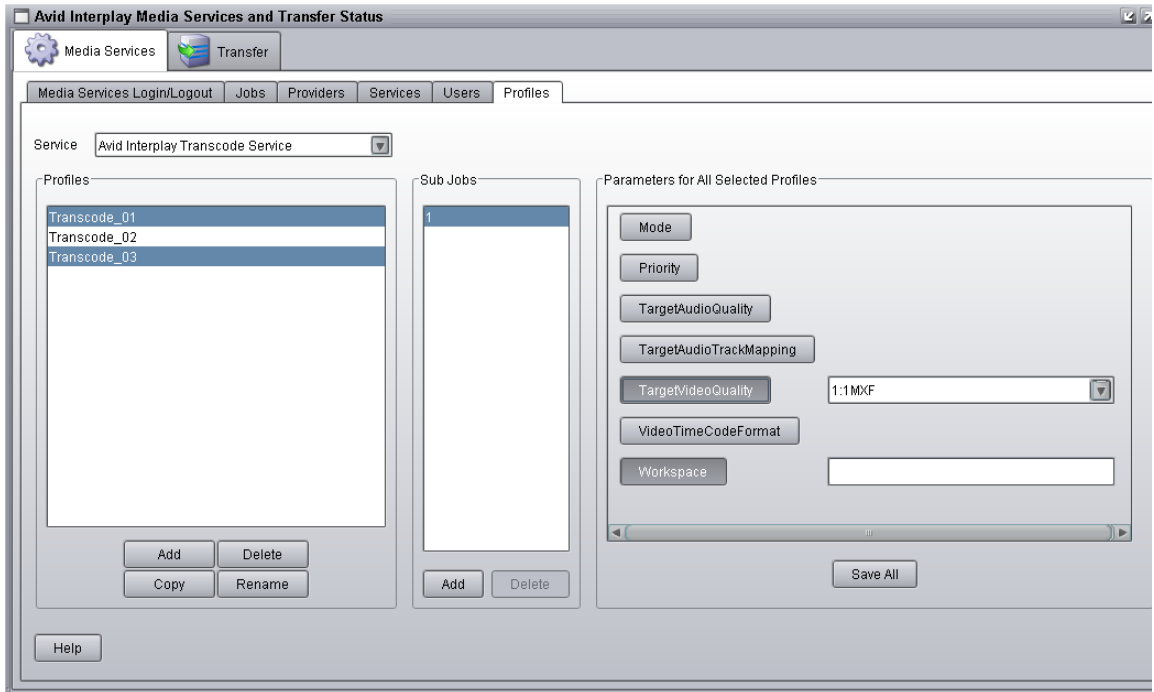
1. Open and log in to the Media Services and Transfer Status tool:
  - ▶ From the Avid Interplay Media Services window, click Admin Tool.
  - ▶ From the Avid Interplay Administrator, in the Site Settings area, click the Interplay Media Services icon.



*When you open the Media Services and Transfer Status tool from the Avid Interplay Administrator, the name is “Interplay Media Services.”*

2. Click the Profiles tab.
3. In the Service menu, select a service. For example, Avid Interplay Transcode Service.

- In the Profiles list, select all the profiles you want to batch modify the setting values.  
The Parameters for All Selected Profiles displays in the parameters area.



- In the Parameters for All Selected Profiles area, click the option with the value you want to change.  
The option's value field displays.
- Type or select a new value for the option.
- Click Save All.  
Only the options displaying their value field are updated for all of the selected profiles.



## Modifying Changed or New Options in a Profile

If you upgrade a service provider, you might need to modify your existing profiles to correct any values that are not supported with the new version of the service provider, or to add a value for a new option. In the Parameters area of the profile, a caution icon indicates which profile settings require attention.



### To remove the Caution icon for a new profile value:

- ▶ Make any change to the option value.  
In some cases, you might need to enable and then disable an option to remove the icon.

## 6

# Working with the Transcode Service

The following topics provide information about working with the Transcode service:

- [Understanding the Transcode Service](#)
- [Check List for Transcoding Assets](#)
- [Registering the Transcode Service with the Media Services Engine](#)
- [Connecting the Transcode Provider to the Media Services Engine](#)
- [Starting the Transcode Provider](#)
- [Creating an Interplay Transcode Service Profile](#)
- [Understanding the Transcode Services Modes](#)
- [Transcoding an Asset from Avid Interplay Access](#)
- [Understanding CROSSRATE Mode](#)
- [Transcoding an Asset from an Avid Editing Application](#)
- [Transcoding OMF Clips](#)
- [Working with an Auto Transcode Folder](#)
- [Stereoscopic 3D Support in Interplay Transcode](#)

## Understanding the Transcode Service

Transcoding Avid assets from one resolution to another resolution is available with the Avid Interplay Transcode service and Avid Interplay Auto Transcode service. For example, you can use the Avid Interplay Transcode service to create a low-resolution version of a sequence or master clip. You can also use the Interplay Transcode process to mix down the video and audio tracks during the transcode.

If you are using the Transcode service to transcode a clip with multiple resolutions, the Transcode service relinks to the Highest Quality resolution and then performs the transcode. The Highest Quality resolution is determined by the Dynamic Relink feature of the Avid editing system. For more information, see “Using MultiRez and Dynamic Relink” in the Interplay Help or in the documentation for your Avid editing application.

Before you can use the Transcode service, you need to check that the Transcode service is installed and connected. For a list of the steps to prepare for transcoding, see [“Check List for Transcoding Assets” on page 83](#).

Interplay Transcode v3.0 and later is qualified to run as multiple instances on the same server. Up to four providers are supported, depending on the total amount of CPU used. For more information, see “Installing Multiple Transcode Providers on the Same Server” in the *Avid Interplay Software Installation and Configuration Guide*.



*When accessing an Interplay Transcode system remotely, you should use the Microsoft Windows Remote Desktop Connect command instead of VNC. The Remote Desktop Connect feature requires setup on the Interplay Transcode system. For information, see the Microsoft Windows documentation.*

## Check List for Transcoding Assets

For the transcode process, the following table provides a check list of steps for installing and configuring the Interplay Media Services system in an Avid shared-storage environment, and configuring an Avid editing system. The check list also provides references where to find more information about each step.


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### Transcoding Assets Check List

Task	Section Reference
<input type="checkbox"/> Check your configuration.	See <a href="#">“Configuration Requirements” on page 24</a> .
<input type="checkbox"/> Make sure the Interplay Media Services application key is connected to a USB port. If a Transcode provider is not running on the Interplay Media Services server, you must also connect an application key to a USB port on the server running the Transcode provider.	

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**Transcoding Assets Check List (Continued)**

Task	Section Reference
<input type="checkbox"/> Make sure the Interplay Media Services Engine software and the supporting software are installed and configured in the workgroup. <ul style="list-style-type: none"> <li>• Avid Service Framework for Client</li> <li>• Avid Interplay Access</li> <li>• Avid Interplay Media Services</li> <li>• Avid Interplay Transcode service (install this on each server used as a provider)</li> </ul>	See <i>Avid Interplay Software Installation and Configuration Guide</i> and “ <a href="#">Interplay Media Services Engine Installation and Configuration</a> ” on page 27.
 <i>Starting with version 2.6, the Interplay Transcode service and the STP Encode service require you to choose during installation how ISIS workspaces are mounted: by drive letter or by UNC path. For multiple ISIS workgroups, select UNC paths if the number of workspaces required for the client exceeds the available drive letters. Mount the workspaces before you start the service.</i>	
<input type="checkbox"/> (Option) Install the Interplay Auto Media Services service, which includes the Interplay Auto Transcode software.	See “ <a href="#">Preparing the Workgroup for Auto Transcode</a> ” on page 114.
<input type="checkbox"/> Make sure the Interplay Transcode service is registered.	See “ <a href="#">Registering the Transcode Service with the Media Services Engine</a> ” on page 85.
<input type="checkbox"/> Connect the Interplay Transcode service provider to the Media Service Engine.	See “ <a href="#">Connecting the Transcode Provider to the Media Services Engine</a> ” on page 85.
<input type="checkbox"/> Mount workspaces by drive letter or UNC path, depending on how you installed Interplay Transcode.	See “ <a href="#">Mounting Workspaces for Interplay Transcode and Other Media Services</a> ” on page 26.
<input type="checkbox"/> Start the Interplay Transcode service provider.	See “ <a href="#">Starting the Transcode Provider</a> ” on page 88.
<input type="checkbox"/> Verify the Interplay Transcode service is connected.	See “ <a href="#">Verifying That a Service Provider Is Connected</a> ” on page 73.
<input type="checkbox"/> (Option) Create a Interplay Transcode profile.	See “ <a href="#">Creating an Interplay Transcode Service Profile</a> ” on page 89.
<input type="checkbox"/> Perform a transcode using Interplay Access.	See “ <a href="#">Transcoding an Asset from Avid Interplay Access</a> ” on page 108.
<input type="checkbox"/> Perform a transcode using an Avid editing system.	See “ <a href="#">Transcoding an Asset from an Avid Editing Application</a> ” on page 110.

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*You do not use the Media Services Engine to configure the Auto Archive, Auto Transcode, and Auto Copy services. Instead, use the Avid Interplay Administrator and the Avid Service Framework services. For more information, see “[Configuring the Auto Transcode Service](#)” on [page 115](#).*

## Registering the Transcode Service with the Media Services Engine

After installing the Transcode provider software, you need to make sure that the current Transcode service is registered with the Media Services Engine. The service should be listed on the Services tab of the Media Services and Transfer Status tool. Registration is automatic but takes place only after you restart the Media Services Engine. See “[Registering Services](#)” on [page 61](#).

## Connecting the Transcode Provider to the Media Services Engine

After making sure the service is registered, register the provider by connecting to the Media Services Engine.



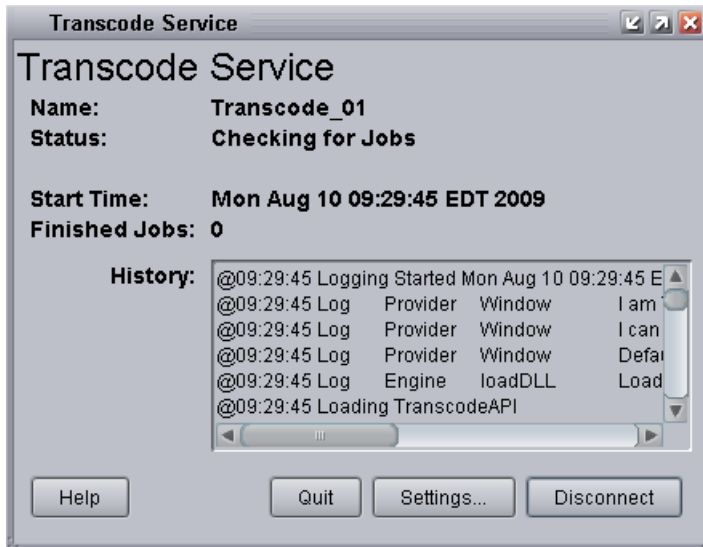
*If you try to connect to the Media Services Engine before the latest service is registered, the Status line in the Transcode Service dialog box reads:  
`Error From Broker! UNKNOWN_SERVICE`.*

If necessary, you can manually register the provider. See “[Registering a Provider Manually](#)” on [page 67](#).

**To connect the Transcode provider to the Media Services Engine:**

1. Click Start and select Programs > Avid > Avid Interplay Transcode.

The Transcode Service dialog box opens.

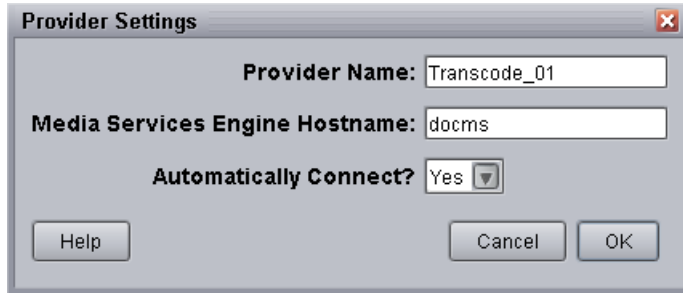


2. Click Settings.

The Provider Settings dialog box opens.

3. Do the following:
  - a. **Provider Name** — A default name for the provider is automatically supplied (see [“Registering a Provider” on page 66](#)). Accept the default name or type a new name. In this example, the name is Transcode\_01.
  - b. **Media Services Engine Host Name** — Type the name of the system running the Media Services Engine application.
  - c. **Automatically Connect** — Select Yes to automatically connect the provider to the Media Services Engine when the application starts. To prevent automatic connection, select No.

The following illustration shows the Provider Settings dialog box with the values filled in for the Transcode provider.

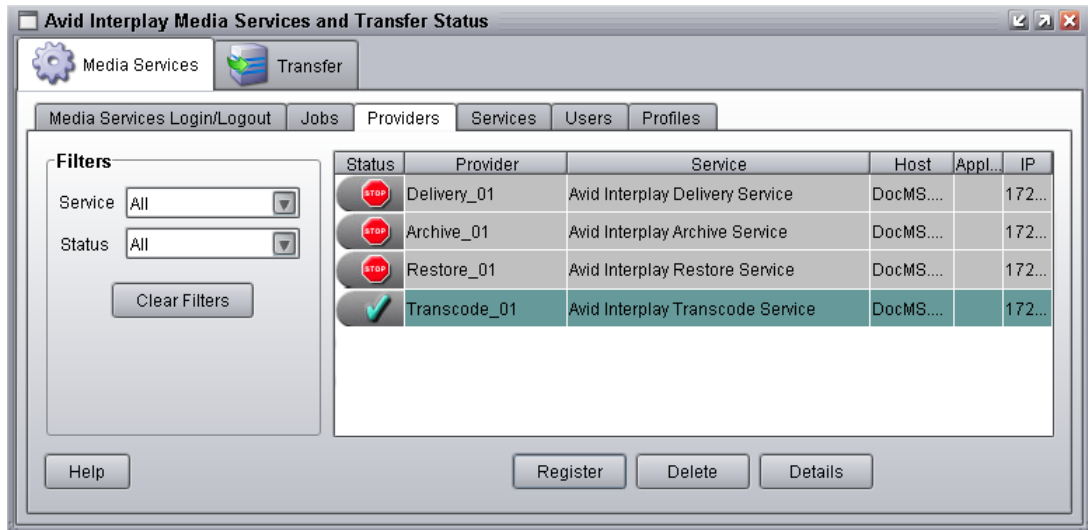


4. Click OK.
5. Click Connect in the Service window.

The Transcode Service dialog box now shows that the service is connected and shows the name of the provider you connected.



The Provider page in the Media Services and Transfer Status tool now shows that the service is connected, indicated by a check mark in the Status column.



## Starting the Transcode Provider

Make sure you have mounted at least one drive before you start the provider. See [“Mounting Workspaces for Interplay Transcode and Other Media Services”](#) on page 26.

### To start the Transcode provider:

1. Click Start and select Programs > Avid > Avid Interplay Transcode.

Depending on the service settings, one of the following happens:

- Automatically Connect—Yes, the service dialog box opens for the service you selected and is connected to the service.
- Automatically Connect—No, the service dialog box opens for the service you selected and displays Idle. Click the Connect button to connect to the service.

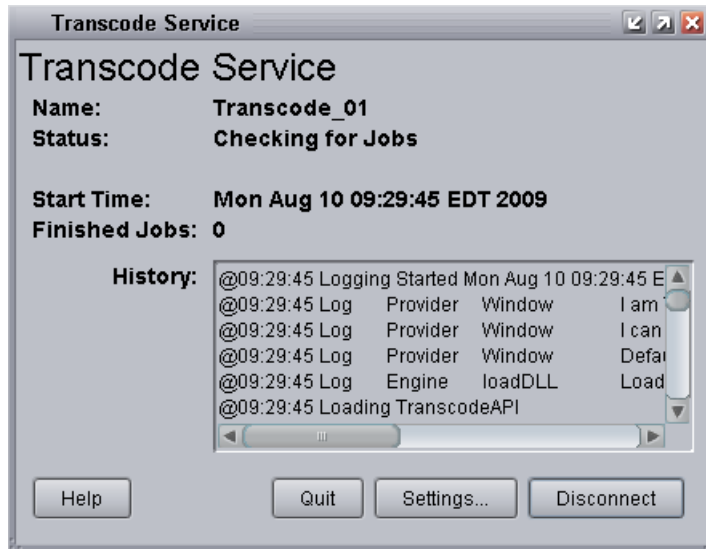


*The service provider dialog box displays the start date and start time of the providers based on the Microsoft Windows time.*

After the connection is made, the Status line in the service dialog box reads “Checking for Jobs,” and the History window displays the message “Connection Established.” The Connect button changes to a Disconnect button.



The following example shows the Transcode Service dialog box as connected.



*If the provider cannot connect to the Media Services Engine, the Status line reads “Connection Error.” Ensure the Media Services Engine is running, the service is registered, the provider is registered, and then click Connect again.*

## Creating an Interplay Transcode Service Profile

You must create a profile to use when performing a Transcode or an Auto Transcode operation. You select a Transcode profile after selecting an asset in Interplay Access or in an Avid editing application.

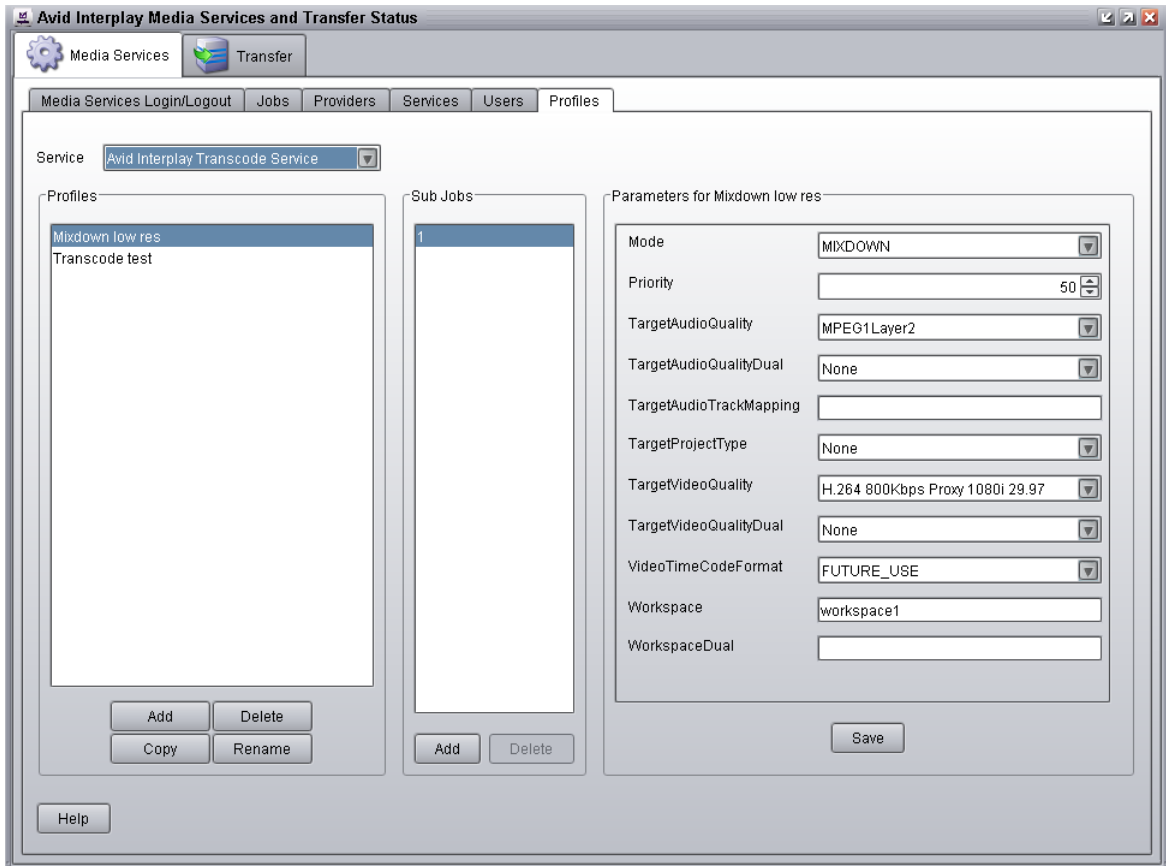
Transcode profiles let you define the following:

- The portion of the Avid asset that is transcoded
- Job priority
- Resolution and format
- Workspace for the media files

### To create a transcode profile:

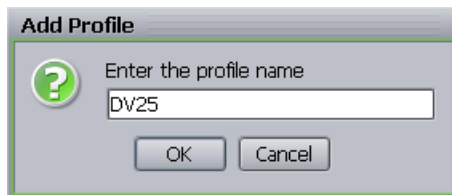
1. Open and log in to the Media Services and Transfer Status tool as described in [“Opening the Media Services and Transfer Status Tool” on page 36](#).
2. Click the Profiles tab.

3. In the Service menu, select Avid Interplay Transcode Service.



4. Click Add in the Profiles area.

The Add Profile dialog box opens.



5. Type a descriptive name for the new profile in the Add Profile dialog box. This is the name that users see when they right-click an asset and select Transcode.

## 6. Click OK.

The name appears in the Profiles list and an empty template appears in the Parameters area.

## 7. In the Parameters area, select a Mode as follows:

- WHOLE: Transcodes the entire clip.
- CONSOLIDATE: Transcodes only the portion of a clip used to create a subclip or portions of clips used to create a sequence.
- MIXDOWN: Transcodes and mixes down the video and audio to create one master clip.
- DUALMIXDOWN — Transcodes the selected asset twice to create a single master clip with two resolutions associated with it.
- CROSSRATE — Creates a master clip in a project format different from the project format of the original clip.

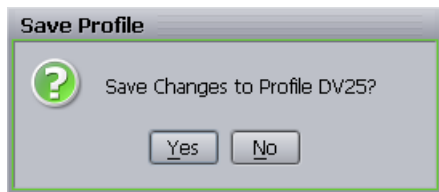
For more information, see [“Understanding the Transcode Services Modes” on page 100](#).

## 8. In the Parameters area, define the other values you want in the profile for the selected mode.

See [“Transcode Profile Parameters” on page 92](#).

## 9. Click Save in the Parameters area.

The Save Profile dialog box opens.



## 10. Click Yes to save your changes.

You can define several transcode operations under one main profile name. For example, you can add subjobs to transcode several resolutions using one profile. The system processes each subjob in turn.

**To add subjobs:**

- ▶ Click Add in the Sub Jobs area.

## Transcode Profile Parameters

All transcode profile parameters are displayed for any mode that you select, but some parameters are applicable only to particular modes. The following table describes all parameters with notes about specific modes.



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### Transcode Profile Settings

Parameter	Description
Mode	<ul style="list-style-type: none"> <li>• <b>WHOLE</b>: Transcodes the entire clip. See <a href="#">“Understanding the Transcode Services Modes” on page 100</a>.</li> <li>• <b>CONSOLIDATE</b>: Transcodes only the portion of a clip used to create a subclip or portions of clips used to create a sequence. See <a href="#">“Understanding the Transcode Services Modes” on page 100</a>.</li> <li>• <b>MIXDOWN</b>: Transcodes and mixes down the video and audio of a sequence to create one master clip. See <a href="#">“Understanding MIXDOWN Mode” on page 101</a>.</li> <li>• <b>DUALMIXDOWN</b>: Transcodes and mixes down the video and audio of a sequence to create a one master clip with two resolutions associated with it. See <a href="#">“Understanding DUALMIXDOWN Mode” on page 103</a>.</li> <li>• <b>CROSSRATE</b>: Creates a master clip in a project format different from the project format of the original clip. See <a href="#">“Understanding CROSSRATE Mode” on page 106</a>.</li> </ul>
Priority	<p>Select a priority. This value allows you to assign job priorities to different profiles. Priority numbers range from 1 (highest priority) through 100 (lowest priority). The default priority number assigned to each job is 50.</p>
TargetAudioQuality	<p>Select an audio resolution for the transcode or select None.</p> <ul style="list-style-type: none"> <li>• <b>None</b> (MIXDOWN or DUALMIXDOWN mode only) The mixed-down clip does not include the audio tracks. For example, if you select None from the TargetAudioQuality menu, then the audio tracks are not mixed down during the Interplay Transcode operation.</li> <li>• <b>MPEG1 Layer 2</b>: Digital audio compressed to the MPEG1 Layer 2 specification at 96 Kb/s.</li> <li>• <b>Uncompressed PCM</b>: 16-bit 48-kHz digital audio</li> <li>• <b>Uncompressed PCM 24-bit</b>: 24-bit 48-kHz digital audio</li> </ul>

---

**Transcode Profile Settings (Continued)**

Parameter	Description
TargetAudioQualityDual	<p>(DUALMIXDOWN mode only) Select an audio resolution for the second transcode.</p> <ul style="list-style-type: none"> <li>• None</li> </ul> <p>The mixed-down clip does not include the audio tracks. For example, if you select None from the TargetAudioQualityDual menu, then the audio tracks are not mixed down during the Interplay Transcode operation.</p> <ul style="list-style-type: none"> <li>• MPEG1 Layer 2 - digital audio compressed to the MPEG1 Layer 2 specification at 96 Kb/s.</li> <li>• Uncompressed PCM: 16-bit 48-kHz digital audio</li> <li>• Uncompressed PCM 24-bit: 24-bit 48-kHz digital audio</li> </ul> <p> <i>If you select a dual target, you should also select a primary target.</i></p> <p>This parameter is ignored for other Transcode modes.</p>
TargetAudioTrackMapping	<p>(MIXDOWN or DUALMIXDOWN mode only) Lets you identify the mapping of source audio tracks to the output (target) audio tracks. See <a href="#">“Mapping Audio Tracks in MIXDOWN, DUALMIXDOWN, and CROSSRATE Modes” on page 94</a>. This parameter is ignored for other Transcode modes.</p>
TargetProjectType	<p>(CROSSRATE mode only) Select the project type to which you want to transcode. See <a href="#">“Understanding CROSSRATE Mode” on page 106</a>. Select None if you do not want to transcode to a different project type. This parameter is ignored for other Transcode modes.</p>
TargetVideoQuality	<p>Select a video resolution for the transcode. Select None if you do not want the transcoded clip to include a video track.</p>
TargetVideoQualityDual	<p>(DUALMIXDOWN mode only) Select a video resolution for the second transcode. Select None if you do not want the transcoded clip to include a video track.</p> <p>This parameter is ignored for other Transcode modes.</p>
VideoTimeCodeFormat	<p> <i>If you select a dual target, you should also select a primary target.</i></p> <p>Not used - for future use.</p>

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**Transcode Profile Settings (Continued)**

Parameter	Description
Workspace	<p>Type the name of the Avid shared-storage workspace that will hold the new media files.</p> <p>If the workspace is part of a multiple-ISIS workgroup: Existing profiles will work correctly with the workspaces as currently defined, but new or edited profiles that specify a workspace on a remote ISIS system must include the hostname of the ISIS System Director.</p> <p><i>\\hostname\workspace_name</i></p>
WorkspaceDual	<p>(DUALMIXDOWN mode only) Type the name of a second Avid shared-storage workspace that will hold the new media files. See <a href="#">“Understanding DUALMIXDOWN Mode with Two Workspaces”</a> on page 104.</p> <p>This parameter is ignored for other Transcode modes.</p>

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## Mapping Audio Tracks in MIXDOWN, DUALMIXDOWN, and CROSSRATE Modes

When you create a Avid Interplay Transcode profile for mixing down the source audio (in MIXDOWN, DUALMIXDOWN, and CROSSRATE modes), you can also specify how the source audio tracks map to the target audio tracks. The TargetAudioTrackMapping text box lets you identify the source audio tracks and how you want them mapped to the target audio tracks.


Use the following rules in the TargetAudioTrackMapping text box:

*AudioMode*[*S or A*]*TargetAudioTrack=SourceAudioTrack+SourceAudioTrack;*

For example, **S1=1+2;** performs a stereo mapping of the source audio track 1 to the target audio track 1 and the source audio track 2 to the target audio track 2.

If you leave the TargetAudioTrackMapping text box blank, then the default audio track mapping is used: **S1=0;** which is stereo mode with all source audio tracks mapping to target audio tracks 1 and 2.

You can enter a series of output (target) track mapping specifications. The following table explains the specifications:

<b>TargetAudioTrackMapping Text Box</b>	<b>Rule</b>
<i>AudioMode</i>	<p>Type S for stereo mode that uses two target audio tracks and applies balancing.</p> <p>Type A for mono mode that uses one target audio track and does not include balancing.</p> <p>Type O to specify surround sound 5.1</p> <p>Type Q to specify surround sound 7.1. For more information, see <a href="#">“Support for Surround Sound Audio Tracks”</a> on page 98.</p> <p> <i>The letters S, A, O, and Q are not case sensitive.</i></p>
<i>TargetAudioTrack</i>	<p>Type the target audio track number.</p> <ul style="list-style-type: none"> <li>For stereo mode the target audio track must be an odd number. The second stereo target audio track is automatically set using the number you type +1. For example, if you type S1 then the target audio tracks are audio track 1 and audio track 2.</li> </ul>
=	<p>You must type an equal sign after the Target Audio Track before specifying the source audio tracks.</p>
<i>SourceAudioTrack</i>	<p>Type a source audio track number.</p> <ul style="list-style-type: none"> <li>Type a specific source audio track number or a series of track numbers separated by a + (plus sign).</li> <li>Type 0 to include all available source audio tracks.</li> <li>Type -1 to include all odd numbered source audio tracks.</li> <li>Type -2 to include all even numbered source audio tracks.</li> </ul>
;	<p>You must type a ; (semicolon) as a terminator after the source audio track numbers.</p>

The following table provides some common uses of the audio track mapping process.

<b>TargetAudioTrackMapping Text Box</b>	<b>Explanation</b>
A0=0;	Mono mode, all available source audio tracks are mapped to equal number of target audio tracks, such as source audio track 1 maps to target audio track 1, source audio track 2 maps to target audio track 2, and so on.
A1=0;	Mono mode, all available source audio tracks are mapped to target audio track 1.
A1=-1;	Mono mode, all available odd numbered source audio tracks are mapped to target audio track 1.
A2=-2;	Mono mode, all available even numbered source audio tracks are mapped to target audio track 2.
S1=0;	Stereo mode, all available source audio tracks are mapped to target audio track 1 and target audio track 2. This is the default result if the text box is left blank.

The following table provides an example of using audio track mapping with multi-language source clips.

<b>Source Audio Tracks</b>	<b>TargetAudioTrackMapping text box</b>	<b>Results</b>
Track 1 and 2 - music	S1=1+2+3+4;	Stereo mode
Track 3 and 4 - English voice over		<ul style="list-style-type: none"> <li>source audio track 1 is mapped to target audio tracks 1 (music odd track)</li> </ul>
Track 5 and 6 - French voice over		<ul style="list-style-type: none"> <li>source audio track 2 is mapped to target audio tracks 2 (music even track)</li> <li>source audio track 3 is mapped to target audio target track 1 (English odd track)</li> <li>source audio track 4 is mapped to target audio track 2 (English even track)</li> </ul>



Source Audio Tracks	TargetAudioTrackMapping text box	Results
	S3=1+2+5+6;	<p>Stereo mode</p> <ul style="list-style-type: none"> <li>• source audio track 1 is mapped to target audio track 3 (music odd track)</li> <li>• source audio track 2 is mapped to target audio track 4 (music even track)</li> <li>• source audio track 5 is mapped to target audio track 3 (French odd track)</li> <li>• source audio track 6 is mapped to target audio track 4 (French even track)</li> </ul>

**Override for default panning in Transcode mixdowns:** The default audio panning behavior for stereo mixdowns is center pan. This has been the behavior since Interplay v2.5 and matches the behavior of Avid editing applications. (Previously the default panning was odd tracks left and even tracks right.)

You can override this default to pan all odd tracks left and all even tracks right. To use this override, enter P0=0; in a profile's TargetAudioTrackMapping text box, followed by the desired track mapping. For example, to pan all odd tracks stereo left and all even tracks stereo right, enter P0=0;S1=0;



*If you enter only P0=0; the following error message is displayed: “No output track descriptors found.”*

## Mapping Multichannel Audio Tracks in MIXDOWN, DUALMIXDOWN, and CROSSRATE Modes

Avid editing applications let users create and work with multichannel audio tracks. For example, for a clip, you can combine audio tracks A1 and A2 into a single stereo track. The Interplay Transcode Mixdown option (in MIXDOWN, DUALMIXDOWN, and CROSSRATE modes) lets you specify how stereo tracks map to target audio tracks.

For example, you might want to transcode and mixdown a sequence that includes two tracks (A1 and A2), each of which is a stereo pair.

V1	Clip 1	Clip 2
A1	-----	
A2		-----

If you are using the Transcode Mixdown option, and you want to preserve the two tracks as stereo pairs, use the following mapping:

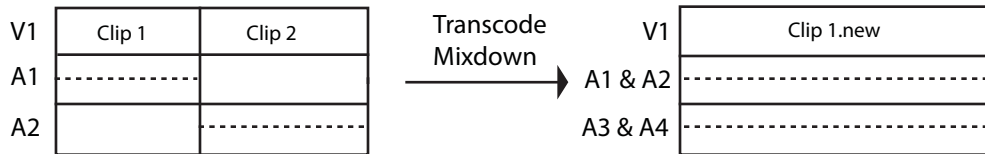
S1 = 1;S3 = 2;

This mapping specifies that:

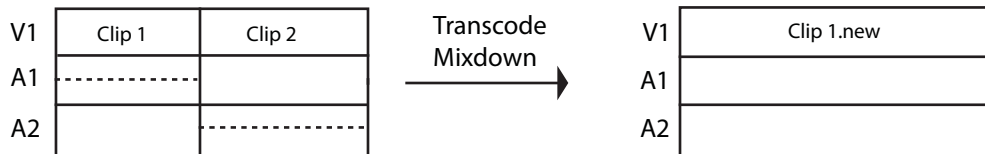
- For stereo output track 1 (S1), use source track 1
- For stereo output track 3 (S3), use source track 2

For stereo mode, the target track must be an odd number, because it represents two stereo tracks.

The transcoded, mixed-down sequence preserves the two tracks as stereo pairs, as shown in the following illustration:



Other mappings will combine the stereo pair to a single track. For example, A0 = 0 will create two mono tracks, as shown in the following illustration.



**If you are using the Transcode Mixdown option with stereo tracks, make sure that your audio track mapping is correct for the output that you want. The Transcode Mixdown service uses the track information as labeled in the sequence, not as labeled in the original master clips.**

## Support for Surround Sound Audio Tracks

Interplay v2.5 supports an end-to-end workflow for clips and sequences that include surround sound audio tracks. Track groups are preserved when you check objects in and out of the Interplay database and process them Interplay Media Services and Interplay Transfer.

If you want to use the Transcode MIXDOWN, DUAL-MIXDOWN, or CROSSRATE mode with surround sound audio, you need to create a profile that includes mapping information in the TargetAudioTrackMapping text box. For information about creating a Transcode profile, see the *Avid Interplay Media Services Setup and Users Guide* or the Avid Interplay Help.

Interplay Media Services v2.5 includes two new letters to use for mapping surround-sound audio:

- Use the letter O to specify surround sound 5.1
- Use the letter Q to specify surround sound 7.1

You use an Avid editing system to configure audio tracks for the surround sound mix. By default, the Avid editing system arranges the surround sound mix as follows. Tracks are relative to the output starting track number.

Track	5:1	7:1
First	Left Front	Left Front
Second	Center	Center
Third	Right Front	Right Front
Fourth	Left Rear	Left Center
Fifth	Right Rear	Right Center
Sixth	Low Frequency	Left Rear
Seventh		Right Rear
Eighth		Low Frequency

For additional information on surround sound, see the What’s New guide for your Avid editing application.

You can create a Transcode profile that specifies which tracks to use in the mixdown. The surround sound mix is preserved in the mixdown. The following table shows several examples of what to type in the TargetAudioTrackMapping text box.

Format	Result
O1=0;	All source tracks are included in a 5.1 mix and are mixed down to tracks 1 through 6.
Q1=0;	All source tracks are included in a 7.1 mix and are mixed down to tracks 1 through 8.

Format	Result
O1=3+4+5+6+7+8;	Tracks 3 through 8 are included in a 5.1 mix and are mixed down to tracks 3 through 8. Use this if there are tracks that are not included in the surround sound mix. In this example tracks 1 and 2 are not included.
Q1=2+3+4+5+6+7+8+9;	Tracks 2 through 9 are included in a 7.1 mix and are mixed down to tracks 2 through 9. Use this if there are tracks that are not included in the surround sound mix. In this example, track 1 is not included.

### Limitation

Interplay Assist cannot play sequences created in an Avid editing system that contain surround sound clips if the Audio Monitoring Mix Mode is set to Direct Out. **Workaround:** Set the Audio Monitoring Mix Mode to Mono or Stereo.



*Interplay Assist can play surround sound clips as Direct Out, and can create and play shotlists that contain surround sound clips.*

## Understanding the Transcode Services Modes

The Transcode profile lets you select various modes to perform different types of transcodes.

- **WHOLE** — The transcode process creates new media for an entire clip. For sequences or subclips, the complete source clips that make up the sequence or subclip are transcoded. All audio tracks and video track V1 are transcoded. Effects are not transcoded. No new clip is created.
- **CONSOLIDATE** — For subclips, the transcode process creates new media only for the portion of the clip that makes up the subclip. For sequences, the transcode process creates new media only for the portion of the clips that are contained in the sequence. This process creates partially online media for the related clips. Relevant portions of all audio tracks and video track V1 are transcoded. Effects are not transcoded. No new clip is created.
- **MIXDOWN** — The transcode process mixes down the audio and video of a sequence to create new media and a new master clip. Profile settings let you control if the audio and video are included in the mixed-down master clip. See [“Understanding MIXDOWN Mode” on page 101](#).

The new master clip is named *clipname,xcode mix,n*, where *n* is the number of Transcode jobs run since the last start of the service (for example, MyClip,xcode mix,2). It is created in the same folder as the source sequence.

- **DUALMIXDOWN** — The transcode process mixes down the audio and video of a sequence to create two sets of new media and a new master clip associated with both sets of media. Profile settings let you control if audio and video are included in the mixed-down master clip and if resolutions are stored in separate workspaces. See [“Understanding DUALMIXDOWN Mode” on page 103](#) and [“Understanding DUALMIXDOWN Mode with Two Workspaces” on page 104](#).

The new master clip is named *clipname,xcode mix,n*, where *n* is the number of Transcode jobs run since the last start of the service (for example, MyClip,xcode mix,2). It is created in the same folder as the source sequence.

- **CROSSRATE** — The transcode process creates new media and a new master clip in a project format different from the project format of the original clip. See [“Understanding CROSSRATE Mode” on page 106](#).

The new master clip is named *clipname,crossrate,n*, where *n* is the number of Transcode jobs run since the last start of the service (for example, MyClip,transcode,3). It is created in the same folder as the source master clip.

## Understanding MIXDOWN Mode

The Interplay Transcode service can mix down the audio and video during the transcode process of sequences. You can set up an Interplay Transcode profile in the Avid Interplay Media Services and Transfer Status window for the type of mixdown you want to perform. Then you can use Interplay Access or an Avid editing system to select the items to transcode and select the profile to use for the transcode and mixdown.

When performing a mixdown the following items are preserved in the mixed-down master clips, if they are available in the original sequence:

- Locators and column property values
- Restrictions on any portion of the sequence
- Headframes are generated if the source sequence contained them

The metadata of the newly created mixed-down master clip contains a reference to the original sequence.

Video mixdown supports all target resolutions available in the TargetVideoQuality list in the Transcode profile tab. Audio mixdown supports all target formats in the TargetAudioQuality list. See [“Creating an Interplay Transcode Service Profile” on page 89](#).

You can set up the Interplay Transcode profile to map the source audio tracks to various target audio tracks. For information about mapping the audio tracks, see [“Mapping Audio Tracks in MIXDOWN, DUALMIXDOWN, and CROSSRATE Modes” on page 94](#).



*An Interplay Transcode profile that is set up for audio mixdown can be used with sequences or clips that do not contain audio. Therefore, you do not need a specific profile for video-only mixdowns. This is also true for video mixdowns: a profile set for video mixdown can be used with sequences that do not contain video. In both cases, the mixdown finishes as expected.*

## **Effects Support**

If the sequence you send to the Transcode Mixdown service contains Avid real-time effects (including RTAS audio effects), the effects are rendered as part of the Transcode Mixdown process.

If the sequence you send to the Transcode Mixdown service includes any of the following effects, you need to render them in your Avid editing application before starting the Transcode Mixdown process:

- Non-real-time effects (blue-dot effects)
- Third-party 3D effects
- AudioSuite plug-in effects
- Third-party audio plug-in effects

If you revise the sequence after transcoding, you might need to render the effects again.

To make sure all effects are transcoded and mixed down correctly, consider rendering all effects before starting the Transcode Mixdown process.

## **Interplay Transcode Mixdown and Avid Editing Mixdown**

The Mixdown mode in the Interplay Transcode service functions differently from the Avid editing application's mixdown features. The following table lists the differences between the Interplay Transcode Mixdown mode and an Avid editing application's mixdown feature.



*When selecting the target audio quality in the profile, Uncompressed PCM is for 16 bits/sample rate.*

	<b>Interplay Transcode Mixdown Mode</b>	<b>Avid Editing Application Mixdown Feature</b>
Mixdown type	Mixes down a sequence to audio only, video only, or can include both audio and video in the mixdown.	Mixes down a sequence to audio only or video only. Cannot mix down both audio and video in the sequence.
Effects	Limited effect support:  Avid real-time effects (including RTAS effects) are supported for rendering. Other audio plug-in effects are not supported for rendering.  Non-real-time effects (blue-dot effects), third-party 3D effects, AudioSuite and third-party audio plug-in effects must be rendered before the mixdown.	Mixdown supports full effects.
Video support	Additional target resolutions are available, including proxy resolutions.	Limited target resolutions, cannot create proxy resolutions.
Audio support	MP2 audio support. You can select 48 kHz sample rate and 16 bits.  PCM audio support. You can select 48 kHz sample rate and 16 or 24 bits.	MP2 audio not supported.  PCM audio support. You can select sample rates (32, 44.1 or 48 kHz) and 16 or 24 bits.

## Understanding DUALMIXDOWN Mode

The Interplay Transcode service uses the DUALMIXDOWN mode to create one master clip with two resolutions. For example, you can use DUALMIXDOWN mode to create a master clip that contains both low-resolution and high-resolution media files of a selected asset. The low-resolution proxy files are available for use while the high-resolution is being generated. You can use profile settings to determine if the video and audio are included in the mixed-down master clip.



*For information about the Interplay Transcode profile settings used for mixing down the audio and video in DUALMIXDOWN mode, see “Transcode Profile Parameters” on page 92.*

Transcoding with DUALMIXDOWN mode is useful in workflows that include streaming playback of assets in Interplay Access.

When performing a dual mixdown the following items are preserved in the mixed-down master clip, if they are available in the original sequence:

- Locators and column property values
- Restrictions on any portion of the sequence
- Headframes are generated if the source sequence contained them

The metadata of the newly created mixed-down master clip contains a reference to the original sequence.

Video mixdown supports all target resolutions available in the TargetVideoQuality lists in the Transcode profile tab. Audio mixdown supports all target formats in the TargetAudioQuality lists. See [“Creating an Interplay Transcode Service Profile” on page 89](#).

You can set up the Interplay Transcode profile to map the source audio tracks to various target audio tracks. For information about mapping the audio tracks, see [“Mapping Audio Tracks in MIXDOWN, DUALMIXDOWN, and CROSSRATE Modes” on page 94](#).



*An Interplay Transcode profile that is set up for audio mixdown can be used with sequences or clips that do not contain audio. Therefore, you do not need a specific profile for video only mixdowns. This is also true for video mixdowns: a profile set for video mixdown can be used with sequences that do not contain video. In both cases, the mixdown finishes as expected.*

## Understanding DUALMIXDOWN Mode with Two Workspaces

If you use the DUALMIXDOWN mode in the Interplay Transcode service to create two resolutions for a single sequence or clip, you can save the media files in two different workspaces. For example, if you mix down a sequence to a low-resolution version and a high-resolution version, you can save the low-resolution media files in one workspace and store the high-resolution media files in another. Using two workspaces can help you manage shared-storage disk space and deletion workflows.



For Interplay v2.4, a Transcode profile now includes an option labeled `WorkspaceDual`. In the following illustration, the result of the Transcode operation will be low-resolution media (MPEG1Layer2 audio and H.264 video) created in workspace `d_ws1` and high-resolution media (Uncompressed PCM and DNxHD 1080) created in workspace `d_ws2`.

Parameters for DualMixdown sample

Mode	DUALMIXDOWN
Priority	50
TargetAudioQuality	MPEG1Layer2
TargetAudioQualityDual	Uncompressed PCM 24 bit
TargetAudioTrackMapping	
TargetVideoQuality	H.264 800Kbps Proxy 1080i 29.97
TargetVideoQualityDual	DNxHD 1080 175-185-220
VideoTimeCodeFormat	FUTURE_USE
Workspace	d_ws1
WorkspaceDual	d_ws2

Save

Note the following:

- The `WorkspaceDual` field is ignored unless the profile mode is set for `DUALMIXDOWN`.
- If the profile mode is set for `DUALMIXDOWN`:
  - If either of the workspace fields is empty, the workspace in the other field will be used to store media for both mixdowns.
  - If the workspace fields are the same, the workspace listed will be used to store media for both mixdowns.
  - If the workspace fields are different and a secondary video or audio target is specified without a corresponding primary target, the following error is displayed in the Details window:
 

“Dual video selected without a primary selected” or “Dual audio selected without a primary selected.”

- If the workspace fields are different and a primary video or audio target is specified without a corresponding secondary target, the mixdown is performed as usual and the media is stored in the primary workspace.
- If there is a problem storing the media in one of the workspaces (for example, the workspace is full), the mixdown job fails.

## Understanding CROSSRATE Mode

You can use the Interplay Transcode service to transcode master clips and subclips from one project type to another, even if the frame rate does not match. Previously, you could use Transcode only for rate-compatible project types, such as NTSC 30i to 1080i/60. Now you can use Transcode for project types that have different frame sizes or rates, such as transcoding a 720p/60 clip to a 1080i/60 clip, or a 25i PAL clip to a 30i NTSC clip.

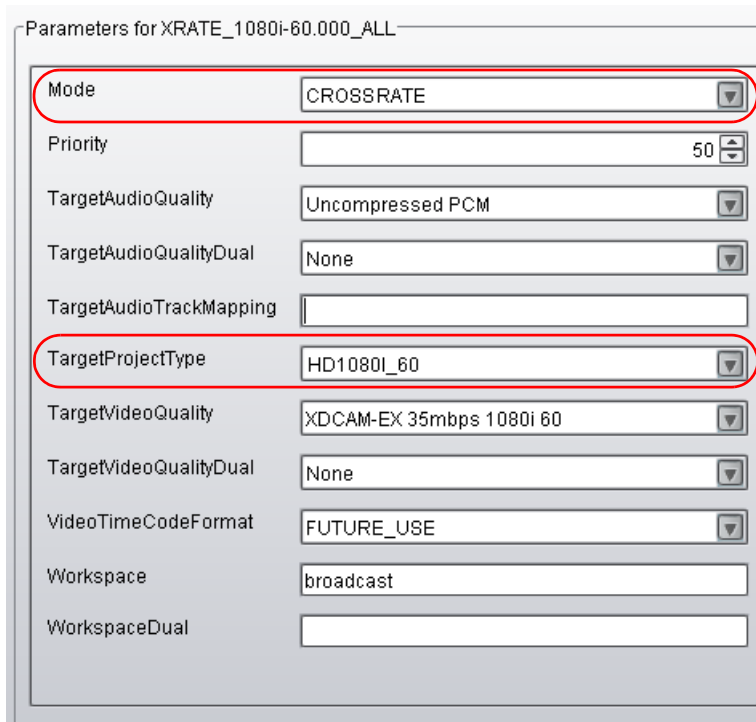
Transcoding a clip from one project type to another creates a new clip and media. Transcoding a subclip creates a new master clip associated only with the media used in the subclip.

For Interplay v2.4, a Transcode profile includes the following new options:

- From the Mode list, select CROSSRATE.
- From the TargetProjectType list, select the project type to which you want to transcode. This parameter is ignored for other Transcode modes.

CROSSRATE mode uses the same audio processing as MIXDOWN mode. By default, a new clip is created with a stereo pair of audio tracks. If you want a different result, specify the audio track mapping in the TargetAudioTrackMapping field of the CROSSRATE profile. For example, A0=0; specifies mono mode in which all available source audio tracks are mapped to an equal number of target audio tracks. For more information, see [“Mapping Audio Tracks in MIXDOWN, DUALMIXDOWN, and CROSSRATE Modes” on page 94](#).

The following illustration shows the new options. The result of a Transcode operation using this profile is a 1080i/60 clip with XDCAM-EX media and uncompressed PCM audio.



The following project types are qualified as targets:

Frame Rate	Project Type
25	PAL 25i, 1080i/50
29.97	NTSC 30i, 1080i/60
23.976	720p/23.976
50	720p/50
59.94	720p/60
23.976	1080p/23.976
24	1080p/24

Note the following:

- You need to install a v2.4 or later service description file (TranscodeService.zip) and Interplay Access v2.4 or later to use the new profile options. See [“Registering a Service Manually” on page 62](#).
- Sequences are not supported for transcoding across project types.
- Ancillary data tracks (D tracks) in source clips are not preserved in transcoded clips.
- Transcoding a clip from one project type to another creates a new clip with the additional text “crossrate.” For example, transcoding a clip named “Clip1” produces a new clip named “Clip1,crossrate,*n*” where *n* is the number of Transcode jobs run since the last start of the service.
- Because transcoding a clip from one project type to another creates a new clip, you cannot dynamically relink the original clip to the media created with the new clip. If you select “Allow Mixed Frame Rate Media” in the Dynamic Relink settings, you can replace the original clip with the new clip.
- Transcoding to two target resolutions is not supported. Any entry in TargetAudioQualityDual or TargetVideoQualityDual is ignored.
- Audio-only clips are not supported for CROSSRATE mode.
- CROSSRATE mode uses the default Motion Adapter settings that are used by Avid editing applications during editing transcode operations.

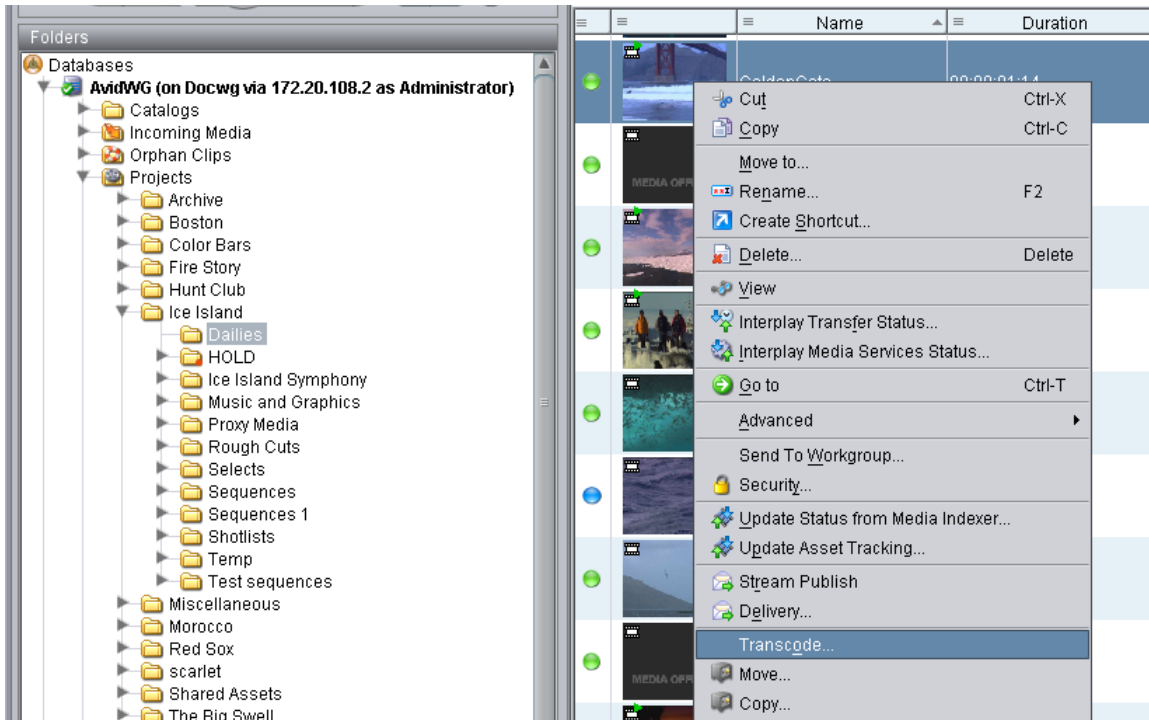
## Transcoding an Asset from Avid Interplay Access

This section describes how to manually transcode an asset. For information on automatically transcoding an asset, see [“Working with an Auto Transcode Folder” on page 114](#).

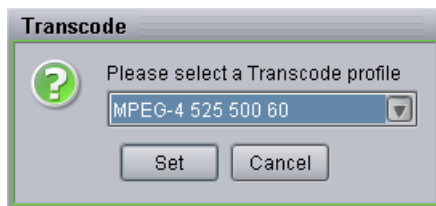
### To transcode an asset from the Avid Interplay Access:

1. Make sure the Media Services Engine and Avid Interplay Transcode service are running.
2. Click Start and select All Programs > Avid > Avid Interplay Access.
3. Locate the asset that you want to transcode.

4. Right-click the asset and select Transcode.



The Transcode dialog box opens.



5. Select a profile from the menu and click Set.

The system performs the transcode operation.

6. (Option) To view the progress of the Transcode job, select View > Interplay Media Services Status.

After the transcode is complete, the new resolution comes online on the asset selected for transcoding.



*If media is already available in the target resolution, the Interplay Transcode job displays a warning (green with a question mark icon) in the Media Services and Transfer Status Tool.*

## Transcoding an Asset from an Avid Editing Application

To transcode an asset from an Avid editing application, first connect to the Media Services Engine, then perform the transcode.

### To connect to the Media Services Engine:

1. In the Avid editing application, select Media Services from the Settings list.

The Media Services Settings dialog box opens.

2. Fill in the following sections:

- Select the “Media Services are Available” option.
- Broker — Type the computer name of the system running the Media Services Engine.
- Type your user name and password. This user name can be one set up explicitly in Media Services Engine by the Media Services administrator. It can also be any valid Avid Interplay user name. For example, you can use the same user name and password that you use to connect to the Interplay Window.
- Shared Storage — Leave this field blank. This setting is no longer used
- Email address — You can use this option if your Media Services Engine is set up for e-mail notification. See [“Configuring the Media Services Engine” on page 31](#)

3. Click OK.

**To transcode a clip or sequence:**

1. Make sure the Media Services Engine and Avid Interplay Transcode service are running.
2. Select the clip or sequence in the bin or select the asset in the Interplay Window.
3. Select File > Avid Interplay Media Services > Transcode Services > *profile name*, where *profile name* is a profile set up on the Media Services Engine Transcode service.

The system performs the transcode operation according to the rules in the profile that you select. See [“Creating an Interplay Transcode Service Profile” on page 89](#).

4. (Option) If you have the Avid Interplay Access application installed on your system, start the application and select View > Avid Interplay Media Services Status to view the job progress. If you have the standalone Media Services and Transfer Status tool installed, click Start and select Programs > Avid > Avid Media Services and Transfer Status.



*If media is already available in the target resolution, the Interplay Transcode job displays a warning (green with a question mark icon) in the Media Services and Transfer Status Tool.*

## Transcoding OMF Clips

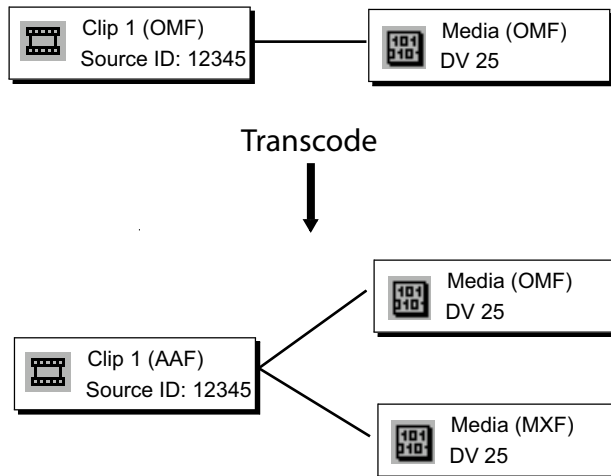
You can use the Interplay Transcode service to transcode OMF clips to AAF/MXF clips while maintaining the same resolution or by transcoding them to a different resolution.

Maintaining the same resolution is especially useful for facilities that have a large number of OMF clips (a format used by earlier versions of Avid products) and want to transcode them to the current AAF/MXF format.

The following illustration shows how the transcoding takes place:

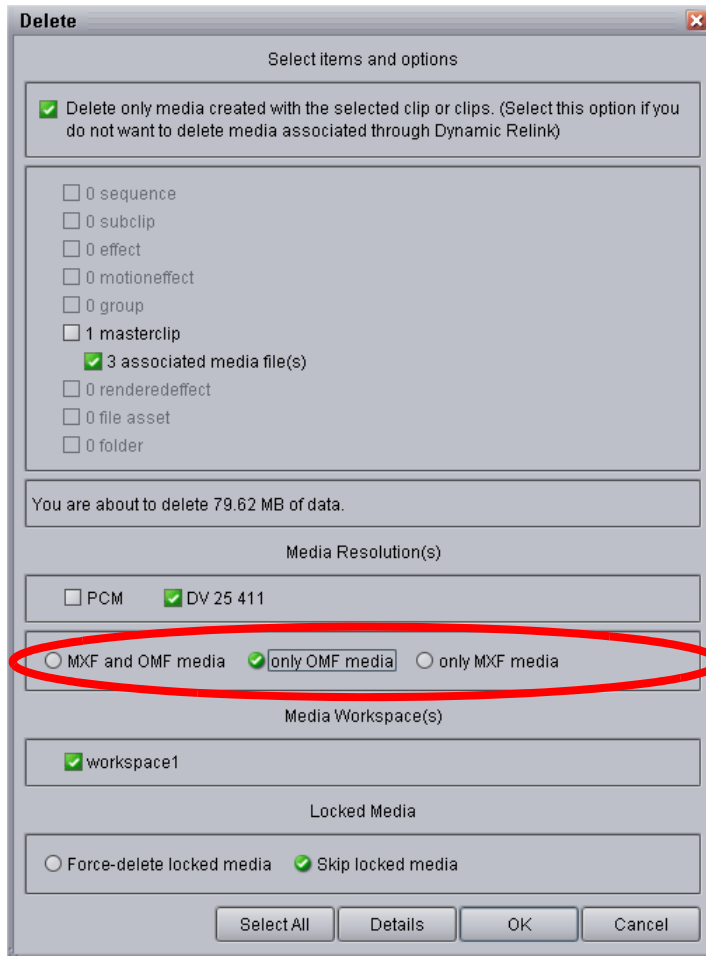
- Clip 1 includes OMF metadata that is associated with DV 25 OMF media.
- Interplay Transcode uses a profile that specifies DV 25 as the target resolution to transcode Clip 1 and its associated media.

- Clip 1 retains its Source ID but now includes AAF metadata. The clip retains its association with the DV 25 OMF media, but it is also associated with the new DV 25 MXF media.





After you transcode the clip, you have the option of deleting the OMF media. Use the Delete function in Interplay Access, and select “only OMF media,” as shown in the following illustration:



If the “only OMF media” option is not displayed, use the Delete Behavior view in the Site Settings of the Interplay Administrator and select the option “Allow user choice for deleting OMF/MXF media.”



*If you transcode an OMF clip to an AAF/MXF clip with a different resolution (introduced in Interplay v2.2.1), the transcoded clip will be associated with both the original OMF media and the new MXF media.*



*After you transcode an OMF clip once to any AAF/MXF resolution, you cannot transcode it to the same resolution. The job will fail with a warning.*

## Working with an Auto Transcode Folder

You can identify a folder or subfolder as an Auto Transcode folder. When you move a clip or sequence asset to the Auto Transcode folder, the Avid Interplay Auto Transcode Service automatically submits the clip to the Interplay Transcode service for transcoding.



*The system does not create a new asset when you perform the transcode. You have one asset with two resolutions associated with the asset. You can view the resolutions in Avid Interplay Access or the Interplay window.*

The Auto Transcode service processes files according to the date and time, using a first-in, first-out (FIFO) rule. The date and time used depends on when an asset was copied to the auto folder.

- [Preparing the Workgroup for Auto Transcode](#)
- [Identifying an Auto Transcode Folder](#)
- [Transcoding Avid Assets Using an Auto Transcode Folder](#)
- [Location of Automatically Transcoded Files](#)

## Preparing the Workgroup for Auto Transcode

For information on setting up your workgroup for transcoding, see [“Check List for Transcoding Assets” on page 83](#).

In addition to the Transcode Service application, you must also install the Avid Interplay Auto Media Services, which includes the Auto Transcode service. These services are installed with the Auto Archive installation. For details on installing the software, see the *Avid Interplay Software Installation and Configuration Guide*.

For details on configuring the Avid Interplay Auto Transcode service, see [“Configuring the Auto Transcode Service” on page 115](#).

To verify that the Auto Transcode service is running, see [“Verifying that the Auto Transcode Service is Running” on page 117](#).

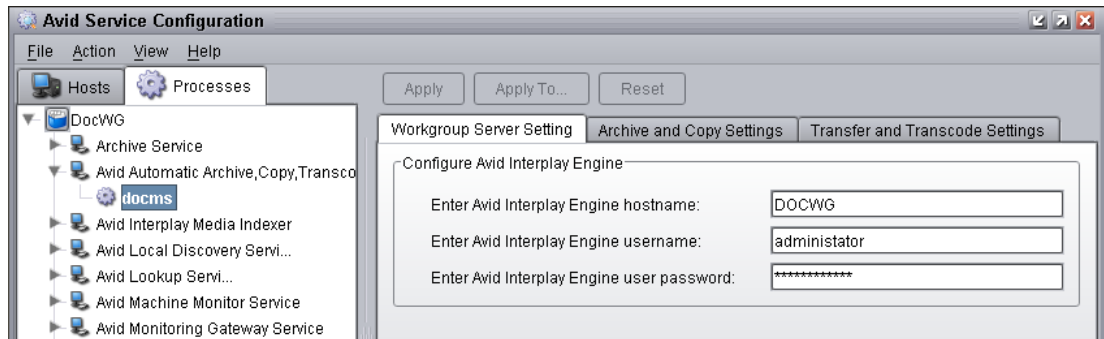
## Configuring the Auto Transcode Service

You use the Avid Service Configuration tool (a component of Avid Service Framework) to configure the Auto Transcode service. The Avid Service Configuration tool is an application that lets you set and change parameters for each of the different Avid services and applications in your workgroup environment. For more information about using Avid Service Framework, see the *Avid Service Framework User's Guide*.

### To configure the Avid Auto Transcode service using Avid Service Configuration tool:

1. Click the Start button, and select All Programs > Avid > Avid Service Framework > Avid Service Configuration.

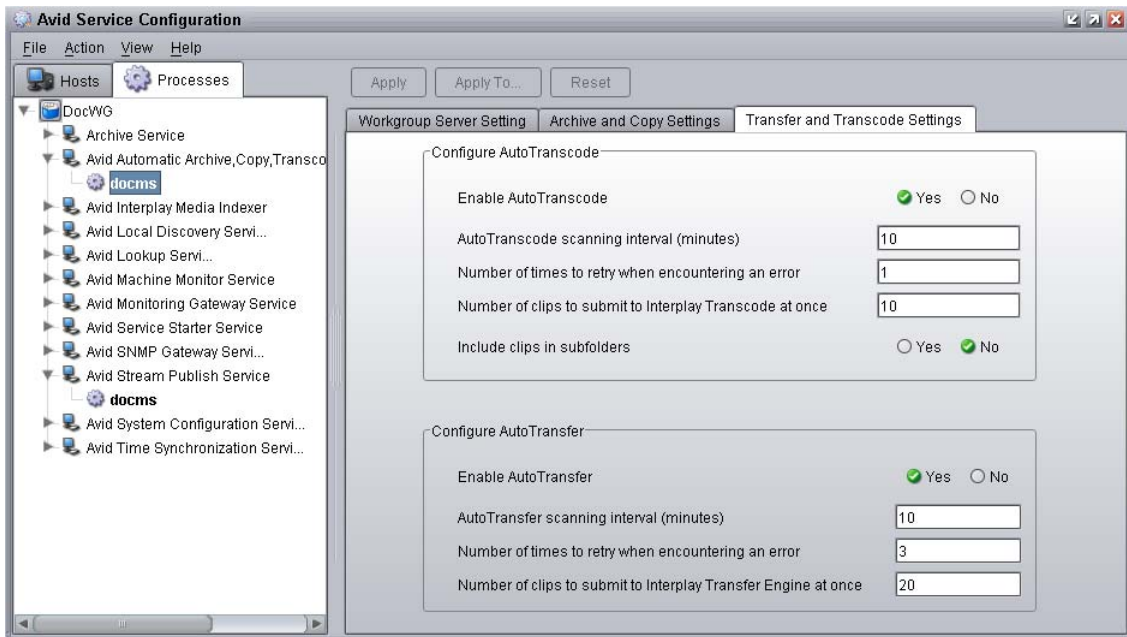
The system displays the Workgroup Server Setting tab for the Avid Automatic Archive, Transcode, Transfer, and Copy services.



2. Type the Interplay Engine hostname, user name, and password.

3. Click the Transfer and Transcode Settings tab.

The system displays the settings for the AutoTransfer and AutoTranscode.



4. In the Configure AutoTranscode area, do the following:

- a. Enable AutoTranscode—Select Yes.
- b. AutoTranscode scanning interval—Type the number of minutes between scans, minimum allowed is 3 minutes.
- c. Number of times to retry when encountering an error—Type the number of times you want the system to retry after an error occurs.
- d. Number of clips to submit to Interplay Transcode at once—Type the number of clips you want sent for transcode at one time.

The system can better manage the job-processing task when the jobs are processed in small batches. The default number is 10 clips submitted for processing at one time. For example, when the system is transcoding 1,000 clips to the Auto Transcode folder, the first 10 clips are transcoded, then the next 10 clips are transcoded, and so on until all 1,000 clips are transcoded.

You can verify that the Auto Transcode service is running. See [“Verifying that the Auto Transcode Service is Running”](#) on page 117.

- e. Include clips in subfolders—Select Yes if you want to transcode the clips in subfolders.

5. Click Apply.
6. Close the Avid Service Configuration window.

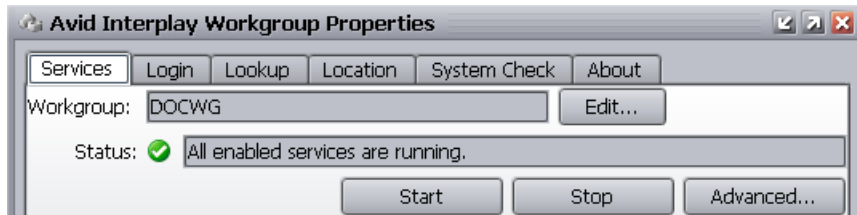
## Verifying that the Auto Transcode Service is Running

You use the Avid Interplay Workgroup Properties (a component of Avid Service Framework) to verify that an Auto service is running. For more information about using Avid Service Framework, see the *Avid Service Framework User's Guide*.

### To verify that the Auto Transcode service is running:

1. Click the Start button, and then select All Programs > Avid > Avid Service Framework > Avid Workgroup Properties.

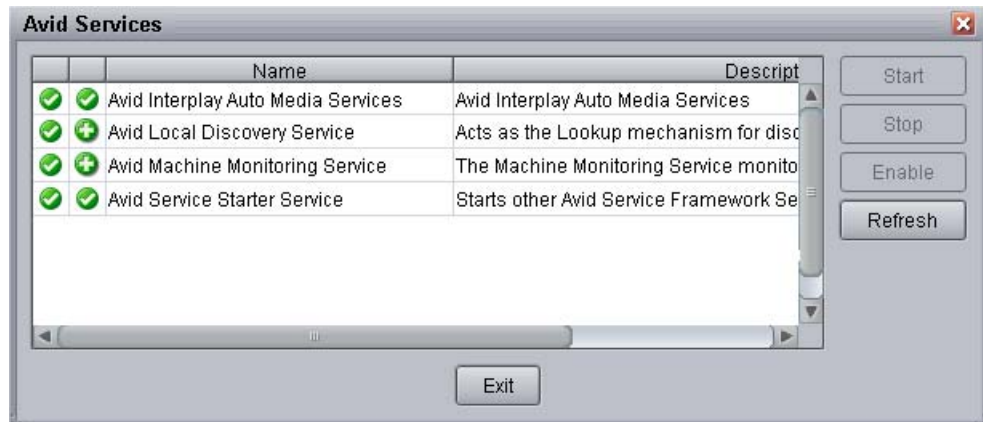
The Avid Workgroup Properties window opens.



If there is a green check mark next to the “Status” field, all services are running.

2. To view the services, click the Advanced button.

The Avid Services dialog box opens.



This dialog box lets you view all services that are monitored by the Service Framework. The Auto Transcode service is managed by the Avid Interplay Auto Media Services service.

3. If necessary, select a service and click Start.

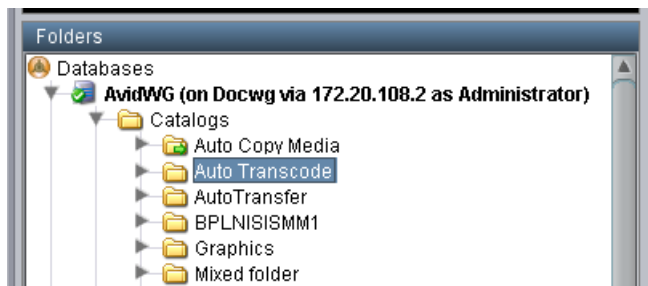
## Identifying an Auto Transcode Folder

You must be logged in as an Administrator on the Avid Interplay Access to create an Auto Transcode folder in the Avid Interplay database.

### To set up an Auto Transcode folder:

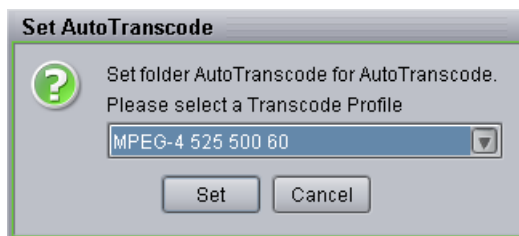
1. Create a folder (or select an existing folder) in the Avid Interplay database, using Avid Interplay Access.

The following illustration shows a folder named Auto Transcode. You can use any name that fits your workflow.



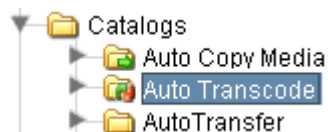
2. Right-click the folder and select Set AutoTranscode.

The Set AutoTranscode dialog box opens.



3. Select a Transcode profile for the folder and click Set. For information about profiles, see [“Creating an Interplay Transcode Service Profile” on page 89](#).

The system adds an Auto Transcode icon to the folder.

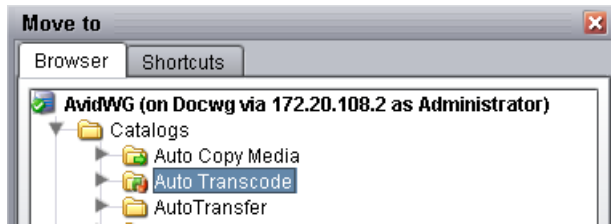


## Transcoding Avid Assets Using an Auto Transcode Folder

### To transcode Avid assets using an Auto Transcode folder:

1. Make sure a folder is configured for Auto Transcoding. See [“Identifying an Auto Transcode Folder” on page 118](#).
2. (Option) Ensure that the Media Services Engine and the Avid Interplay Transcode Service are connected. See [“Verifying That a Service Provider Is Connected” on page 73](#).
3. Open Interplay Access and log in.
4. Locate a clip that you want to transcode, right-click the file, and select Move To.

The Move To dialog box opens.



5. Navigate to your Auto Transcode folder and click OK.

The system starts the Transcode job as a background task.

6. (Option) To view the progress of the Transcode job, select View > Interplay Media Services Status.

## Location of Automatically Transcoded Files

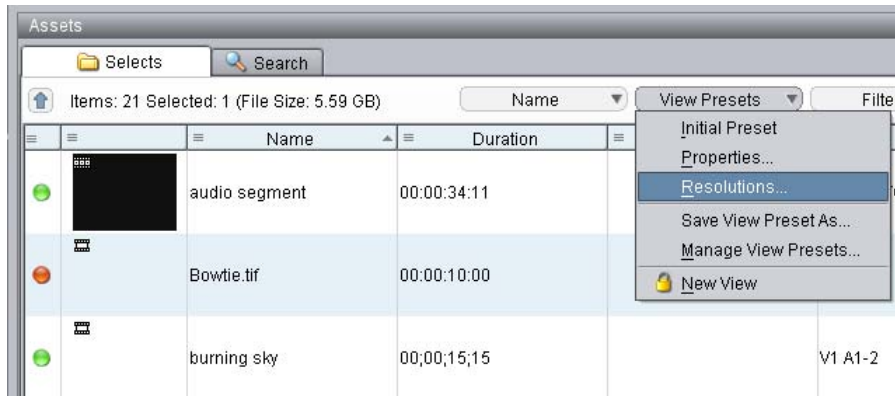
The workspace for the new media files associated with the asset is specified by the profile associated with the Auto Transcode folder. See [“Identifying an Auto Transcode Folder” on page 118](#).

The system does not create a new asset in the Avid Interplay database when you perform an Auto Transcode operation. The asset that you selected for transcode now has an additional resolution associated with it. You can view the associated resolutions in Avid Interplay Access or in the Interplay Window.

**To view the new resolution in the Avid Interplay Access:**

1. Open Interplay Access and log in.
2. From the View Presets menu, select Resolutions.

The Resolutions window opens.



3. Select a new resolution for displaying in the Content area.
4. Click OK.

Columns appear for each resolution you selected.

## Stereoscopic 3D Support in Interplay Transcode

Interplay Transcode v2.6 includes the following stereoscopic 3D support:

- Transcoding of stereoscopic clips, stereoscopic subclips, and sequences containing stereoscopic clips and subclips, in WHOLE and CONSOLIDATE modes.
- Mixdown of sequences containing only stereoscopic clips, stereoscopic subclips, or both. Metadata properties (column data) and DRM (restrictions) are preserved.

You can use MIXDOWN mode to change the stereoscopic project type of the sequence when creating a mixed-down clip. Options for creating a MIXDOWN profile now include an option labeled TargetStereoScopicProjectType.



The following table lists the stereoscopic project types you can select and the resulting mixed-down clips.

<b>Stereoscopic Project Type</b>	<b>Master Clips Created</b>	<b>Stereoscopic Clip Created?</b>
Monoscopic	One master clip	No
Leading Eye	One master clip for the Leading Eye footage only	No
Left eye only	One master clip for the Left Eye footage only	No
Right Eye only	One master clip for the Right Eye footage only	No
Side by side	One master clip with Left and Right images side by side	Yes
Over / Under	One master clip with the Left image above the Right image	Yes
Full	One master clip for the Left eye, one master clip for the Right eye	Yes

Note the following limitations:

- DUALMIXDOWN mode is not supported for sequences containing stereoscopic clips, stereoscopic subclips, or both.
- CROSSRATE mode is not supported for stereoscopic clips or subclips.
- Frame locators (markers) are not preserved during mixdowns.
- H.263 and H.264 resolutions are not supported as target resolutions for transcoding.
- Source resolutions and target resolutions for mixdowns are limited to the following:
  - 8-bit HD Uncompressed (1:1 MXF in Avid editing systems)
  - DNxHD (all resolutions, including DNxHD 444)
  - AVC-Intra 50 and AVC-Intra100



*For information about working with stereoscopic project types on an Avid editing system, see the Avid Stereoscopic 3D Editing Workflow Guide, which is available on the Customer Support Knowledge Base.*



*For information about creating a Transcode profile, see “Creating an Interplay Transcode Service Profile” on page 89.*

# 7 Working with the Archive and Restore Services

The following topics explain how to set up and use the Avid Interplay Archive service and Avid Interplay Restore service to archive and restore assets:

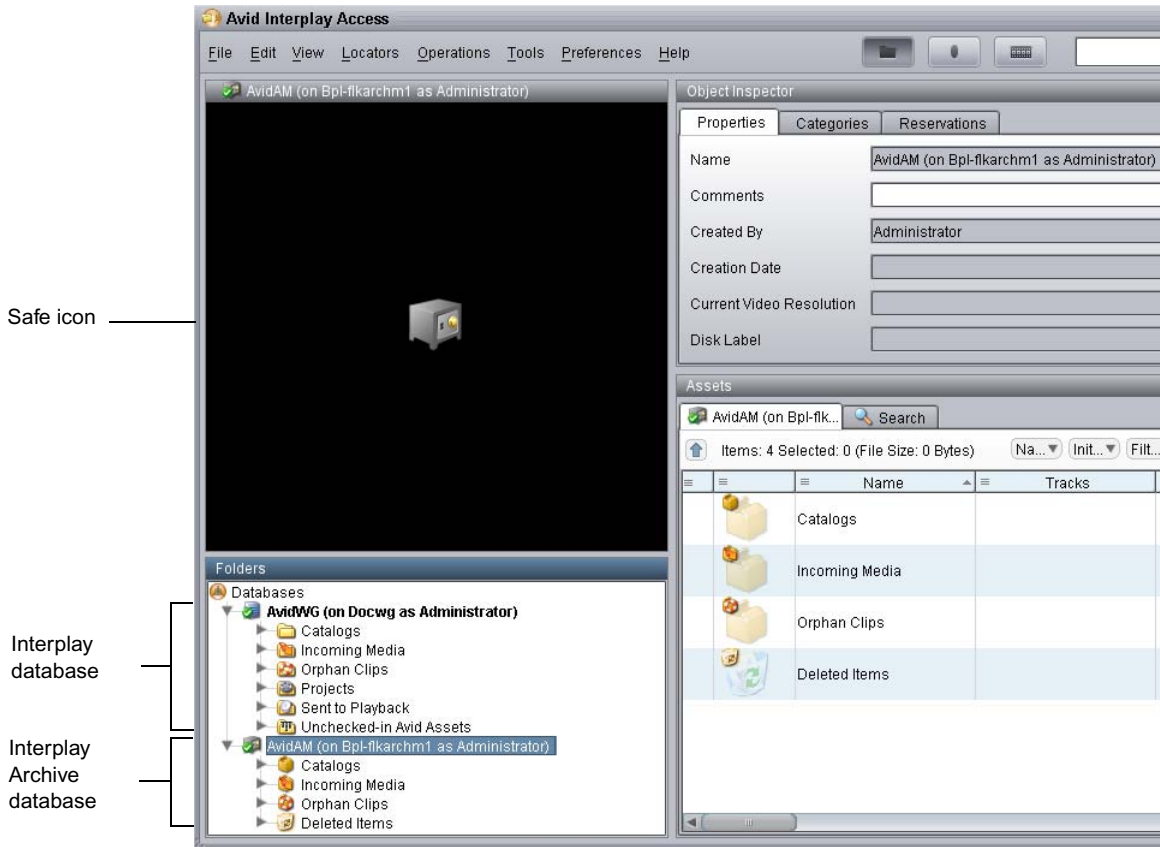
- [Understanding Archive and Restore Services](#)
- [Check List for Archiving and Restoring Assets](#)
- [Archive Configuration and Setup](#)
- [Registering the Archive or Restore Service with the Media Services Engine](#)
- [Connecting the Archive Provider or Restore Provider to the Media Services Engine](#)
- [Starting the Archive Provider or the Restore Provider](#)
- [Configuring the Archive Service](#)
- [Connecting to the Archive Database and Creating Folders in Interplay Access](#)
- [Working with Interplay Archive and Interplay Restore Profiles](#)
- [Archiving Assets from an Avid Editing Application](#)
- [Archiving Assets Using Avid Interplay Access](#)
- [Working with an Auto Archive Folder](#)
- [Searching the Archive Database](#)
- [Restoring a Clip from the Archive Database](#)
- [Working with Partial Restore](#)
- [Configuring a Workgroup to Use Multiple Archive Engines](#)

## Understanding Archive and Restore Services

Avid Interplay supports two types of databases:

- An online database maintained by the Interplay Engine. The name of the database must be AvidWG.
- An offline database maintained the Interplay Archive Engine. The name of the database must be AvidAM. The Interplay Archive Engine requires its own server.

The following illustration shows an Interplay (online) database and an Interplay Archive (offline) database in Interplay Access. When the Interplay Archive is selected in the database tree view, the Monitor displays a the icon of a safe.



Archiving allows permanent archiving of important material and also allows you to locate and restore archived material.

The Avid Interplay Archive solution integrates the Interplay Archive Engine with FlashNet™ from Software Generation Limited (SGL) to perform archival and retrieval operations. Archiving is performed from a central Windows server to mass storage devices for subsequent retrieval back to disk. FlashNet provides the interface between the Archive Engine and the storage devices. For more information on SGL software and to download copies of the latest FlashNet documentation, see the SGL Web page at [www.sgluk.com](http://www.sgluk.com).

The Archive database keeps track of the files that you store on the external storage device and lets you restore the files to your online system when they are needed. For example, you might have high resolution and low resolution versions of a clip. To save disk space, you can archive

the high resolution version and edit with the low resolution version. When your sequence is finished, you can restore the high resolution version from the archive and relink your sequence to the high resolution version.

The Avid Interplay Auto Archive service lets you create Auto Archive folders. Any assets placed in an Auto Archive folder are archived according to the Archive settings. For example, you can create an Auto Archive folder for a media server (such as an AirSpeed®). Any assets ingested by the media server are placed in the associated Auto Archive folder and are automatically archived after the capture is complete.

## Check List for Archiving and Restoring Assets

For the archiving process, the following table provides a check list of steps for installing and configuring the Interplay Media Services system in an Avid shared-storage environment and on an Avid editing system. The check list also provides references for where to find more information about each step.

For information on configuring for multiple Archive Engines, see [“Configuring a Workgroup to Use Multiple Archive Engines” on page 173](#).


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### Archiving and Restoring Assets Check List

Task	Section Reference
<input type="checkbox"/> Set up and configure an Avid Interplay Archive Engine and associated external storage library for archiving.	See <a href="#">“Archive Configuration and Setup” on page 126</a> .
<input type="checkbox"/> Make sure the Interplay Media Services application key is connected to a USB port. If an Archive provider or Restore provider is not running on the Interplay Media Services server, you must also connect an application key to a USB port on the server running the provider.	
<input type="checkbox"/> Make sure the Interplay Media Services Engine software and the supporting software are installed and configured in the workgroup.	See the <i>Avid Interplay Software Installation and Configuration Guide</i> and <a href="#">“Interplay Media Services Engine Installation and Configuration” on page 27</a> .
<input type="checkbox"/> Check your Interplay Media Services configuration.	See <a href="#">“Configuration Requirements” on page 24</a> .

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**Archiving and Restoring Assets Check List (Continued)**

Task	Section Reference
<input type="checkbox"/> Install the Interplay Archive provider software, which includes the Archive service and Restore service. If needed, install the Auto Archive service.	See the <i>Avid Interplay Software Installation and Configuration Guide</i> and <a href="#">“Interplay Media Services Engine Installation and Configuration”</a> on page 27.
 <i>You typically install the Interplay Archive Provider software on a separate server for performance reasons. However, you can install the Archive provider on the same system as the Interplay Media Services Engine, because the SQL 2005 software is used.</i>	
<input type="checkbox"/> Install Avid shared-storage client software.	See the Avid shared-storage client documentation.
<input type="checkbox"/> Make sure the Interplay Archive service and Interplay Restore service are registered.	See <a href="#">“Registering the Archive or Restore Service with the Media Services Engine”</a> on page 128.
<input type="checkbox"/> Start the Archive provider and the Restore provider and connect them to the Media Services Engine.	See <a href="#">“Connecting the Archive Provider or Restore Provider to the Media Services Engine”</a> on page 128.
<input type="checkbox"/> Verify that the services are connected.	See <a href="#">“Verifying That a Service Provider Is Connected”</a> on page 73.
<input type="checkbox"/> Connect the Avid shared-storage client to the Avid shared-storage system and mount the required workspaces.	See <a href="#">“Mounting Workspaces for Interplay Transcode and Other Media Services”</a> on page 26
<input type="checkbox"/> Configure the Interplay Archive services	See <a href="#">“Configuring the Archive Service”</a> on page 132.
<input type="checkbox"/> Create Archive and Restore profiles.	See <a href="#">“Working with Interplay Archive and Interplay Restore Profiles”</a> on page 140.
<input type="checkbox"/> Connect to the Interplay Archive database and create folders.	See <a href="#">“Connecting to the Archive Database and Creating Folders in Interplay Access”</a> on page 137.

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### Archiving and Restoring Assets Check List (Continued)

Task	Section Reference
<input type="checkbox"/> Configure the Avid editing system.	See “ <a href="#">Archiving Assets from an Avid Editing Application</a> ” on page 146.
<input type="checkbox"/> Perform an archive or restore of assets.	See “ <a href="#">Archiving Assets from an Avid Editing Application</a> ” on page 146, “ <a href="#">Archiving Assets Using Avid Interplay Access</a> ” on page 149 and “ <a href="#">Working with an Auto Archive Folder</a> ” on page 153. For troubleshooting information, see “ <a href="#">Archive and Restore Troubleshooting</a> ” on page 299.

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## Archive Configuration and Setup

You typically set up four servers for archiving:

- The Archive Engine server (includes the FlashNet client software)
- The SGL FlashNet server
- The Avid Interplay Media Services Engine server
- The Archive Provider server (includes the FlashNet client software)

You can also set up a Cluster configuration for your Archive Engine. See the configuration diagrams in *Avid Interplay Best Practices* for sample configurations.

For information about servers for the Archive Engine and the Media Services Engine, such as slot locations, see the *Avid Interplay Software Installation and Configuration Guide*.

### Interplay Archive Engine

The Archive Engine installation is very similar to the Interplay Engine installation. The following are the main differences:

- It is not necessary to split the database because it is not possible to archive file assets.
- The database is called AvidAM.
- There is no temporary license key. On the Interplay Engine it is possible to connect one Access client to the engine when no permanent license is loaded. This is not possible on the Archive Engine. It is necessary to load a license before you are able to connect with Access. It is also necessary to load the license before you create the database.
- The AvidAM database has fewer pre-defined folders than the AvidWG database.

For information on installing the Interplay Archive Engine and Interplay Access, see the *Avid Interplay Software Installation and Configuration Guide* and the *Avid Interplay ReadMe* for the current release.

You use the Avid Interplay Administrator and Avid Interplay Access to configure, manage, and communicate with the Archive Engine. See the following documents:

- *Avid Interplay Engine and Avid Archive Engine Administration Guide* describes how to configure and administer the database. You use the same techniques to administer the Avid Interplay Archive Engine database and the Avid Interplay Engine database.
- *Avid Interplay Access User's Guide* describes how to use Interplay Access to work with assets in the database.

### **SGL FlashNet**

Your SGL representative installs and configures the FlashNet client software on the Archive Engine server and the Archive Provider. The FlashNet software provides the interface between the Archive Provider and the archival hardware. Your SGL representative also sets up and configures the FlashNet server.

Typically, your SGL representative installs and configures the FlashNet client software when he or she configures the archiving system. For information on using the FlashNet client, see the documentation provided by your SGL representative.

Avid Interplay v2.6 and v2.7 support SGL FlashNet v6.4.x. This version of SGL FlashNet allows the FlashNet server to directly connect to an Avid ISIS shared-storage system. For more information, see “Installing the FlashNet Client Software” in the *Avid Interplay Software Installation and Configuration Guide*.

### **Interplay Media Services Engine**

For installation and configuration information, see [“Interplay Media Services Engine Installation and Configuration” on page 27](#).

### **Archive and Restore Providers**

For installation and configuration information, see [“Check List for Archiving and Restoring Assets” on page 124](#).

## Registering the Archive or Restore Service with the Media Services Engine

After installing the Archive or Restore software, you need to make sure that the current Archive or Restore service is registered with the Media Services Engine. The service should be listed on the Services tab of the Media Services and Transfer Status tool. Registration is automatic but takes place only after you restart the Media Services Engine. See [“Registering Services” on page 61](#).

## Connecting the Archive Provider or Restore Provider to the Media Services Engine

After making sure the service is registered, register the provider by connecting to the Media Services Engine.



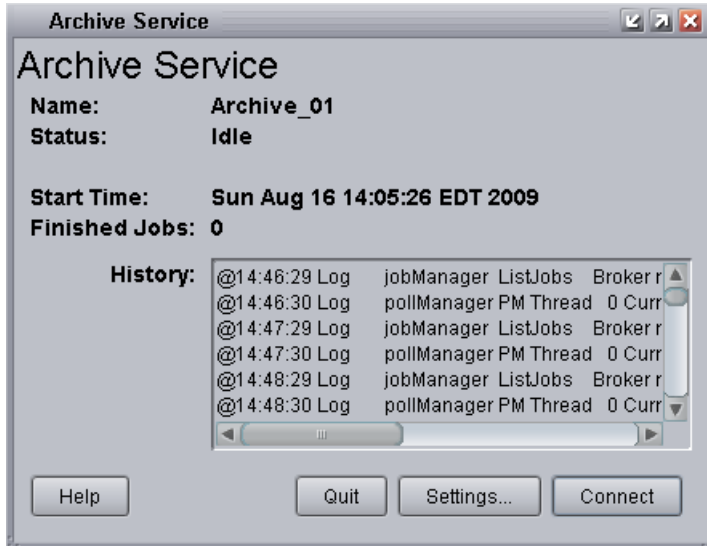
*If you try to connect to the Media Services Engine before the latest service is registered, the Status line in the Archive Service or Restore Service dialog box reads:  
Error From Broker! UNKNOWN\_SERVICE.*

If necessary, you can manually register the provider. See [“Registering a Provider Manually” on page 67](#).



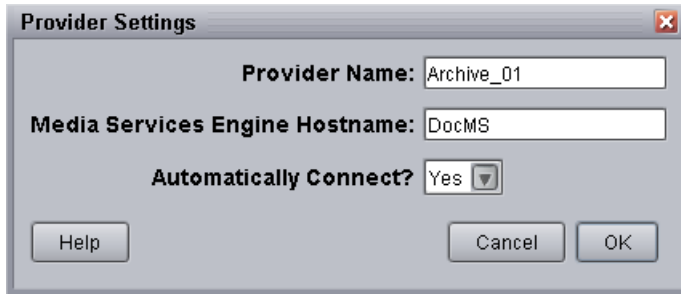
**To connect the Archive provider to the Media Services Engine:**

1. Click Start and select Programs > Avid > Avid Interplay Archive.  
The Archive Service dialog box opens.



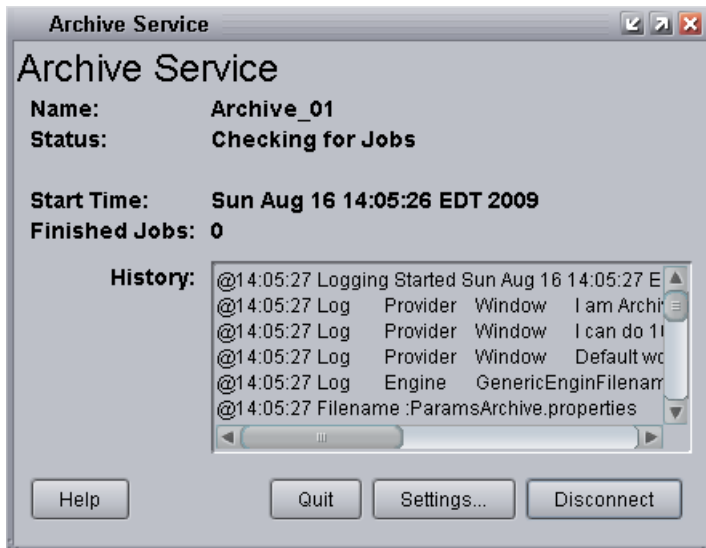
2. Click Settings.  
The Provider Settings dialog box opens.
3. Do the following:
  - a. Provider Name — A default name for the provider is automatically supplied (see [“Registering a Provider” on page 66](#)). Accept the default name or type a new name. In this example, the name is Archive\_01.
  - b. Media Services Engine Host Name — Type the name of the system running the Media Services Engine application.
  - c. Automatically Connect — Select Yes to automatically connect the provider to the Media Services Engine when the application starts. To prevent automatic connection, select No.

The following illustration shows the Provider Settings dialog box with the values filled in for the Archive provider.

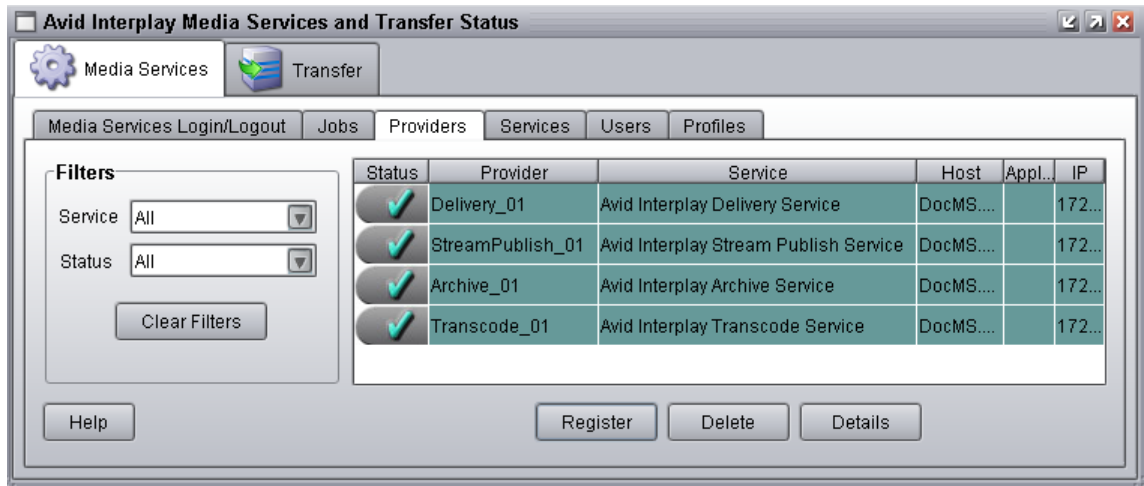


4. Click OK.
5. Click Connect in the Archive Service dialog box.

The Archive Service dialog box now shows that the service is connected and shows the name of the provider you connected.



The Provider page in the Media Services and Transfer Status tool now shows that the service is connected, indicated by a check mark in the Status column.



6. Repeat the process for the Restore provider.

## Starting the Archive Provider or the Restore Provider

Make sure you have mounted at least one drive before you start the provider. See [“Mounting Workspaces for Interplay Transcode and Other Media Services”](#) on page 26.

### To start the Archive provider or Restore provider:

- ▶ Click Start and select Programs > Avid > Avid Interplay Archive

For Restore provider, click Start and select Programs > Avid > Avid Interplay Restore.

Depending on the service settings, one of the following happens:

- Automatically Connect—Yes, the service dialog box opens for the service you selected and is connected to the service.
- Automatically Connect—No, the service dialog box opens for the service you selected and displays Idle. Click the Connect button to connect to the service.



*The service provider dialog box displays the start date and start time of the providers based on the Microsoft Windows time.*

After the connection is made, the Status line in the service dialog box reads “Checking for Jobs,” and the History window displays the message “Connection Established.” The Connect button changes to a Disconnect button.

The following example shows the Archive Service dialog box as connected.



*If the provider cannot connect to the Media Services Engine, the Status line reads “Connection Error.” Ensure the Media Services Engine is running, the service is installed, the provider is properly registered, and then click Connect again.*

## Configuring the Archive Service

Before you can create and manage an offline copies of assets, you must configure the Archive service in the Avid Interplay Administrator.

When you log in to an Interplay Engine database (AvidWG) and open the Asset Tracking/Archive Settings view, the system displays a different set of options than when you are logged into an Archive Engine database (AvidAM). The following topic refers to options that you set on the Interplay Engine:

- [Specifying the Archive Server, Segment Size, and Restore Process](#)

The following topics refer to options that you set on the Archive Engine:

- [Specifying the Archive Server, Segment Size, and Restore Process](#)
- [Archiving Duplicate Versions of Media](#)
- [Adding AAF Metadata to an Archive](#)

The following topic refers to an option you set on the Archive or Restore provider:

- [Defining the Maximum Number of Simultaneous Jobs for Archive and Restore](#)

The following topic refers to an option you set on Interplay Access:

- [Overriding Metadata When You Archive an Asset](#)

## Specifying the Archive Server, Segment Size, and Restore Process

These settings appear when you log in to an Interplay Engine online database (AvidWG). You must set the name of the Archive Engine server. You might need to set the other options, depending on your workflow.

### To specify Archive settings for an online database:

1. Open the Avid Interplay Administrator and log into the system running the Interplay Engine.
2. In the Site Settings section of the Interplay Administrator window, click the Asset Tracking/Archive Settings icon.

The Asset Tracking/Archive Settings view opens.

3. Select the AvidWG database from the database list.

The Archive Settings area displays these options.

Archive and Restore Settings

Archive server name

Archive Segment size (frames)

Use best effort restore

4. In the Archive Settings area, do the following:
  - ▶ In the Archive server name text box, type the name of the computer running the Avid Interplay Archive Engine.
  - ▶ In the Archive Segment size (frames) text box, type the segment size used for partial restore operations, in frames. The default value is 1800 frames. .



*If you later change the Archive Segment size, the new size applies only to new archives. Partial restores of media that is already archived use the original segment size.*

- ▶ Use best effort restore - if you select this option, a restore process restores as many files as it can without returning errors. This option requires special implementation by supported third-party vendors to ignore any missing files that are no longer in the archive storage. If you do not select this option, then the restore process fails when there are any missing files (the default).



**The “Use best effort restore” option is not supported by all third-party archive vendors. If you select this option and your archive vendor supports it, then a restore process restores as many files as it can without returning errors.**

5. Click Apply Changes at the bottom of the window.

## Archiving Duplicate Versions of Media

By default, the Archive Provider does not archive duplicate versions of media, however, you can choose to have it do so.

When you archive a master clip, subclip, or sequence for the first time, the Archive Provider automatically archives all the associated media. If you are archiving another subclip or sequence that refers to the original master clip, the Archive Provider does not automatically archive a duplicate version of the associated media. The Archive Provider archives all of the metadata associated with the new subclip or sequence but it does not archive duplicate versions of the media. Selecting “Allow duplicate media file(s)” tells the Archive Provider to create multiple versions of the media files.

The Interplay Archive Engine avoids duplication by default. If you prefer to have the Archive Engine archive duplicate media files, you can use the Interplay Administrator to change the setting.

This setting appears only when you log in to an Archive Engine database.

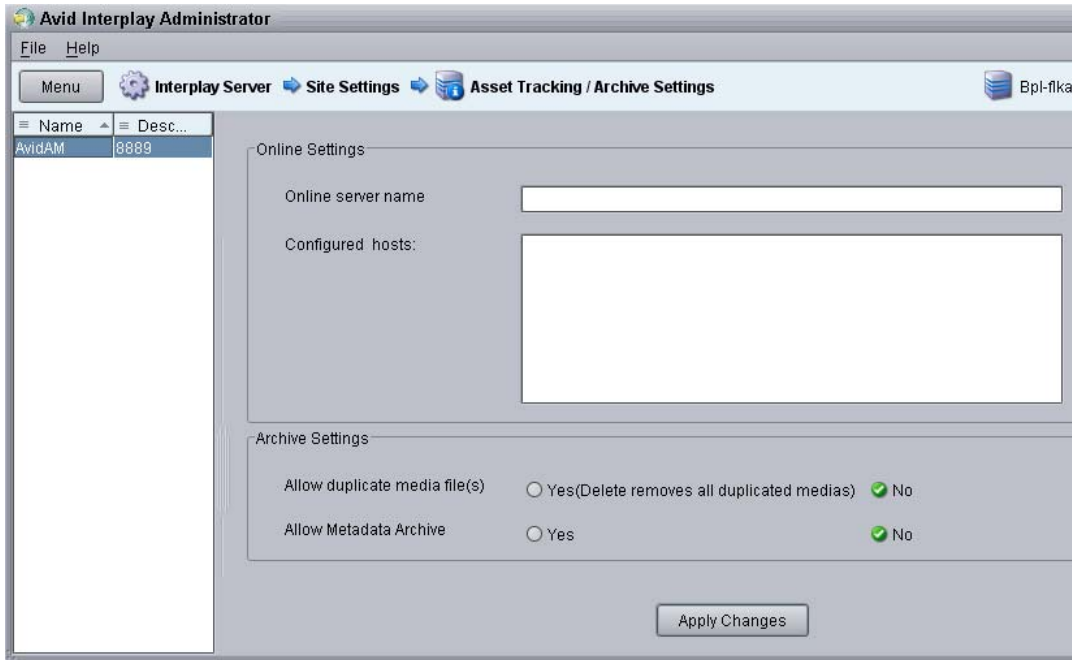
### **To change whether archive operations create duplicate media:**

1. Open the Interplay Administrator and log into the system running the Archive Engine.
2. In the Site Settings section of the Interplay Administrator window, click the Asset Tracking/Archive Settings icon.

The Asset Tracking/Archive Settings view opens.

3. Select the Archive database AvidAM from the database list.

The system displays the Asset Tracking/Archive Settings window for the Interplay Archive Engine.



4. Select one of the following settings for “Allow duplicated media files” option:
  - No — When you archive an Avid asset the first time, the Archive Provider archives all associated media. If you archive other assets that reference the same media, the Archive Provider archives the metadata but does not archive duplicate versions of the associated media (default setting).
  - Yes — The Archive Provider archives the associated media each time you archive an asset. If you delete an asset that references the duplicated media, the system asks if you want to delete the associated media files. If you choose the delete the media, the system deletes all copies of the media.
5. Click Apply Changes.

## Adding AAF Metadata to an Archive

The Asset Tracking/Archive Settings view on the Interplay Archive Engine includes an option labeled “Allow Metadata Archive.” If you select Yes, AAF metadata for Avid assets is sent to the tape archive along with the media. This option requires special implementation by the tape archive vendor. If you select No, only media is sent to tape (the default). For the SGL FlashNet™ solution, keep the default selection No.

This setting appears only when you log in to an Archive Engine database.

## Defining the Maximum Number of Simultaneous Jobs for Archive and Restore

By default, Archive and Restore providers are configured to run a maximum of three simultaneous jobs. You can change this maximum value by editing an .ini file.



**Contact your Avid representative before changing the default values.**

### To change the maximum value for the Archive provider:

1. Open the following file in an application such as Notepad:  
C:\Documents and Settings\*username*\Avid Archive Service\DMSArchive.ini
2. Edit the following line to specify the maximum number of simultaneous jobs:  
@5%?MaxJobs=*n*
3. Save and close the file.

### To change the maximum value for the Restore provider:

1. Open the following file in an application such as Notepad:  
C:\Documents and Settings\*username*\Avid Restore Service\DMSRestore.ini
2. Edit the following line to specify the maximum number of simultaneous jobs:  
@5%?MaxJobs=*n*
3. Save and close the file.

### To apply the changes:

- ▶ Quit and restart the Archive and Restore services.

## Overriding Metadata When You Archive an Asset

By default, the Archive provider overrides the metadata for an Avid asset each time you archive the asset. You can use the Metadata Override feature to change the behavior for the assets in a particular folder. Whatever you set for a folder is inherited by any subfolders.





*There is currently no way in Interplay Access to display the metadata override status for a folder. You can view the status in the Metadata Override Settings view in the Interplay Administrator. For more information, see the Interplay Engine and Interplay Archive Engine Administration Guide. If you change the status on a folder in the archive database, you might want to change the name of the folder to reflect the status.*

**To change whether the Archive Provider automatically overrides metadata during an archive operation:**

1. Open Interplay Access and log on to the Archive database.
2. Right click a folder and choose Metadata Override.

Interplay Access displays a dialog box that allows you to select the Metadata Override option for the folder. The options presented depend on the current status of the folder.

- If the folder is enabled for metadata override (the default), the dialog box asks if you want to disable metadata override.
- If metadata override is disabled for the folder, the dialog box asks if you want to enable metadata override.

3. Select Yes or No in the dialog box.

## Connecting to the Archive Database and Creating Folders in Interplay Access

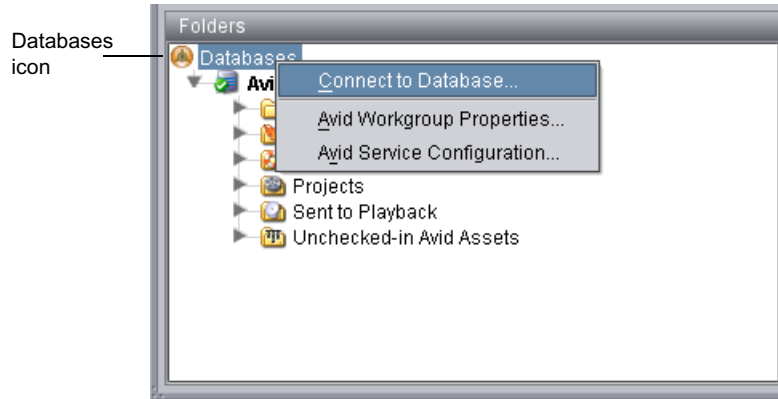
After you connect to the Archive database, you can create folders in an Interplay Archive database to match your workflow. For example, you can create folders that match those in your Interplay online database.

You do not have to create folders before you archive assets, because the profile that you use will create a folder if it does not exist in the Archive database.

**To connect to an existing Archive database and create folders:**

1. Open Interplay Access and log in as an administrator to the Archive database.
2. If you are already logged into Interplay Access, and the Archive database is already listed in the database tree view, double-click it and log in as an administrator.

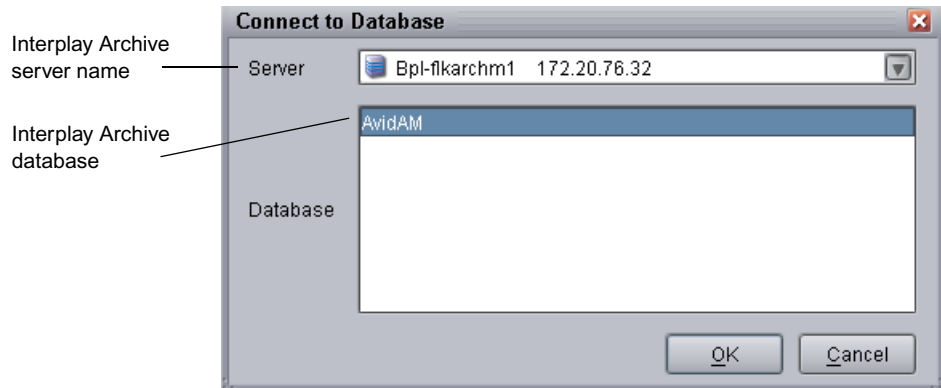
3. If you are already logged into Interplay Access, and the Archive database is not listed in the database tree view:
  - a. In the database tree, right-click the Databases icon and select Connect to Database.



The Connect to Database dialog box opens.

- b. Select the Interplay Archive server from the Server menu and then select the Archive database.

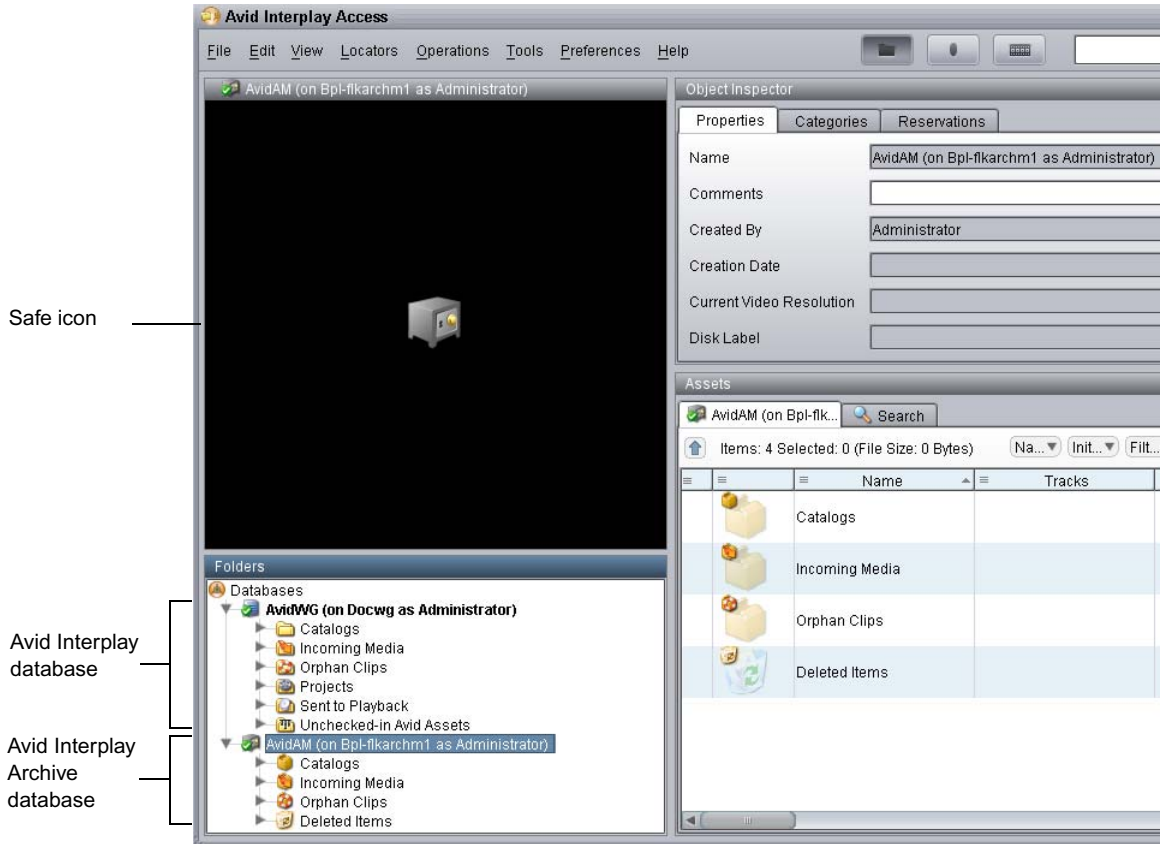
The name of the Archive database is always AvidAM.



- c. Click OK.

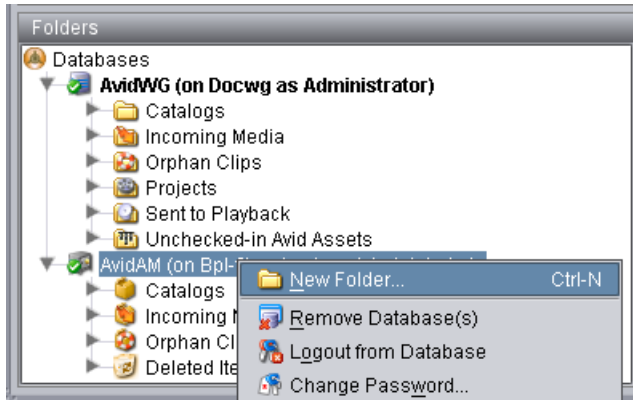
- d. Log in to the Archive database as an administrator.

The Archive database appears in the Tree view. The following illustration shows both databases connected.



If you click the database name, an icon of a safe is displayed in the Monitor. Folder icons are displayed as brown boxes to indicate that they are part of the Archive database, and icons for assets are colored brown.

4. Create folders in the Archive database to match the needs of your archive workflow. To create a folder, in the database tree, right-click the Archive database icon or a folder and select New Folder.



You can also create a folder by using a profile. See [“Working with Interplay Archive and Interplay Restore Profiles”](#) on page 140.

## Working with Interplay Archive and Interplay Restore Profiles

Profiles let you define settings for archive and restore operations. The following topics provide information creating profiles:

- [“Creating an Interplay Archive or Interplay Restore Profile”](#) on page 141
- [“Interplay Archive Profile and Interplay Restore Profile Options”](#) on page 142
- [“Locating the Partition Value for an Archive Profile”](#) on page 144

You use the Media Services Engine interface to create profiles. If an Avid editing application is open when you create a profile, you must restart the editing application before the profiles are available in the editor. A restart is not needed for Interplay Access and Interplay Assist.

Profiles are required when archiving or restoring from an Avid editing application.



**Avid recommends that you use profiles for archiving, because profiles define many key settings such as target folders and archive partitions. For example, if you do not use a profile with a SGL archive implementation, the system uses the default SGL archive volume name. If this volume is not defined on the SGL system, the archive operation will fail.**

## Creating an Interplay Archive or Interplay Restore Profile

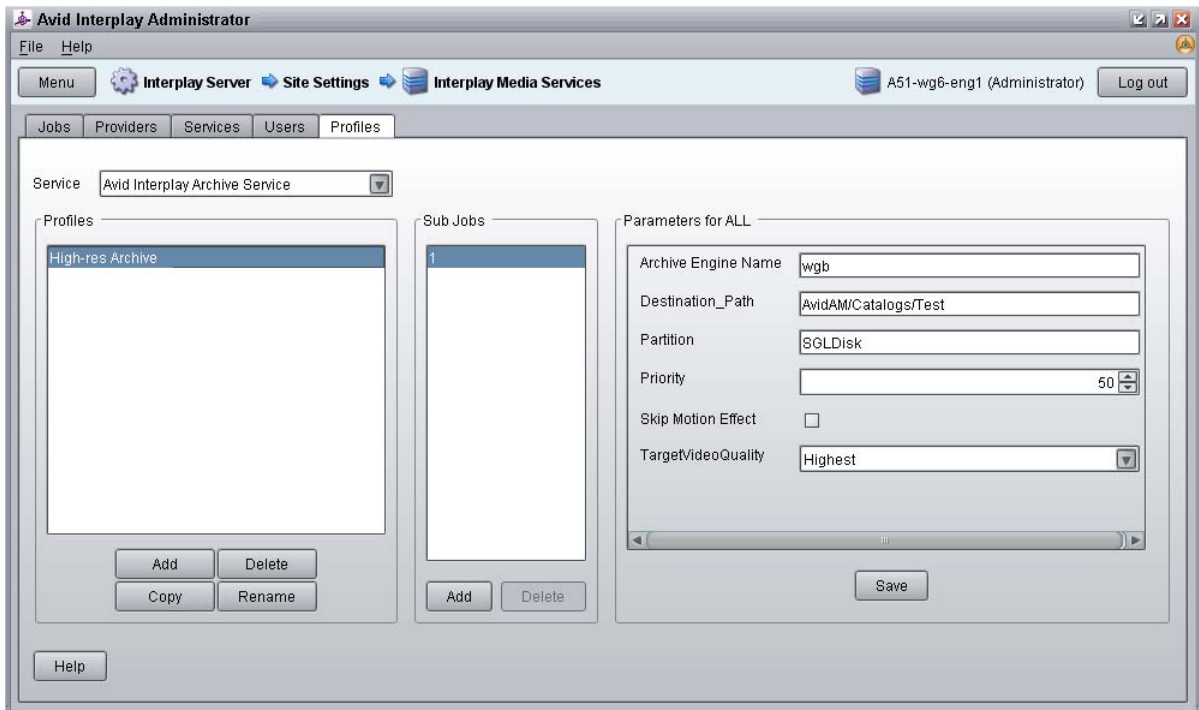
**To create an Interplay Archive or Interplay Restore profile:**

1. Open and log in to the Media Services and Transfer Status tool, as described in [“Opening the Media Services and Transfer Status Tool” on page 36.](#)
2. Click the Profiles tab.
3. In the Service menu, select one of the following:
  - Avid Interplay Archive Service to create an archive profile
  - Avid Interplay Restore Service to create a restore profile
4. Click Add in the Profiles area.

The Add Profiles dialog box opens.

5. Type a name for the profile and click OK.

The name appears in the Profiles list and an empty template appears in the Parameters area. The following illustration shows an Archive profile.



6. In the Parameters area, define the values you want for the profile.

See “[Interplay Archive Profile and Interplay Restore Profile Options](#)” on page 142.


7. Click Save in the Parameters area.

The next time you archive or restore an asset, you can select the profile.



*Avid Interplay Archive and Avid Interplay Restore support only one subjob.*

## Interplay Archive Profile and Interplay Restore Profile Options

Option	Description
Archive Engine Name	<p>Archive profile only — The Archive Engine to use for this profile.</p> <ul style="list-style-type: none"> <li>If your workgroup is configured for multiple Archive Engines, specify the Archive Engine to use for this profile. See “<a href="#">Creating Profiles for Multiple Archive Engines</a>” on page 176.</li> <li>If your workgroup is configured for one Archive Engine, this field is optional. If this field is blank, the profile uses the Archive Engine defined in the Interplay Administrator (the primary Archive Engine).</li> </ul>
Archive Engine-Primary Archive Engine-Secondary Archive Engine-Tertiary	<p>Restore profile only — In a multiple Archive Engine configuration, the Archive Engine or Engines to use for this profile.</p> <ul style="list-style-type: none"> <li>If you specify more than one Archive Engine, during a restore process, the system checks each Archive Engine in turn.</li> <li>If the fields are blank, the profile uses the primary Archive Engine.</li> </ul> <p>See “<a href="#">Creating Profiles for Multiple Archive Engines</a>” on page 176.</p>
Destination_Path	<p>Archive profile — Indicates the folder in the Archive database that will contain the archived media. This folder is created automatically when archive operation is executed. The path must include the Archive database: AvidAM/</p> <p>Restore profile — Indicates the folder in the asset database that will contain the restored asset. The path must include the Interplay database and a subfolder, for example: AvidWG/Catalogs/Project1.</p> <p> <i>When you set the destination path, select a subfolder, not a top-level folder, and use forward slashes (/), for example, AvidWG/Catalogs/Project1 or AvidWG/Projects/Project1.</i></p>
Destination_Server	<p>Restore profile only — Specifies the name of the Interplay Engine server to restore to.</p>

Option	Description
Destination_Workspace	<p>Restore profile only — Specifies the Avid shared-storage workspace where you want to place the restored asset.</p> <p>If the workspace is part of a multiple-ISIS workgroup: Existing profiles will work correctly with the workspaces as currently defined, but new or edited profiles that specify a workspace on a remote ISIS system must include the hostname of the ISIS System Director.</p> <p>\\hostname\workspace_name</p>
Partial	<p>Restore profile only — Indicates a partial restore is performed. See <a href="#">“Working with Partial Restore” on page 169</a>.</p>
Partition	<p>Archive profile only — Specifies the group for the archive. The group is set by the SGL FlashNet software. See <a href="#">“Locating the Partition Value for an Archive Profile” on page 144</a>.</p>
Priority	<p>Sets the priority for the job submitted by this profile. Priority numbers range from 1 (highest priority) through 100 (lowest priority). The default priority number assigned to each job is 50.</p>
Skip Motion Effect	<p>Archive Profile only — When using Media Composer v3.5.4.7 or later, Symphony v3.5.4.7 or later, or NewsCutter v7.5.4.7 or later, if a motion effect refers to a consolidated master clip, the Interplay Archive Provider archives both the original master clip and the consolidated master clip. This behavior can take extra time and extra storage space. Select this option if you want the Archive Provider to skip the original master clip and archive only the consolidated master clip.</p>
TargetVideoQuality	<p>Indicates the video resolution for the archive or restore. You can select All, Highest, Lowest, or a specific resolution. If you select All, media for all associated resolutions must be online. By default, if any media is offline the job will fail.</p> <ul style="list-style-type: none"> <li>• “Highest” archives or restores the highest video resolution and PCM audio.</li> <li>• “Lowest” archives or restores the lowest video resolution and low-resolution audio.</li> <li>• “Specific Resolution” archives or restores the specified resolution and all audio.</li> </ul> <p>You can override the default failure reporting setting using the Avid Service Configuration tool. See <a href="#">“Customizing the Reporting of Service Job Status” on page 41</a>.</p>

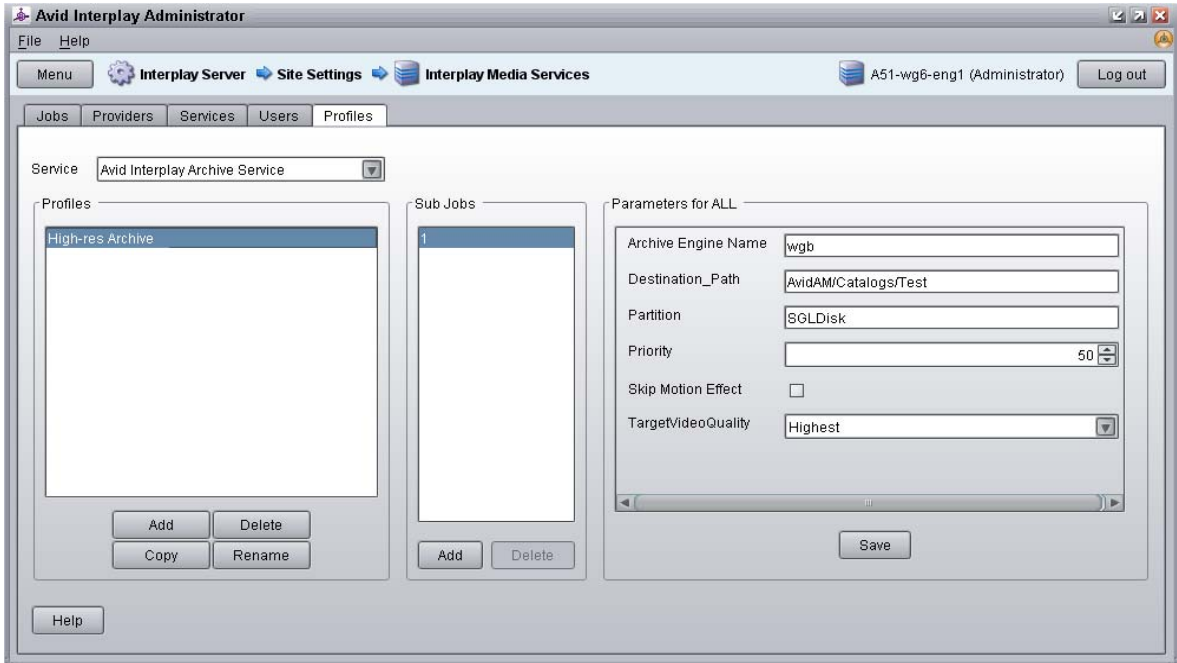
## Locating the Partition Value for an Archive Profile

The Partition value in the Archive profile corresponds to a group name in the SGL FlashNet software. The Avid Interplay Archive Engine uses FlashNet as the interface between the Archive provider and the archive hardware.

In SGL terminology for tapes and groups, a *group* refers to a set of volumes. Each group has a number of associated tapes and each tape is referred to as a Volume.

The Archive administrator typically sets up and maintains the SGL server and the associated hardware. For information on setting up the system, see the SGL documentation.

When you create an archive profile in the Media Services Engine interface, you specify a group name in the Partition field. For example, the following illustration shows a group named `sgl2`.



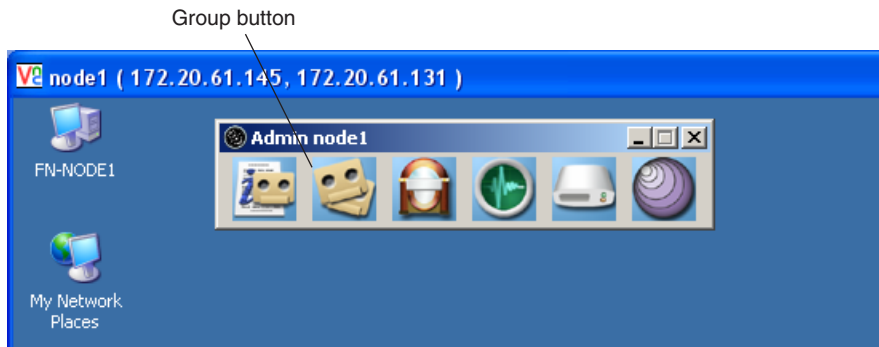
You can log on to the FlashNet server to determine the group names that you should use in the partition field in your Media Services archive profile.



**To determine the available FlashNet group names:**

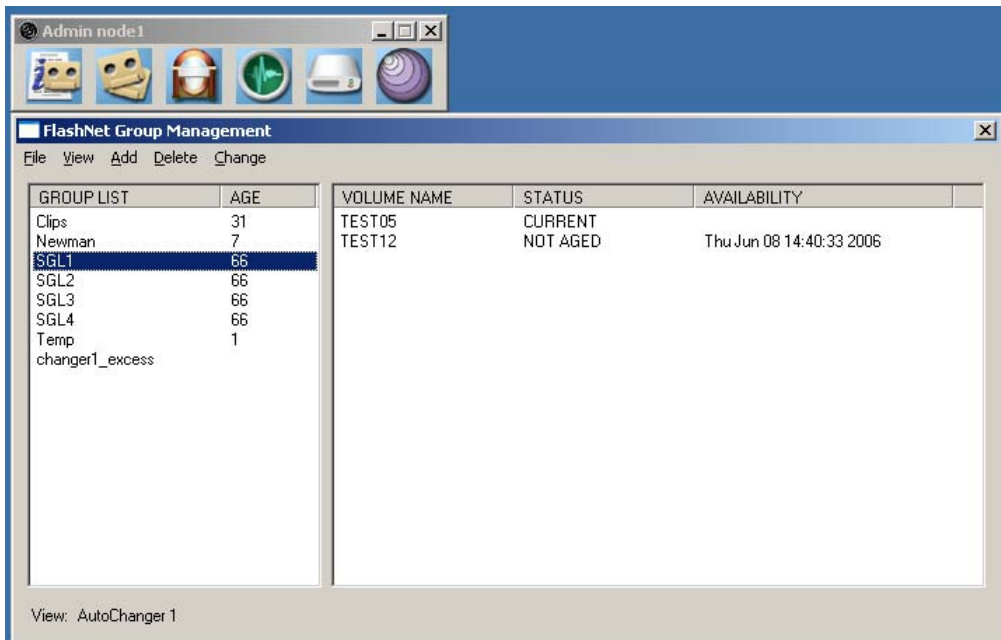
1. Log on to the FlashNet server and double-click the FlashNet Administration icon on the desktop.

The FlashNet Administration tool opens.



2. Click the Group button.

The FlashNet Group Management window opens.



The names in the GroupList column are the names you use when you define an Archive profile in the Media Services Engine. For information on creating groups, see the SGL FlashNet documentation.

## Archiving Assets from an Avid Editing Application

To archive assets from an Avid editing application, first make sure the Media Services Engine is configured in the Media Services setting. Then perform the archive operation. The clips or sequences you select for archiving are automatically checked into the Interplay database during the archive operation.

You can archive assets in a similar way from Avid Interplay Assist. For more details, see the *Avid Interplay Assist User's Guide*.

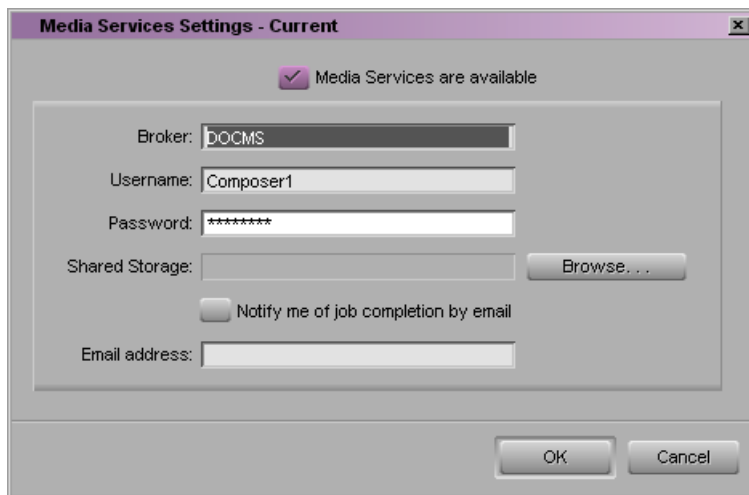
Consolidating clips before archiving can conserve space in the archive database. See [“Consolidating Clips and Sequences Before an Archive Operation” on page 148](#).

After you archive media files, you can delete the online media from the Interplay Engine. See [“Deleting Online Media After an Archive Operation” on page 149](#).

### To configure the Avid editing application for Media Services:

1. In the Avid editing application, log in to Interplay.
2. Select Media Services from the Settings list.

The Media Services Settings dialog box opens.



3. Select the options as follows:
  - Select the “Media Services are available” option.
  - Type the name of the system running the Media Services Engine in the Broker text box.
  - Type your user name and password. If Interplay validation has been configured for the Media Services Engine, the user name must be a valid Interplay user name. For example, you can use the same user name and password that you use to log in to Interplay. If Interplay validation has not been configured, the user name must match a valid Interplay user name. See [“Using the Users Page” on page 57](#). Make sure the user has access to the Archive engine.
  - Shared Storage — Leave this field blank. This setting is no longer used.
  - Email address — You can use this option if your Media Services Engine is set up for e-mail notification. See [“Configuring the Media Services Engine” on page 31](#).
4. Click OK.

After you configure this setting, connection to the Media Services Engine is automatic.

**To archive a clip or sequence:**

1. Make sure that the Avid Interplay Archive provider is connected to the Media Services Engine. See [“Verifying That a Service Provider Is Connected” on page 73](#).
2. Select the clip or sequence in the bin or select the asset in the Interplay Window.
3. Select File > Avid Interplay Media Services > Avid Interplay Archive Services > *profile name*, where *profile name* is a profile set up on the Media Services Engine Archive service.  
The system performs the archive operation according to the rules in the profile that you select. See [“Working with Media Services Profiles” on page 76](#).
4. (Option) If you have the Avid Interplay Access application installed on your system you can run the application and select Tools > Avid Interplay Media Services Status to view the job progress. If you have the standalone Media Services and Transfer Status tool installed, click Start and select Programs > Avid > Avid Media Services and Transfer Status. For more information, see [“Using the Jobs Page” on page 39](#) and [“How the Media Services Status Tool Reports Archive and Restore Operations” on page 301](#).  
For troubleshooting information, see [“Archive and Restore Troubleshooting” on page 299](#).
5. (Option) Delete the archived media from the Interplay online database. You can restore it when needed. See [“Deleting Online Media After an Archive Operation” on page 149](#) and [“Restoring a Clip from the Archive Database” on page 166](#).

## Consolidating Clips and Sequences Before an Archive Operation

Consolidating can conserve space in the archive database. Consolidating creates new media from an existing master clip. The new media is a new master clip that does not have a link to the original master clip.



*If you do not consolidate before archiving, you can perform partial restores and only restore the portions of the material that you need. See “Working with Partial Restore” on page 169.*

You have two basic choices for consolidating before you archive:

- If you have a sequence that references long master clips, you can consolidate the sequence before you archive it. This creates new media files for each clip in the sequence. Then, when you archive the new consolidated sequence, the system only archives the new, shorter master clips. Archiving is relatively fast using this method because you only archive the media that is used in the sequence.

The main drawback to this method is that you cannot specify handles on an individual clip basis. You only have the option of setting one handle length for all the clips in the sequence. So you might not archive enough of the original clips to perform edits at a later time.

- You can consolidate before you edit. This is a more efficient method because you can determine the length of each clip as you work with it. In this workflow, you would use the following general procedure:

1. Create subclips from the original long master clip.
2. Consolidate the subclips. This operation creates new subclips and new master clips.
3. Store the consolidated subclips or master clips on a predetermined folder in the Interplay database.
4. Work with the consolidated subclips or master clips.

If you use this method, any archiving operations that the editors perform is relatively fast because they are archiving only the material that is directly associated with the sequence or master clip.

## Deleting Online Media After an Archive Operation

After you archive media files, you can delete the online media. Use the following guidelines to ensure that you do not delete the online material before the archive operation is complete.

- Place a reservation on material that you are going to archive to make sure you don't delete your online media before it is archived:
- Do not delete the material until the archival process has finished completely. You can use the Media Services and Transfer Status tool to check the progress of an archive operation (see [“Using the Jobs Page” on page 39](#)).
- If you are deleting media from online storage and want to follow up immediately with a restore operation, wait until the Media Indexer finishes indexing the storage before you perform the restore. This ensures that Media Indexer knows that the files are offline. If Media Indexer assumes the files are already online, it will not restore them.

You can also use Avid Interplay Access to check the archive database to make sure the archive operation has completed

- Consider creating a folder in the Interplay database with a name such as “7 Day Hold and then Delete,” “Delete in 48 hours,” “Delete after Archive,” or “Aired Stories.” The media in that folder can be deleted either on a regular basis or after a particular archive operation is completed.

## Archiving Assets Using Avid Interplay Access

You can manually archive assets from Interplay Access. For information on automatically archiving assets, see [“Working with an Auto Archive Folder” on page 153](#).

### To archive an asset:

1. Make sure that the Avid Interplay Archive provider is connected to the Media Services Engine. See [“Verifying That a Service Provider Is Connected” on page 73](#).
2. Start Avid Interplay Access and log in to the database that includes the assets you want to archive.

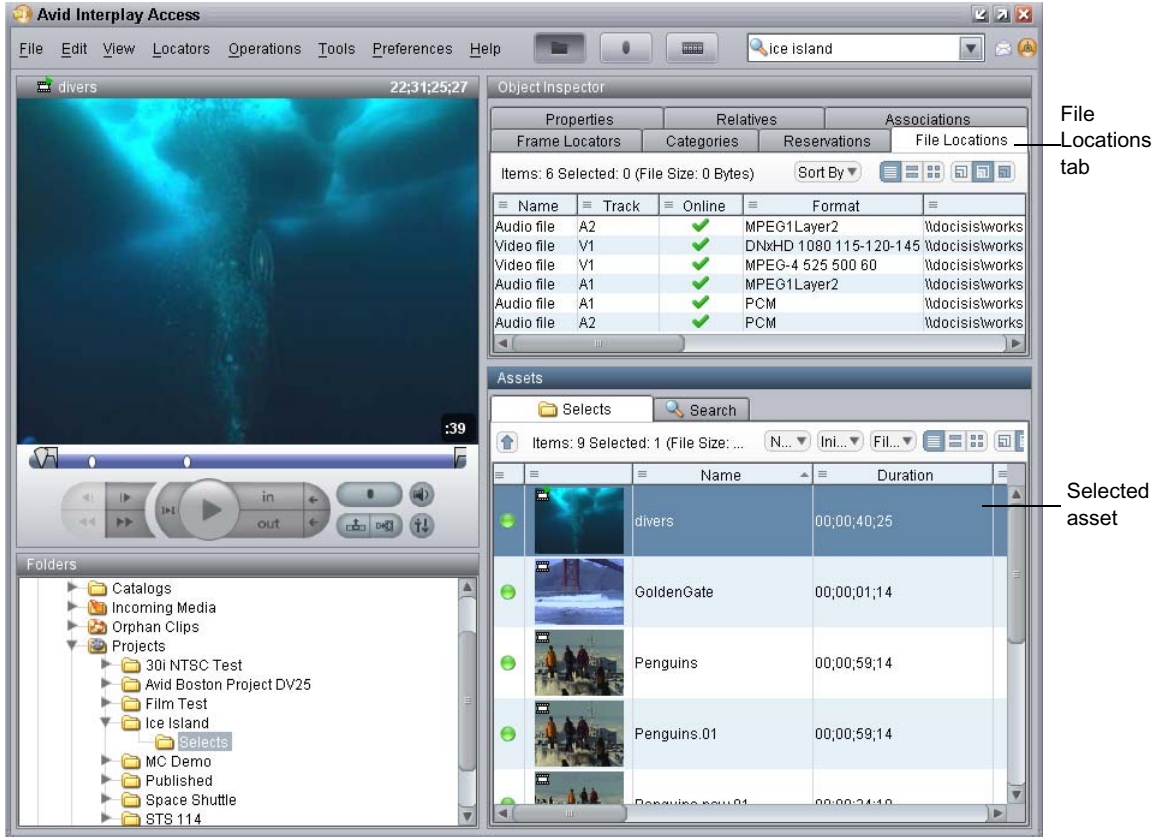
Make sure that the account that you use is a valid Media Services account and has access to the Archive Engine database. See [“Using the Users Page” on page 57](#).

You do not need to connect to and log in to the Archive database.

3. Select the asset in the Avid Interplay database that you want to archive.

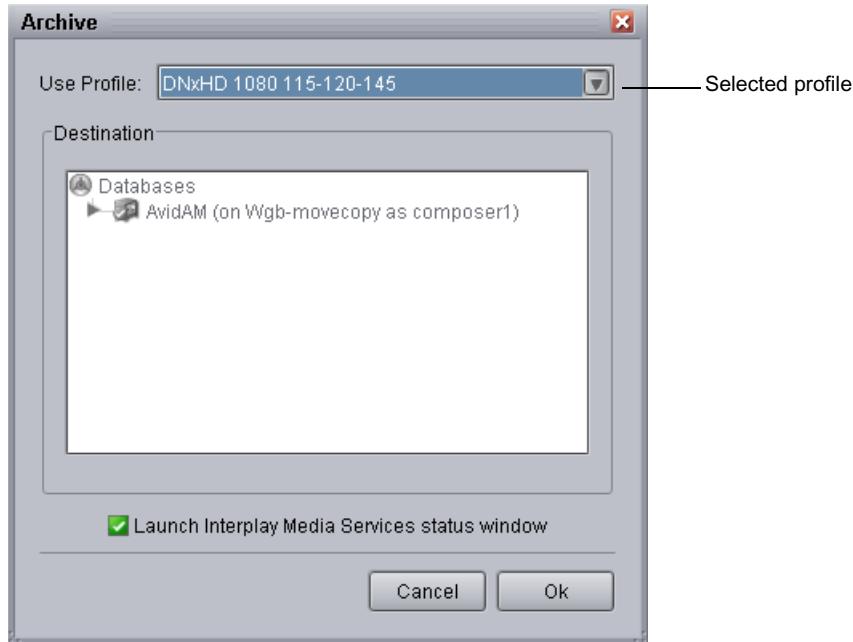
The following illustration shows the clip named “divers” selected. The File Locations tab shows that there are two resolutions for this clip: a high resolution (DNxHD 1080 and PCM audio) and a low resolution (MPEG-4 and MPEG1 audio).

You can also archive a clip that uses a single resolution.



4. Select Tools > Archive or right-click and select Archive.

The Archive dialog box opens.



5. Do one of the following:

- ▶ Select a profile from the Use Profile menu.

In this example, a profile for archiving high-resolution media is selected. For information about profiles, see [“Working with Media Services Profiles” on page 76](#).

The Destination area is not available when you are using a profile.

- ▶ Select None from the Use Profile menu, then use the Destination area to select a destination folder in the Archive database.

If you do not use a profile, and a clip includes more than one resolution, the version with the highest resolution is archived.

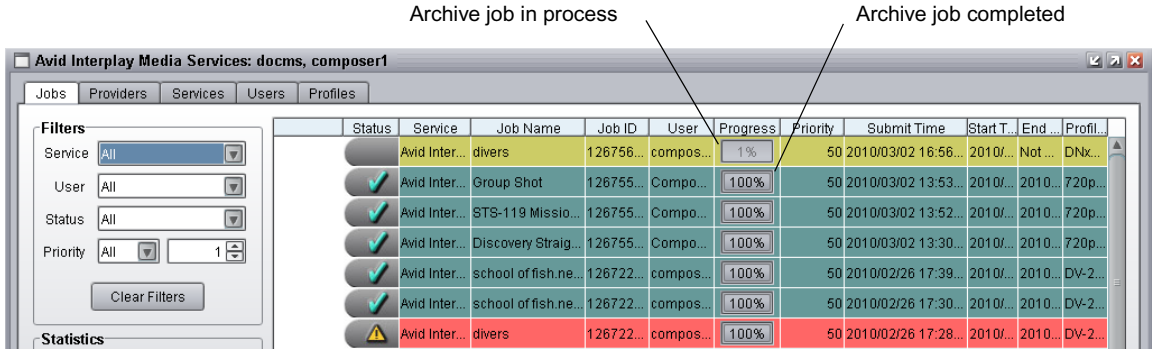


**Avid recommends that you use profiles for archiving, because profiles define many key settings such as target folders and archive partitions. For example, if you do not use a profile with a SGL archive implementation, the system uses the default SGL archive volume name. If this volume is not defined on the SGL system, the archive operation will fail.**

6. (Option) Select “Launch Interplay Media Services Status window.”

7. Click OK.

The system starts the Archive operation. The following illustration shows the Media Services and Transfer Status tool with the archive operation in progress.



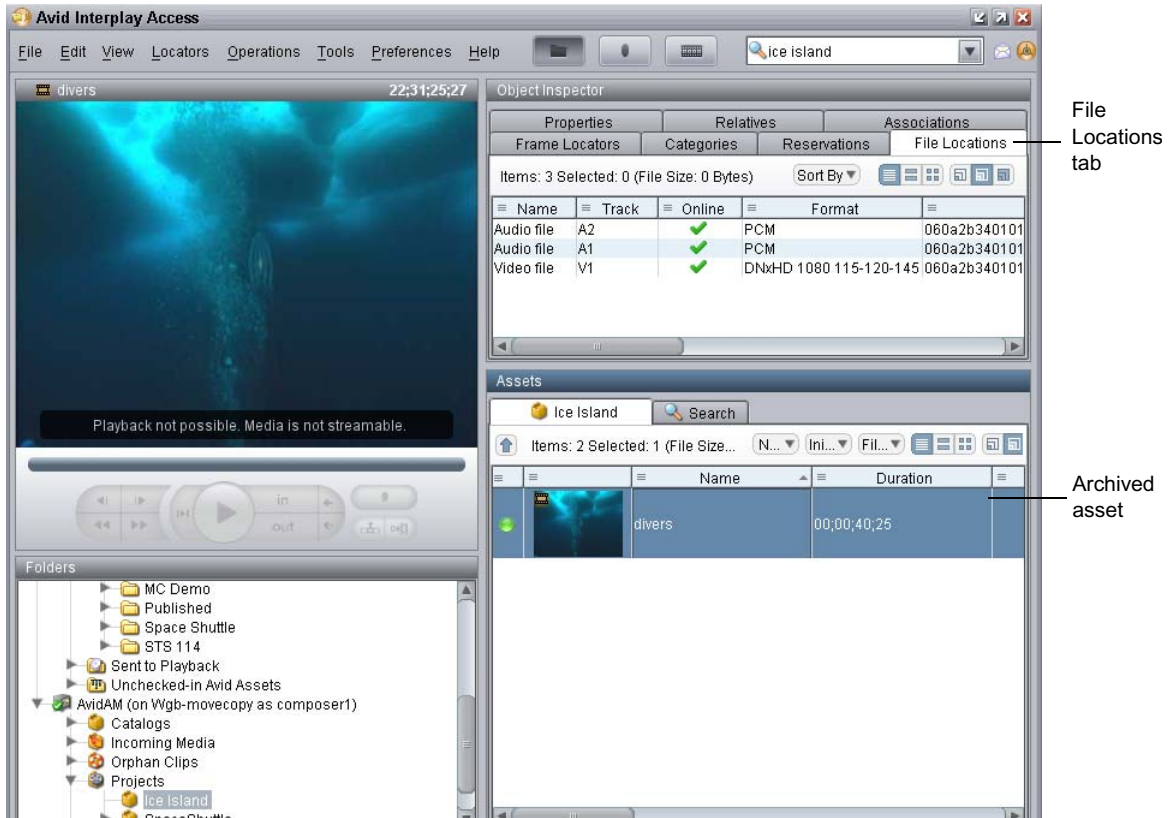
A check mark indicates a successfully completed job. The metadata is copied to the Archive database and the media is copied to the archive storage.

8. (Option) For details about the job, select the job and click the Details button, or right-click and select Details.



9. (Option) Navigate to the destination folder in the Archive database and verify that your file has been archived.

The following illustration shows the “divers clip” in the Archive database, with the high-resolution media files listed in the File Locations tab.



10. (Option) Delete the archived media from the Interplay online database. You can restore it when needed. See [“Restoring a Clip from the Archive Database”](#) on page 166.

## Working with an Auto Archive Folder

You can identify a folder as an Auto Archive folder and create a profile for the type of archive you want to perform through the Auto Archive folder. When you move a clip or sequence to an Auto Archive folder, the system automatically uses the Avid Interplay Archive service to archive the asset. For example, you can create an Auto Archive folder for a media server (such as an AirSpeed). Any assets ingested by the media server are placed in the associated Auto Archive folder and are automatically archived after the ingest is complete.



*You do not have to connect to the Archive database before you perform an Auto Archive operation. The Media Services Engine uses its own connection to the database.*

The Auto Archive service processes files according to the date and time, using a first-in, first-out (FIFO) rule. The date and time used depends on when an asset was copied to the auto folder.

For details on Auto Archiving, see the following topics:

- [Preparing the Workgroup for Auto Archive](#)
- [Configuring Auto Archive Using the Avid Service Configuration](#)
- [Verifying That the Auto Archive Service is Running](#)
- [Setting Up an Auto Archive Folder](#)
- [Archiving Assets Using an Auto Archive Folder](#)
- [Location of Automatically Archived Files](#)

## Preparing the Workgroup for Auto Archive

For information on setting up your workgroup for auto archiving, see “[Interplay Media Services Engine Installation and Configuration](#)” on page 27, and “[Configuring the Archive Service](#)” on page 132.

## Configuring Auto Archive Using the Avid Service Configuration

You use the Avid Service Configuration tool (a component of Avid Service Framework) to configure Auto Archive. Avid Service Configuration is an application that lets you set and change parameters for each of the different Avid services and applications in your workgroup environment.

For more information about Avid Service Framework, see the *Avid Service Framework User's Guide*.

**To configure the Avid Interplay Auto Archive service using the Avid Service Framework:**

1. Click the Start button, and select Programs > Avid > Avid Service Framework > Avid Service Configuration.

The Select Workgroup dialog box opens.



*The Select Workgroup dialog box does not open if the check box specifying to always select and use this workgroup option was previously selected. When you select this option, the Select Workgroup dialog box no longer opens when you start the application. The default workgroup is selected, and the Avid Service Configuration window opens. To change this option and display the Select Workgroup dialog box, click the Login tab of the Avid Framework Workgroup Properties application and clear the checkbox for the option.*

2. (Option) If the Select Workgroup dialog box opens, select the workgroup you want to connect to and click Select.

The Avid Service Configuration window opens.

3. In the Directory pane, click the Processes tab and verify that the Avid Automatic Archive, Transcode, Transfer, and Copy service is running.



*If the Avid Automatic Archive, Transcode, Transfer, and Copy service does not appear in the Avid Service Configuration window, the service is not running or the system it runs on is not properly connected to the workgroup. Click the Hosts tab and make sure that the Avid Service Configuration displays the name of the system that the Avid Automatic Archive, Copy, Transcode, and Transfer service is running on.*

4. Expand the Avid Automatic Archive, Transcode, Transfer, and Copy service entry on the Processes tab of the Directory pane.

The system displays the name of the computer running the Avid Automatic Archive, Copy, Transcode, and Transfer service.

5. Click the computer name.

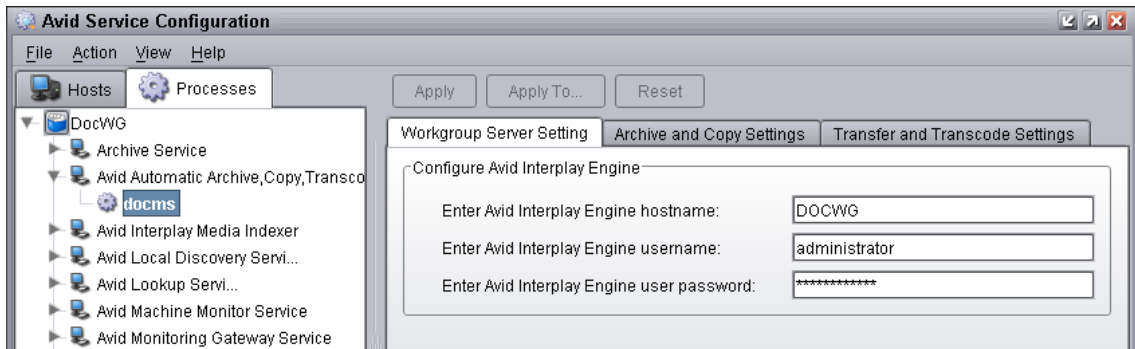
The Administrator Password Needed dialog box opens.

6. Type the Avid Service Framework Administrator password and click OK.



*By default, Avid Service Framework does not require a password. When a password is used, it is set through the System Configuration Service. Check with your system administrator for the correct password.*

The system displays the Workgroup Server Setting tab for the Avid Automatic Archive, Transcode, and Transfer service.

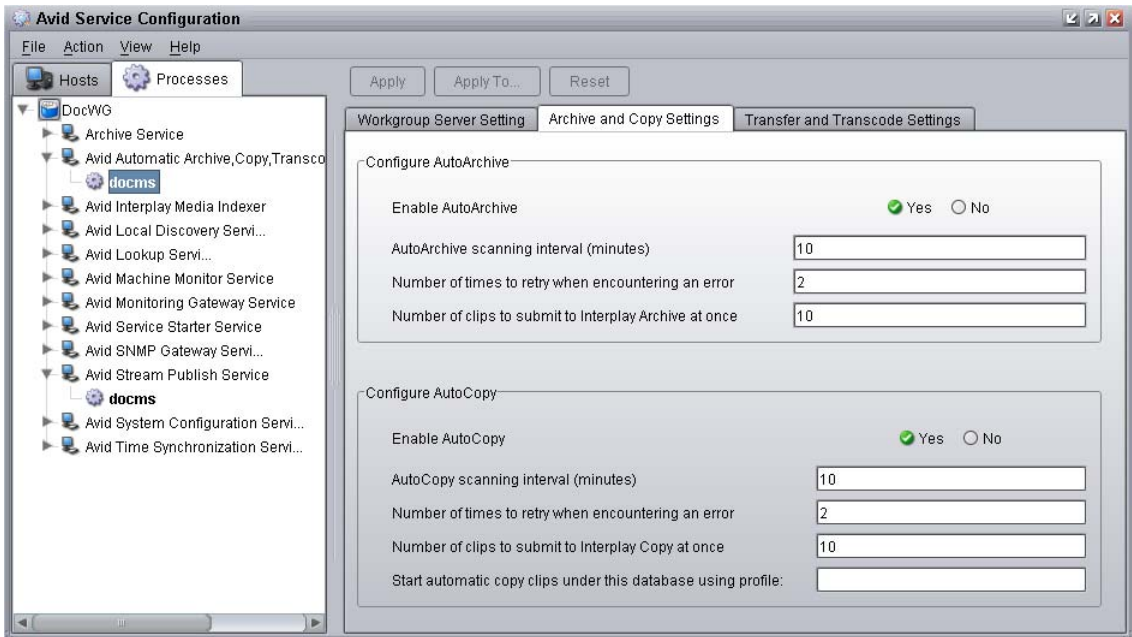


7. Type the Interplay Engine hostname, user name, and password.

Use an Interplay account with administration privileges.

## 8. Click the Archive and Copy Settings tab.

The system displays the configuration settings for the AutoArchive and AutoCopy.



## 9. In the Configure AutoArchive area, do the following:

- Enable AutoArchive — Select Yes.
- AutoArchive scanning interval — Type the number of minutes between scans, minimum allowed is 3 minutes.
- Number of times to retry when encountering an error — type the number of times you want the system to retry after an error occurs.
- Number of clips to submit to Interplay Archive at once — type the number of clips you want sent for archive at one time. The system can better manage the job processing task when the jobs are processed in small batches. The default number is 10 clips submitted for processing at one time. For example, when you are moving 1,000 clips to the AutoArchive folder, the first 10 clips are archived, then the next 10 clips are archived, and so on until all 1,000 clips are archived.

10. Click Apply.
11. Close the Avid Service Configuration window.



*When you make configuration changes and you do not click the Apply button or the Reset button prior to changing a selection or closing the window, a dialog box opens reminding you to Apply or Reset the configuration.*

## Verifying That the Auto Archive Service is Running

The Services page in the Avid Interplay Media Services and Transfer Status tool shows whether the Archive and Restore services are running. The Avid Interplay Auto Archive service is not monitored on the Services page. You can use the Avid Service Framework services or the Microsoft Windows Computer Management tool to check whether the Avid Interplay Auto Archive service is running.



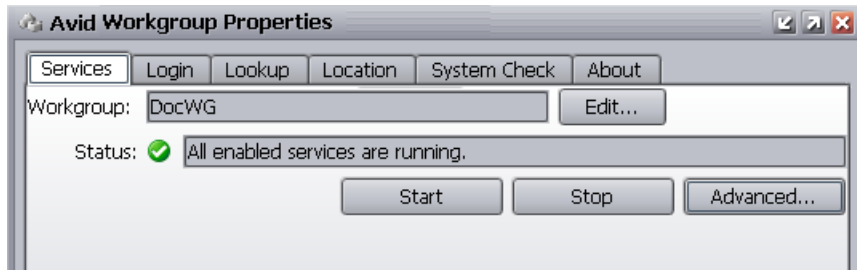
*Software for the Auto Transcode, Auto Transfer, and Auto Copy services is also installed during the installation of the Avid Interplay Auto Archive service. These services are all included in the service named Avid Interplay Auto Media Services.*

For more information about Avid Service Framework, see the *Avid Service Framework User's Guide*.

### To verify that the Avid Interplay Auto Archive service is running using Avid Service Framework:

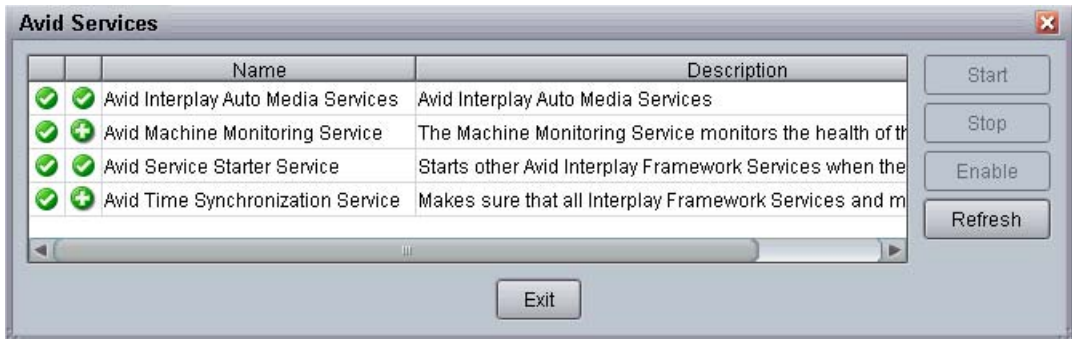
1. On the system running the Media Services Engine, click Start and select Programs > Avid > Avid Service Framework > Avid Workgroup Properties.

The Avid Workgroup Properties dialog box opens. The Status area indicates whether all the Avid Service Framework services are running.



2. Click Advanced.

The Avid Services dialog box opens.



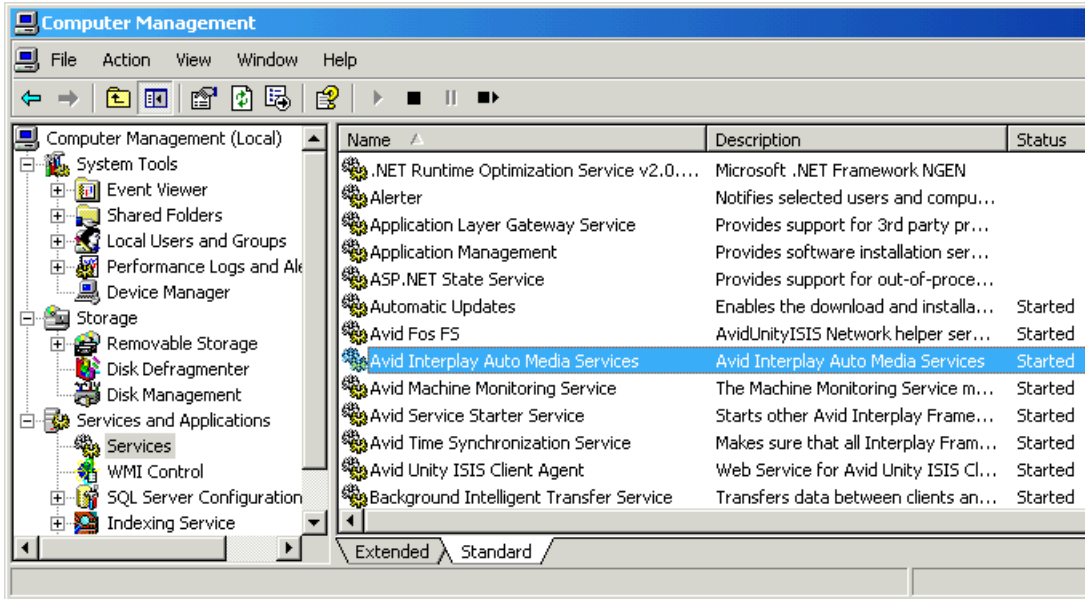
3. If necessary, select the Avid Interplay Auto Media Services service and click Start.



*If the Avid Interplay Auto Media Services does not appear, check the Media Services Engine to make sure that the Archive service is running. Auto Archive requires the Archive service.*

**To verify that the Avid Interplay Auto Archive service is running using the Computer Management window:**

1. On the system running the Media Services Engine software, right-click the My Computer icon and select Manage.
2. Double-click the Services and Applications icon, then double-click Services.



3. In the Status column, verify the Avid Interplay Auto Media Services are running.

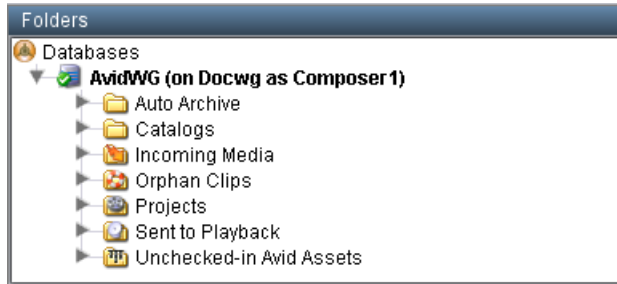


## Setting Up an Auto Archive Folder

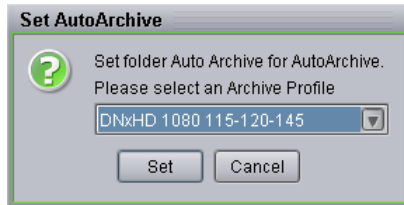
### To set up an Auto Archive folder:

1. Log into Interplay Access as an administrator and create a folder.

The following illustration shows a folder named Auto Archive in the database tree. You can use any name that fits your workflow.

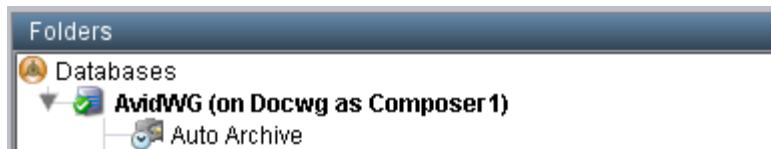


2. Right-click the folder and select Set AutoArchive.



3. Select an Archive Profile from the Set Auto Archive dialog box.  
For information about profiles, see [“Working with Media Services Profiles”](#) on page 76.
4. Click Set.

The system adds an Auto Archive icon to the folder.



## Archiving Assets Using an Auto Archive Folder

### To archive assets using an Auto Archive folder:

1. Make sure a folder is configured for Auto Archiving. See [“Setting Up an Auto Archive Folder” on page 161](#).
2. Make sure that the Media Services Engine and the Avid Interplay Archive service are connected. See [“Verifying That a Service Provider Is Connected” on page 73](#). Make sure the Auto Archive service is running. See [“Verifying That the Auto Archive Service is Running” on page 158](#).
3. Start Avid Interplay Access and log in to the database that includes the assets you want to archive.

When the Auto Archive service performs an archive operation, it uses the account that you set in the Avid Service Configuration tool, not the account you used to log in to Interplay Access. See [“Configuring Auto Archive Using the Avid Service Configuration” on page 154](#).

4. Locate an asset that you want to archive and do one of the following:
  - ▶ Drag the asset to the Auto Archive folder.
  - ▶ Right-click the file, and select Move To.

The Move To dialog box opens.



Navigate to your Auto Archive folder and click OK.

A copy of the clip is moved to the Auto Archive folder. The Auto Archive job might not start for several minutes, depending on your Auto Archive settings. See [“Configuring the Archive Service” on page 132](#)

- (Option) To view the Interplay Media Services Status window while the Auto Archive operation is in process, select Tools > Interplay Media Services Status.

The system displays the job status during the archive operation. After the operation is complete, the status entry is deleted. The system deletes the line to avoid collecting too many entries in the status window.

For more information on job status, see [“How the Media Services Status Tool Reports Archive and Restore Operations”](#) on page 301. For troubleshooting information, see [“Archive and Restore Troubleshooting”](#) on page 299.

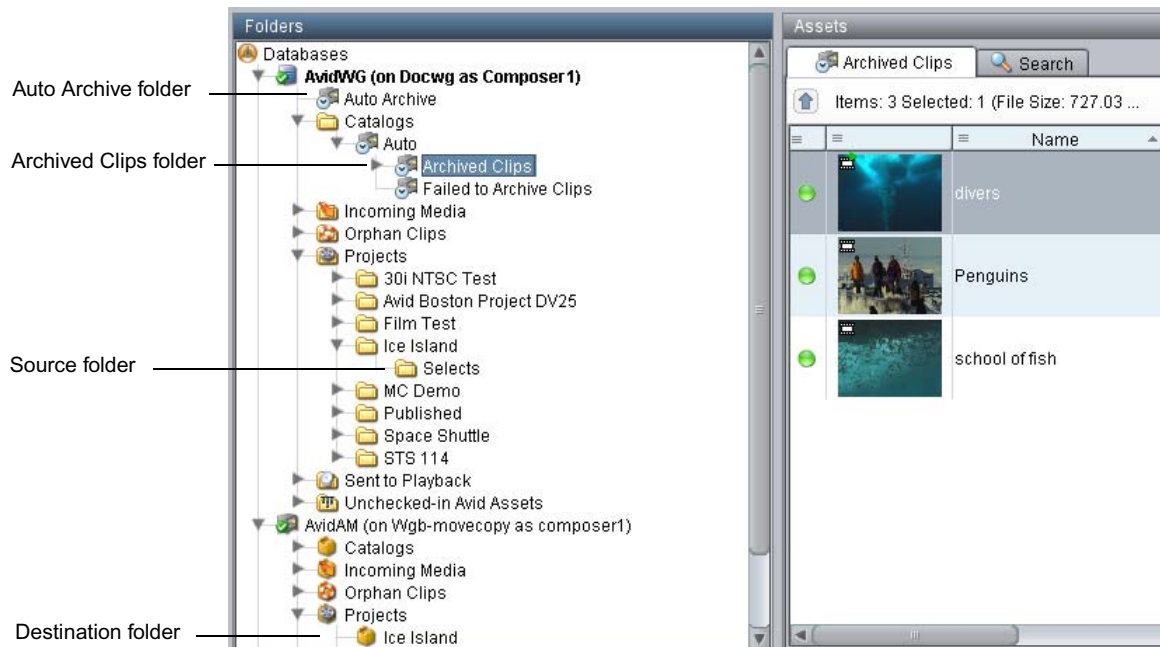
## Location of Automatically Archived Files

When working with Auto Archive, the system creates a folder named Auto in the Catalogs folder, that contains two folders:

- Archived Clips
- Failed to Archive Clips

The system moves a copy of your original clip to one of these folders, depending on the result of the job.

A separate copy of the archived file exists in the Archive database in a destination folder specified in the profile. The following illustration shows the folders and the archived file.

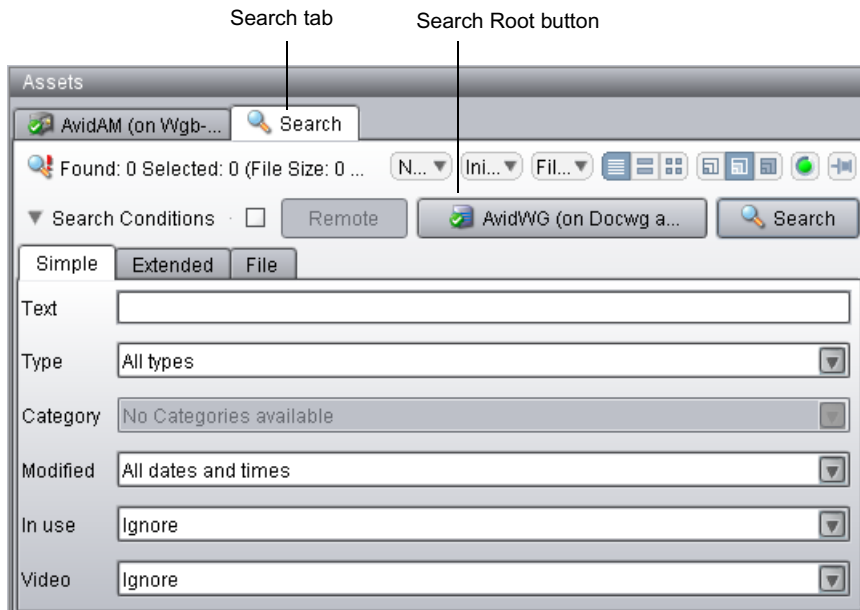


# Searching the Archive Database

You use the Search tab in Interplay Access to locate assets in a database. You can select only the Archive database, or you can search across multiple databases. This topic describes how to locate a clip in the Archive database. For complete information on searching, see the *Avid Interplay Access User's Guide*.

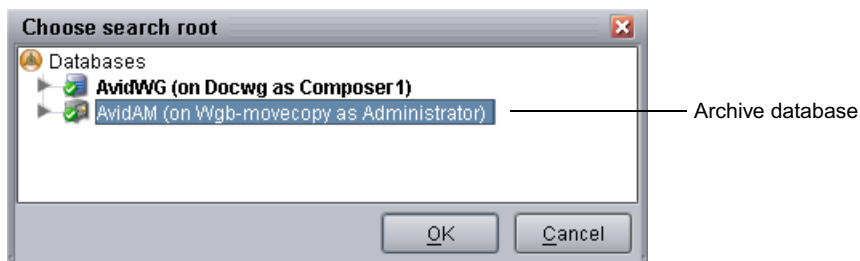
## To search for a clip in the Archive database:

1. Open Interplay Access and connect to the Archive database. See [“Connecting to the Archive Database and Creating Folders in Interplay Access”](#) on page 137.
2. Click the Search tab in Assets pane.



3. Click the Search Root button

The Choose Search Root dialog box opens.

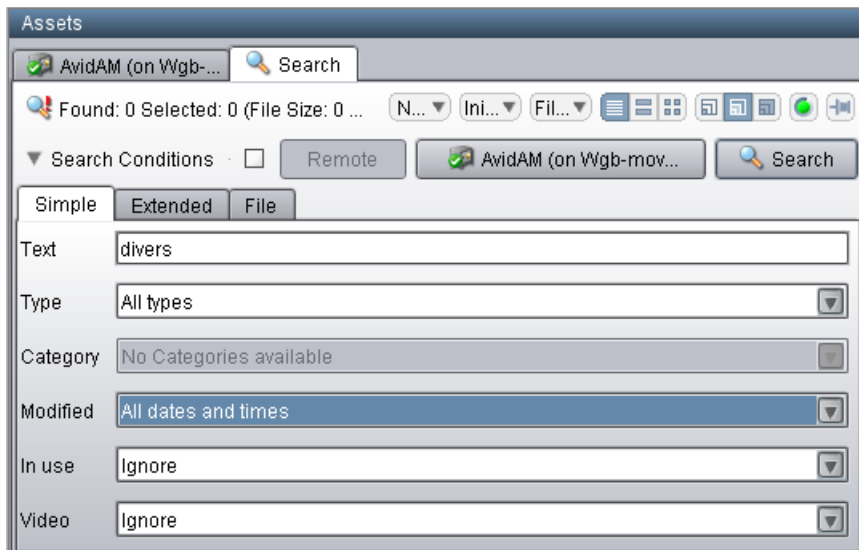


4. Select the Archive database and click OK.

In a large database, you can speed up your search by selecting a folder within the database as the root.

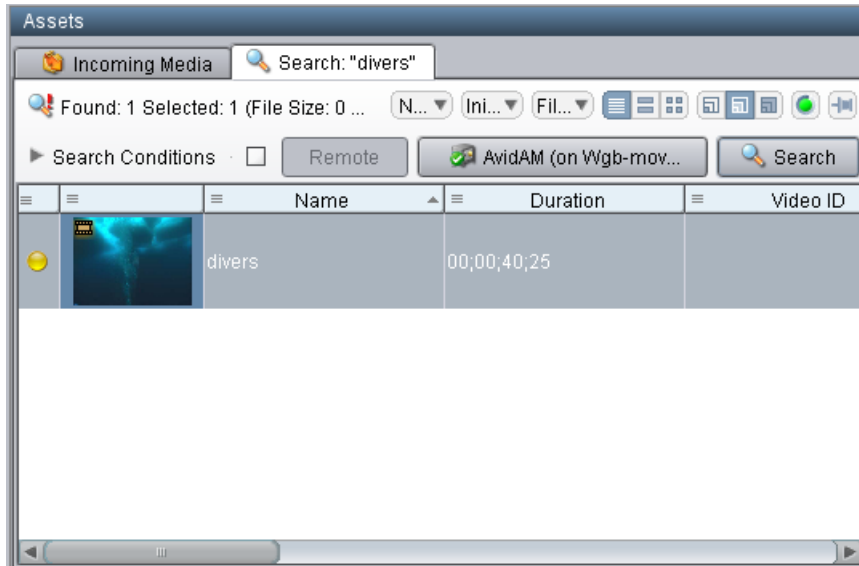
5. Type the name (or a portion of the name) of the clip you want to search for and select the appropriate search criteria.

The following example uses the text “divers” and the All Dates and Times option in order to locate all versions of the file.



## 6. Click the Search button.

The system displays the search results in the Search Results area. (If necessary, expand the bottom of the window to display the Search Results area.) In this example, one clip in the Archive database has the text “divers” in its name.



## Restoring a Clip from the Archive Database

When you restore a clip, you use the Restore service to copy archived metadata to an Interplay online database and copy media to workgroup shared storage. You can use the Restore service from the Archive database. If metadata for an asset is still stored in the Interplay online database but the media is archived (offline in the database), you can use the Restore service from the Interplay online database.

This example uses the results of a search to select a clip to restore. You can also use the Tree view to locate the clip you want to restore. You can also restore from an Avid editing application.

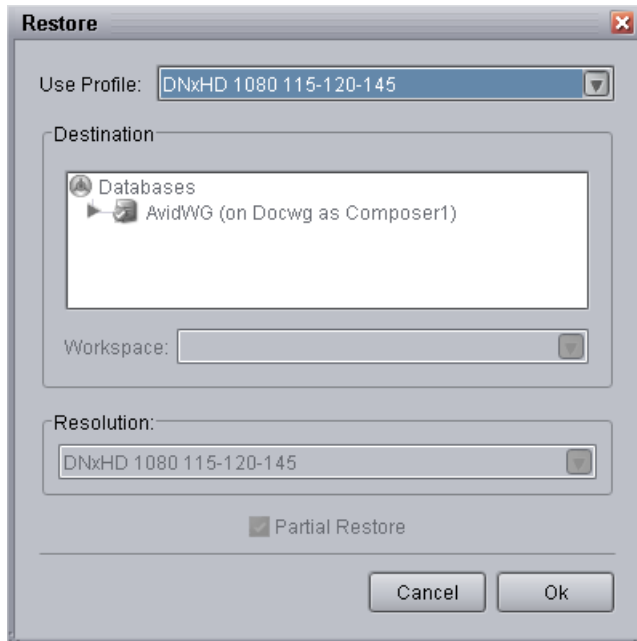
### To restore a clip from the Archive database:

1. Make sure the Media Services Engine application and the Restore service are connected. See [“Verifying That a Service Provider Is Connected” on page 73](#).
2. Open Interplay Access and log in to the Archive database.

Make sure that the account that you use is a valid Media Services account and has access to the Interplay Engine database. See [“Using the Users Page” on page 57](#).

3. Locate the clip you want to restore, by browsing or performing a search (see [“Searching the Archive Database”](#) on page 164).
4. Select the clip or clips in the Search Results area.
5. Select Tools > Restore.

The Restore dialog box opens.



6. Do one of the following:

- ▶ Select a profile from the Use Profile menu. For information about profiles, see [“Working with Media Services Profiles”](#) on page 76.



*The Destination area, Resolutions, and Partial Restore are not available when using a profile, because the profile provides these settings. When you perform a restore from an Avid editing application you must select a profile.*

- ▶ Select None from the Use Profile menu, and do the following:
  - In the Destination area, select a destination folder where you want to place the restored asset. See [“Interplay Archive Profile and Interplay Restore Profile Options”](#) on page 142.
  - In the Workspace area, select the Avid shared-storage workspace where you want to place the restored media.

- Select a resolution from the Resolution menu.
- (Option) Select Partial Restore. For more information, see [“Working with Partial Restore” on page 169.](#)
- (Option) Select “Launch Interplay Media Services Status window.”

7. Click OK.

The system performs the restore operation. The following illustration shows the Media Services Status window after the job is complete.

The screenshot shows the 'Avid Interplay Media Services: DOCTM, NCXP1' window. The 'Jobs' tab is active, displaying a table of job completion status. The table has columns for Status, Service, Job Name, Job ID, User, Progress, Priority, Submit Time, Start Time, End Time, and Profile. All jobs listed have a status of 'Completed' (indicated by a green checkmark) and a progress of 100%.

Status	Service	Job Name	Job ID	User	Progress	Priority	Submit Time	Start Time	End Time	Profile
Completed	Avid Restore Service	airboat bea...	113173...	NCXP1	100%	50	2005/11/11...	2005/11...	2005...	
Completed	Avid Archive Service	airboat bea...	113173...	NCXP1	100%	50	2005/11/11...	2005/11...	2005...	
Completed	Avid Archive Service	airboat bea...	113146...	Administ...	100%	50	2005/11/08...	2005/11...	2005...	
Completed	Avid Restore Service	airboat bea...	113173...	NCXP1	100%	50	2005/11/11...	2005/11...	2005...	
Completed	Avid Archive Service	bill daniel in...	113173...	NCXP1	100%	50	2005/11/11...	2005/11...	2005...	
Completed	Avid Restore Service	interview	113173...	NCXP1	100%	50	2005/11/11...	2005/11...	2005...	
Completed	Avid Archive Service	interview	113156...	Administ...	100%	50	2005/11/09...	2005/11...	2005...	
Completed	Avid Archive Service	no trespassi...	113173...	NCXP1	100%	50	2005/11/11...	2005/11...	2005...	
Completed	Avid Archive Service	no trespassi...	113173...	NCXP1	100%	50	2005/11/11...	2005/11...	2005...	
Completed	Avid Archive Service	no trespassi...	113173...	NCXP1	100%	50	2005/11/11...	2005/11...	2005...	
Completed	Avid Archive Service	swamp	113173...	NCXP1	100%	50	2005/11/11...	2005/11...	2005...	

For more information on job status, see [“How the Media Services Status Tool Reports Archive and Restore Operations” on page 301.](#) For troubleshooting information, see [“Archive and Restore Troubleshooting” on page 299.](#)

8. (Option) Navigate to the destination folder in the Avid Interplay Access window and verify that the clip was restored.



## Working with Partial Restore

Using partial restore can save time and disk space when restoring files from the archive. The concept of partial restore refers to the ability to restore just the necessary portion of a large master clip. The following are two examples:

- Restoring a subclip — If you perform a partial restore, you restore only the media that makes up the subclip. Otherwise you restore the entire masterclip associated with the subclip.
- Restoring a sequence — You can restore only the portions of the clips that are used by the sequence.

When creating a Restore profile, select the Partial Restore option. When you perform a restore operation using that Restore profile, a partial restore is performed.

For details on performing a partial restore, see the following topics:

- [Performing a Partial Restore](#)
- [Relinking Partially Restored Assets](#)
- [Viewing Partially Restored Reference Tracks in Interplay Access](#)
- [How the System Defines the Size of a Partially Restored File](#)



*For information about Archive settings that set the segment size used for partial restore operations, see “Configuring the Archive Service” on page 132.*

## Performing a Partial Restore

This topic describes the basic workflow when you perform a partial restore operation from an Avid editing application when using multiple resolutions. For a more detailed workflow, see *Avid Interplay Best Practices*.

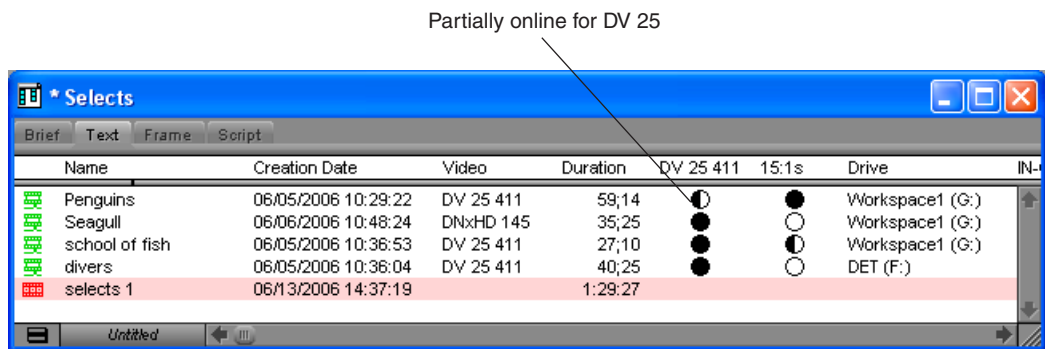
You can also perform a partial restore as described in [“Restoring a Clip from the Archive Database” on page 166](#). Use a profile with the Partial Restore option selected, or select Partial Restore in the Restore dialog box.

### **To perform a partial restore from the Archive:**

1. On an Avid editing system, assume you have a 10-minute master clip and you have both 15:1s and DV 25 versions of the media.
2. Archive the DV 25 version of the media, as described in [“Archiving Assets from an Avid Editing Application” on page 146](#).
3. Delete the online DV 25 media and keep the low-resolution, 15:1s media online.
4. Edit one minute of the low-resolution version of the clip into a sequence.

5. Select the sequence in the bin and use Avid Interplay Restore to restore the DV 25 version of the clip from the archive. Use a profile that is set up to perform partial restores. The application restores only the portion of the clip that is in the sequence, along with extra media that you can use for handles (see “How the System Defines the Size of a Partially Restored File” on page 172).
6. Make sure that options for Dynamic Relink are selected so that you can view the clip with the restored media.

The following illustration shows an example of a bin containing a clip with high-resolution media that has been partially restored. The Penguins clip is partially online for DV 25 (half-circle) and completely online for 15:1s (full circle).



## Relinking Partially Restored Assets

Interplay Restore in partial mode lets you restore from archive only portions of the media that is used in a subclip, sequence, or shotlist. When you partially restore media to your Interplay workgroup, you need to use dynamic relink to link the restored assets to the restored media.

The restored assets preserve the links to the original location of the media and do not automatically link them to the location of the restored media. As a result, they might display as offline when you open them in an Avid editing application or when you view them in Interplay Access.

In the Avid editing application, you need to enable and use dynamic relink to resolve the links between the assets and the restored media, and then check the assets into the Interplay database.



*This requirement also applies to partially delivered assets.*

**To dynamically relink partially restored assets:**

1. On an Avid editing system, enable dynamic relink in the Dynamic Relink Settings dialog box. Set the appropriate target and working settings for your project so that assets you want to use correctly link to the restored or delivered media.
2. Open a clip, subclip, or sequence in the Avid editing application.  
The asset is linked to the restored media.
3. Check the clip, subclip, or sequence in to Interplay.
4. Update the file paths in Avid Access by doing one of the following:
  - ▶ In the Avid editing application, right-click the clips in your bins and select Update from Interplay.
  - ▶ In Interplay Access, right-click your master clips and select Update Status from Media Indexer.

## Viewing Partially Restored Reference Tracks in Interplay Access

When you perform a partial restore, the restore process creates new media files for the restored clip or subclip. These media files are displayed as reference tracks in a separate subfolder within the target folder.

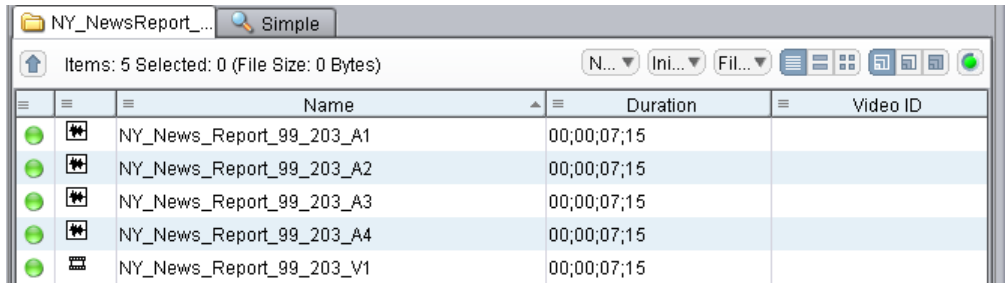


**Do not use the partially restored reference tracks for editing. Use the restored clip or subclip instead.**

The following illustration shows a subclip named NY\_NewsReport\_0505.Sub.01, which was restored to the folder named New\_York. (The master clip from which the subclip was created was also partially restored.) Both the subclip and master clip are shown as partially online (blue icon). (The icons could also be yellow, indicating that the media is also available on a remote workgroup or archive.)

	Name	Duration	Video ID
Folder	NY_NewsReport_0505.Sub.01_1273776674419.1		
Clip (Partially Online)	NY_NewsReport_0505	00:00;10;04	AS1_051310_02
Subclip (Partially Online)	NY_NewsReport_0505.Sub.01	00:00;03;14	

The New\_York folder includes a subfolder that contains the reference tracks for the new media. (The name of this subfolder includes the Media Services job number.) If you open this folder, you can view the reference tracks. In this example, there are four audio files and one video file. All the media files are fully online (green icon).



The restore process adds the following information to the end of the reference file name:

*clipname\_segment-start-frame\_segment- duration\_media-type*

where *segment-duration* is a multiple of the segment size. The system restores the media in segments so you always restore slightly more than you requested. For a description of the segment size and how to define it, see [“Specifying the Archive Server, Segment Size, and Restore Process”](#) on page 133.

Reference tracks are also included when you perform a partial delivery. See [“Understanding the Delivery Service and Delivery Receiver Service”](#) on page 246.

### Partially Restored Clips Not Archived

Archiving the new media files created with partial restore is not necessary because the original media is already archived. To save time and storage space, Interplay Archive v2.7 and later does not archive these reference tracks. If a sequence that uses the restored media is selected for archiving, the Interplay Archive service skips any reference tracks that are used in the sequence.

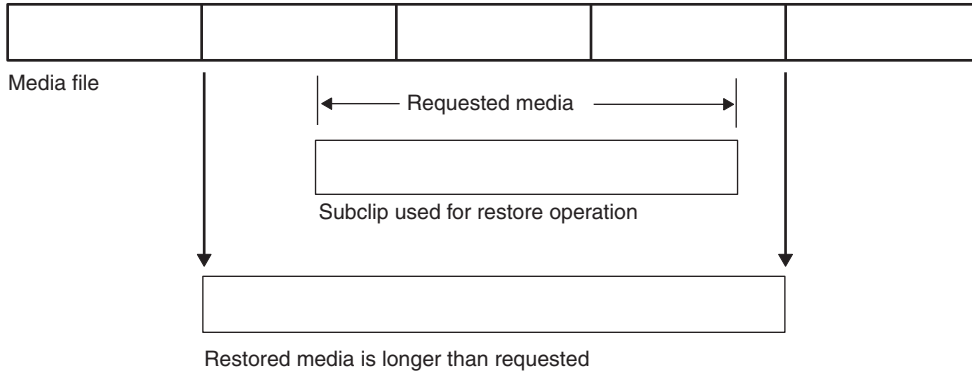
## How the System Defines the Size of a Partially Restored File

When the Media Services system restores a clip, it restores it in segments (also known as chunks) and then combines the segments into a single media file. As a result, slightly more media is restored than is used in the clip. You can configure the size of this segment in the Interplay Administrator (see [“Specifying the Archive Server, Segment Size, and Restore Process”](#) on page 133).

If the portion you want to restore is within a segment boundary, the system restores the entire segment rather than breaking up the segment. If the portion you want to restore spans two or more segments, all segments are restored.

The following illustration shows a subclip used for a partial restore. The boundaries of the subclip lie within two segments, so both segments are restored. This means that slightly more media is restored than was requested.

System restores media in segments.



## Configuring a Workgroup to Use Multiple Archive Engines

Avid Interplay v3.0 and later lets you configure a workgroup to use more than one Interplay Archive Engine. A workgroup can be configured to archive to and restore from a maximum of three Archive Engines.

The following topics provide more information:

- [“Check List for Archiving and Restoring Assets” on page 124](#)
- [“Required Software for Multiple Archive Engines” on page 174](#)
- [“Terminology for Multiple Archive Engines” on page 175](#)
- [“Creating Profiles for Multiple Archive Engines” on page 176](#)
- [“Configuring Asset Tracking for Multiple Archive Engines” on page 179](#)

## Check List for Configuring and Using Multiple Archive Engines

The following table provides a check list of steps for configuring a workgroup to use multiple Interplay Archive Engines, along with cross-references for where to find more information about each step.

---

### Configuring a Workgroup for Multiple Archives Check List

Task	Section Reference
<input type="checkbox"/> Review the required software and new terminology.	See <a href="#">“Required Software for Multiple Archive Engines” on page 174</a> and <a href="#">“Terminology for Multiple Archive Engines” on page 175</a>
<input type="checkbox"/> Install the Interplay Archive and Auto Archive software (includes Interplay Restore)	See the <i>Avid Interplay Software Installation and Configuration Guide</i> and <a href="#">“Check List for Archiving and Restoring Assets” on page 124</a> .
<input type="checkbox"/> Use the new profile options to create archive and restore profiles.	See <a href="#">“Creating Profiles for Multiple Archive Engines” on page 176</a>
<input type="checkbox"/> Set up asset tracking.	See <a href="#">“Configuring Asset Tracking for Multiple Archive Engines” on page 179</a>

---

## Required Software for Multiple Archive Engines

The following Interplay Production software is required for using multiple Archive Engines:

- Access v3.0  
This release is required on any workstation that initiates archive or restore operations in a multiple-archive workgroup.
- Interplay Archive 3.0, Interplay Restore 3.0.  
Install these services from the Avid Interplay v3.0 Server installer.

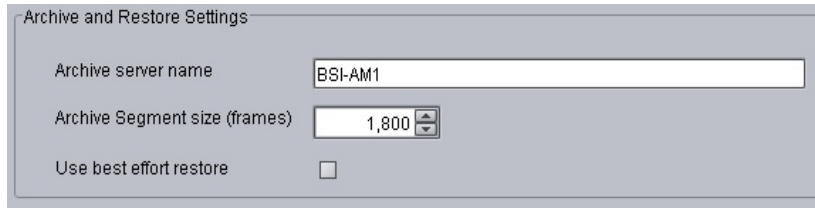


*For Interplay V3.0, service description files and providers are automatically registered.*

## Terminology for Multiple Archive Engines

The following terms are used in the Restore profile:

- **Primary Archive Engine:** The Archive Engine that you specify in the “Archive and Restore Settings” section of the Interplay Administrator Asset Tracking/Archive Settings view. This is the standard way to set an Archive Engine for a workgroup and it might already be set for your workgroup.



Archive and Restore Settings

Archive server name: BSI-AM1

Archive Segment size (frames): 1,800

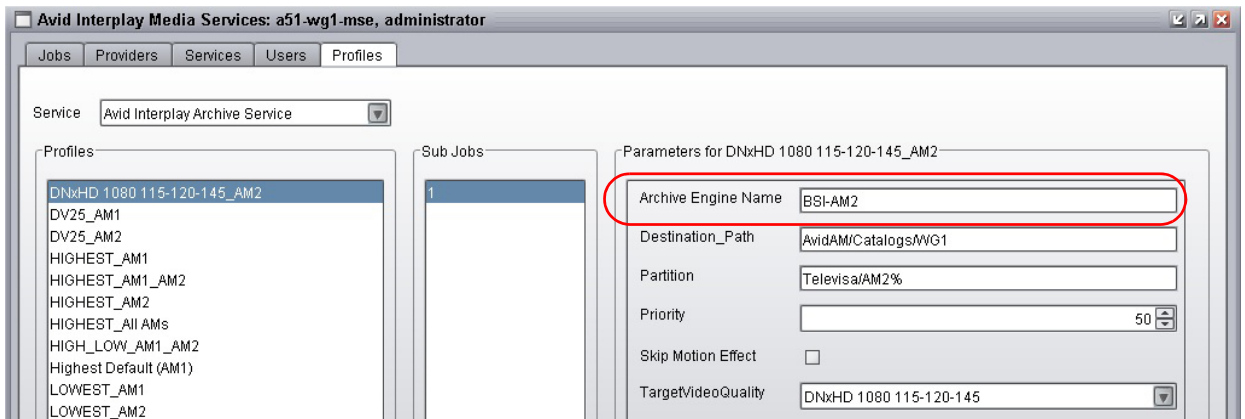
Use best effort restore:

- **Secondary Archive Engine:** An additional Archive Engine that you specify in an Archive profile and a Restore profile. You also specify it in the in the “Archive Settings for Asset Tracking” section of the Interplay Administrator Asset Tracking/Archive Settings view (see [“Configuring Asset Tracking for Multiple Archive Engines”](#) on page 179).
- **Tertiary Archive Engine:** An additional Archive Engine that you configure in the same way as a secondary Archive Engine.

## Creating Profiles for Multiple Archive Engines

After you install the software, you can create profiles as described in [“Creating an Interplay Archive or Interplay Restore Profile”](#) on page 141. The Interplay Archive and Interplay Restore services include the following profile settings:

- Avid Interplay Archive Service profile: An Archive profile includes one new setting: Archive Engine Name, which lets you specify which Archive Engine you want to use for the profile. If this field is blank, the profile uses the primary Archive Engine.

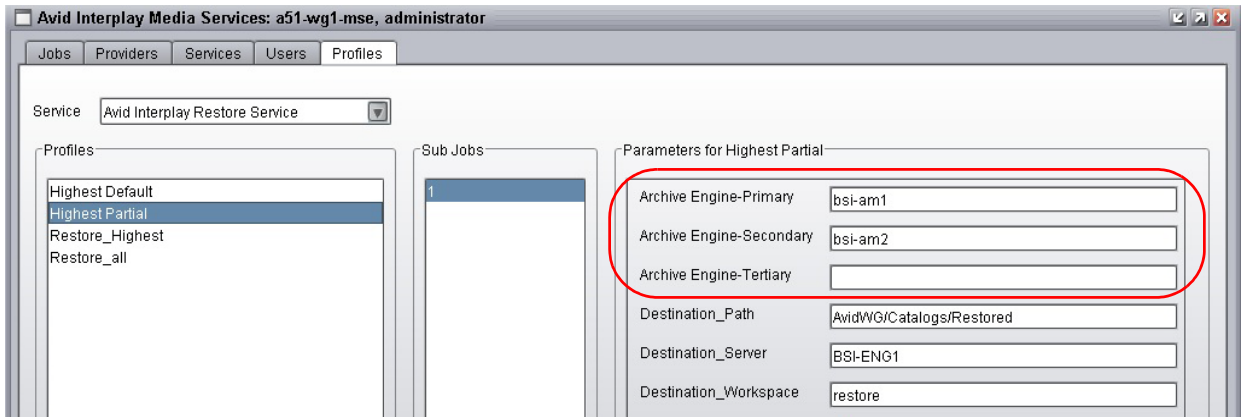


- Avid Interplay Restore Service profile: A Restore profile includes three new settings: Archive Engine-Primary, Archive Engine-Secondary, and Archive Engine-Tertiary. You can specify one or more Archive Engines. If you specify more than one Archive Engine, during a restore process, the system checks each Archive Engine in turn. If the fields are blank, the system uses the primary Archive Engine.

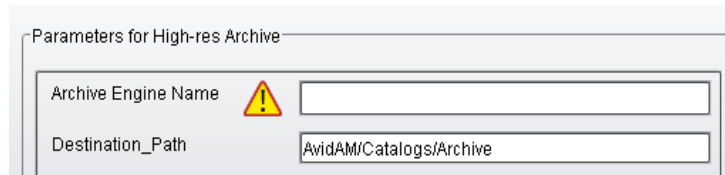




**Restore profiles are required in a workgroup that is configured for multiple Archive Engines.**



*When upgrading the services, all existing profiles are saved. The new settings are added to all existing profiles and are marked with a caution icon, as shown in the following illustration. This icon indicates that the profile might require information for the new settings.*



## Examples

The profiles in the following examples use BSI-AM1 as the Archive Engine for low-res media, and BSI-AM2 as the Archive Engine for high-res media.

### Two Profiles: One for Low Res, One for High Res

In the first profile, low-res H.264 1080i proxy media is archived to BSI-AM1. In the second profile, high-res HD 1080i media is archived to BSI-AM2.

The image displays two screenshots of a software interface, likely for configuring archive profiles. Both screenshots show a 'Service' dropdown set to 'Avid Interplay Archive Service' and a 'Profiles' list on the left. The 'Sub Jobs' list is empty in both. The 'Parameters' section on the right is configured for a specific profile.

**Top Screenshot: Profile 01. AM1\_H264 1080i**

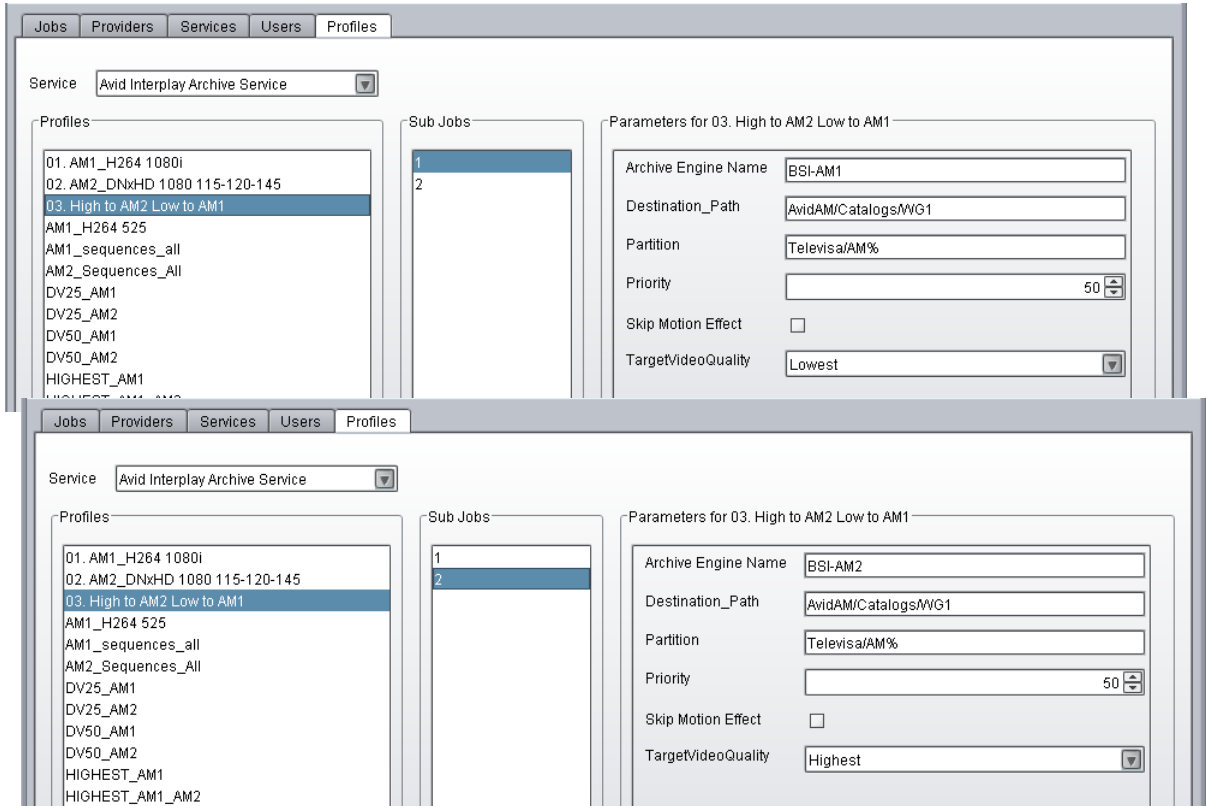
- Archive Engine Name: BSI-AM1
- Destination\_Path: AvidAM/Catalogs/WG1
- Partition: Televisa/AM%
- Priority: 50
- Skip Motion Effect:
- TargetVideoQuality: H.264 800Kbps Proxy 1080i 29.97

**Bottom Screenshot: Profile 02. AM2\_DNxHD 1080 115-120-145**

- Archive Engine Name: BSI-AM2
- Destination\_Path: AvidAM/Catalogs/WG1
- Partition: Televisa/AM%
- Priority: 50
- Skip Motion Effect:
- TargetVideoQuality: DNxHD 1080 115-120-145

### One Profile: Subjob for Low Res, Subjob for High-Res

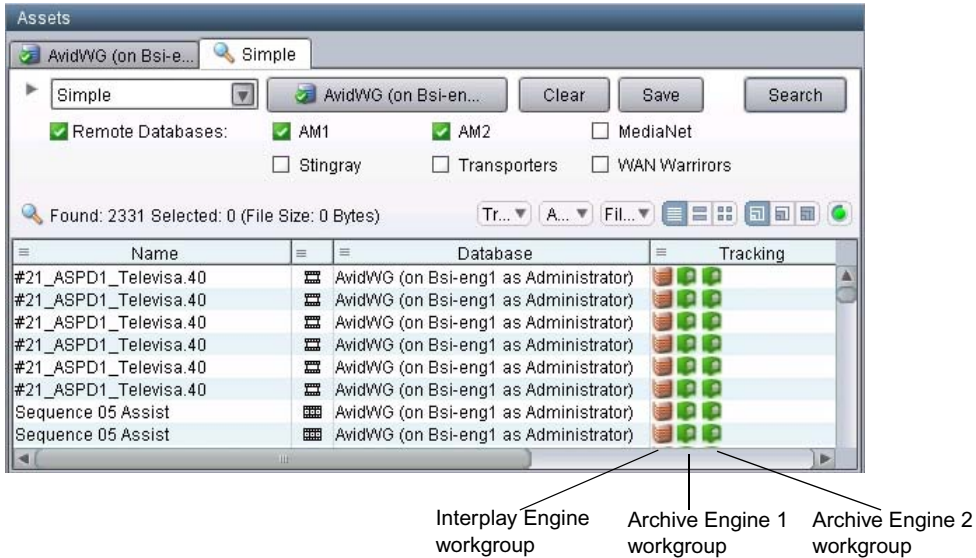
The following profile is an example of using subjobs to archive low-res and high-res versions of the same clip. The first illustration shows subjob 1, in which the lowest available resolution is archived to BSI-AM1. The second illustration shows subjob 2, in which the highest available resolution is archived to BSI-AM2.



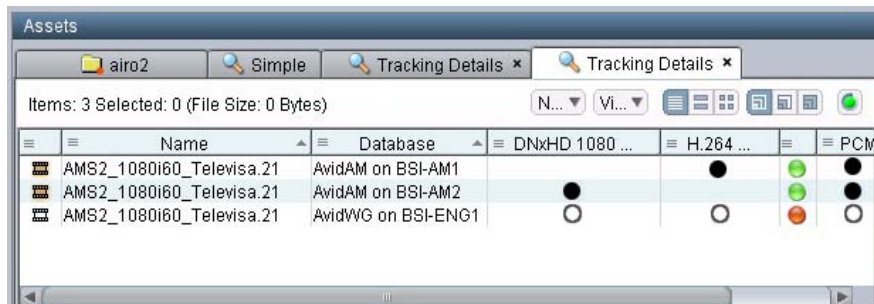
### Configuring Asset Tracking for Multiple Archive Engines

Asset tracking is a feature in Interplay Access that lets you display information for assets that are shared by different workgroups. You can use asset tracking to determine if assets that are stored in one workgroup are correctly archived in an archive workgroup. Information is displayed in the Tracking column and the Tracking Details tab.

The following illustration shows three workgroups in the Tracking column: one Interplay Engine workgroup, and two Archive Engine workgroups. Red icons indicate that media is offline on the Interplay Engine, and green icons indicate media is online on both Archive Engines. If you hover the mouse pointer over an icon, a tool tip displays the name of the server and the status of the object on that server.



The following illustration shows the Tracking Details tab. It shows the low-res media archived and online on BSI-AM1 and the high-res media archived and online on BSI-AM2. Media is offline on BSI-ENG1, the Interplay Engine.



The following topics describe the procedures required to set up asset tracking:

- [“Adding Multiple Archive Engines for Asset Tracking” on page 181](#)
- [“Adding and Displaying the Tracking Column” on page 183](#)

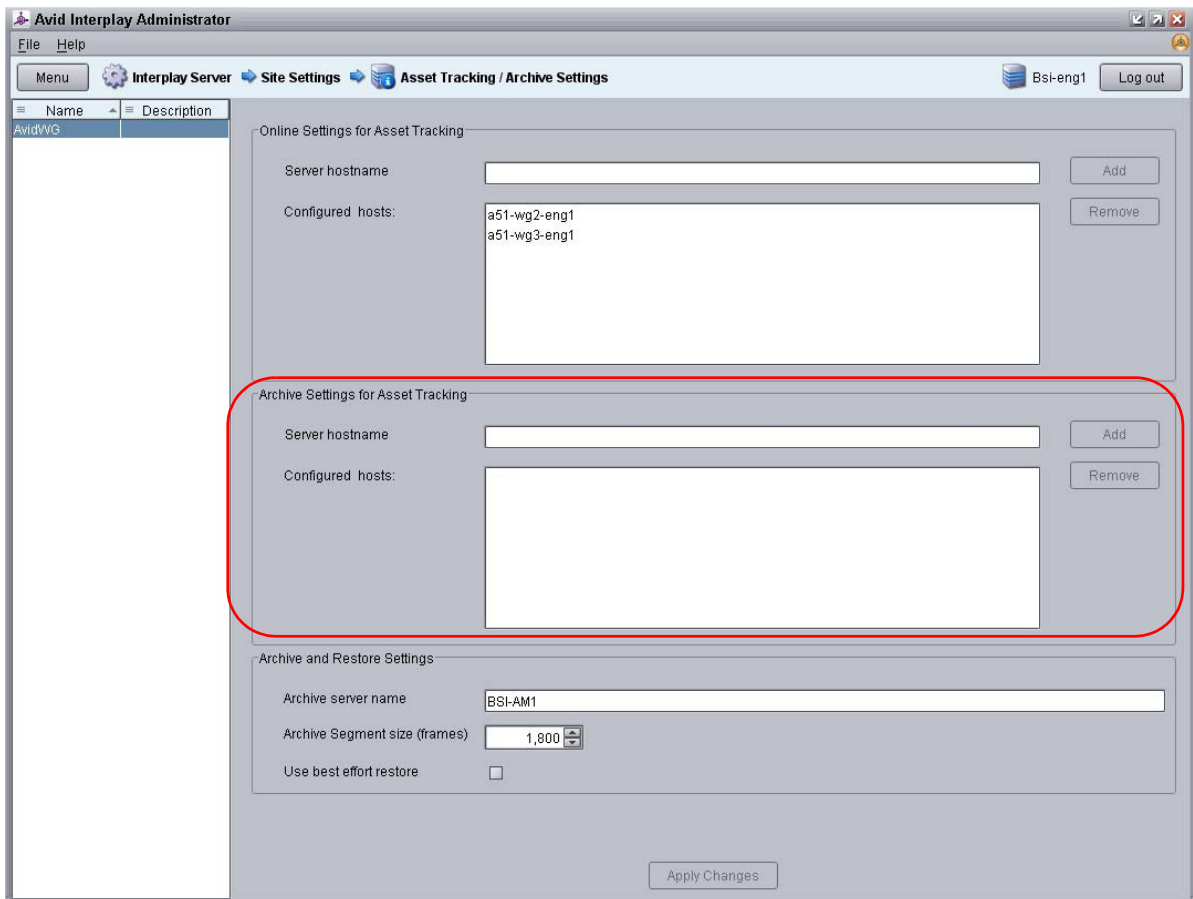
For complete information on asset tracking, see “Viewing the Status of Assets Across Workgroups (Asset Tracking)” in the Avid Interplay Access User’s Guide or the Interplay Help..

## Adding Multiple Archive Engines for Asset Tracking

**To add multiple Archive Engines for asset tracking:**

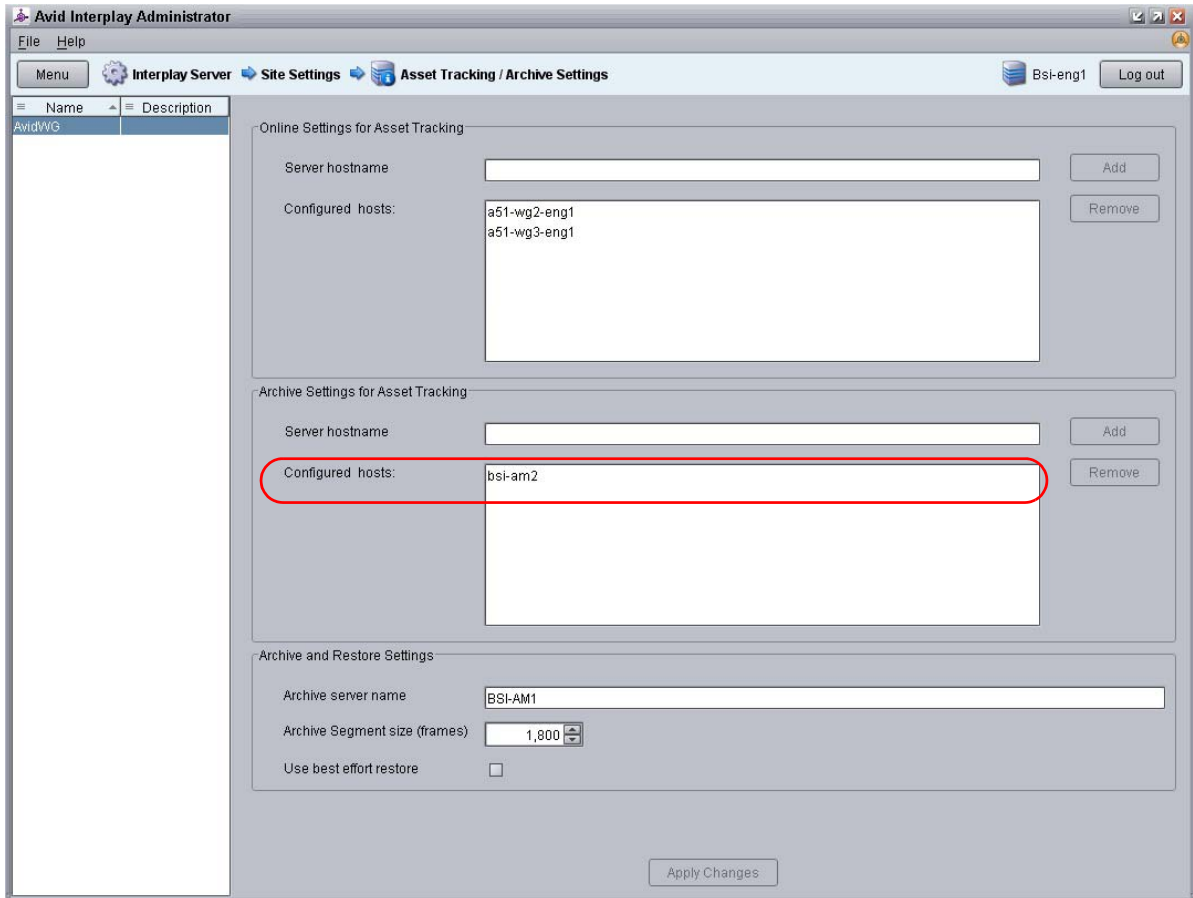
1. Start or restart the Interplay Administrator and log in to the workgroup that includes multiple archives.
2. In the Site Settings area, click the Asset Tracking/Archive Settings icon.

The view includes a new section called Archive Settings for Asset Tracking.



3. Type the hostname for the secondary Archive Engine in the Configured hosts field, then click Add.

The hostname is displayed in the Configure Hosts text box.



You do not need to add the hostname for the primary Archive Engine. It is already specified in the Archive and Restore Settings section.

4. (Optional) Repeat this action for the tertiary Archive Engine, if you are using one.
5. Click Apply Changes.



*To track a remote workgroup, you need to specify the remote workgroup and its Lookup Locator in the Avid Interplay Workgroup Properties. However, because Archive Engines are associated with an Interplay Engine workgroup, you do not need to specify the workgroups for your Archive Engines. For more information, see “Viewing the Status of Assets Across Workgroups (Asset Tracking)” in the Avid Interplay Access User’s Guide or the Interplay Help..*

## Adding and Displaying the Tracking Column

If you want to display the Tracking column, you need to make it available in the Interplay Administrator.

### To add the Tracking column to the Assets pane:

1. In the Site Sections section of the Interplay Administrator window, click the Property Layout icon.
2. From the Active Layout options, select one of the following layouts:

- Broadcast
- Post
- Film

This option determines which set of properties is displayed in the client applications.

3. Locate the Tracking Property and select the following:
  - Available: Select this option to make the property available for users to add into Interplay Access displays on their own, and to use these fields in an Extended Search.
  - Content Default: Select this option to display the property by default in the Content tab.

Do not select Inspector Default, because the Tracking display is not designed to display this information.

The screenshot shows the 'Resolutions' tab in the Interplay Administrator. The 'Active Layout' is set to 'Broadcast'. Below this is a table with columns for 'Available', 'Content Default', 'Inspector Default', and 'Property'. The 'Tracking' property is highlighted, and its 'Available' and 'Content Default' checkboxes are checked. Other properties listed include TC 30NP, TC 60, Track Formats, Tracks, Transfer, Type, UNC Path, Version Comment, and VFX.

Available	Content Default	Inspector Default	Property
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	TC 30NP
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	TC 60
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Track Formats
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Tracking
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Tracks
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Transfer
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Type
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	UNC Path
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Version Comment
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	VFX

4. Click Apply to save the settings.

The next time you log in to Interplay Access, the Tracking column is displayed.

Before you display tracking details, make sure you update the status of the assets you want to track.

**To update the status of selected assets:**

1. In Interplay Access, connect to the servers for which you want to view assets.
2. Select an asset, a folder, or multiple assets and folders
3. Select Tools > Update Asset Tracking.

The status of the selected assets is updated.

**To display tracking details:**

1. In Interplay Access, select an asset or multiple assets.
2. Do one of the following:
  - ▶ Right-click and select “Tracking Details.”
  - ▶ Select View > Tracking Details.

The Tracking Details tab is displayed.



# 8

## Working with the Copy Service

The following topics explain how to the set up and use the Copy feature:

- [Understanding the Copy Service](#)
- [Workflow for Copying Metadata and Media Files](#)
- [Check List for Copying Assets to Another Workgroup](#)
- [Registering the Copy Service with the Media Services Engine](#)
- [Connecting the Copy Provider to the Media Services Engine](#)
- [Starting the Copy Provider](#)
- [Using an Interplay Copy Service Profile](#)
- [Copying Assets and Media to Another Workgroup Using Interplay Access](#)
- [Copying Assets and Media to Another Workgroup Using an Avid Editing Application](#)
- [Copying Assets During Ingest](#)
- [Defining the Maximum Number of Simultaneous Jobs for Copy](#)

## Understanding the Copy Service

You can use the Copy feature to copy assets (metadata) and their media files from one workgroup to another. For example, if your facility uses a specified workgroup for low-resolution media, you might need to copy clips and their low-resolution media files to the low-resolution workgroup and copy them back again.



*The Copy service system requires an application key for any Copy services that are not run on the Interplay Media Services Engine server.*

The Copy feature is available from Interplay Access and from an Avid editing application.

### Copying Media and Copying Metadata

Copying media: Interplay Copy copies media if the media does not already exist in the target shared-storage workspace. Interplay Copy does not create duplicate media or overwrite media that already exists.

Copying metadata: Interplay Copy copies metadata from the source folder to the destination folder. If a clip already exists in the target folder, Interplay Copy overwrites the clip's metadata, and any new properties are merged. For example, you are copying clips from WG1 to WG2 and the same master exists in both workgroups. There is a custom property called Director for this master clip in WG1 but not in WG2. After copying from WG1 to WG2, the master clip in WG2 will have the property Director. If the Director property exists on the same clip in both workgroups, the value for the clip in the source folder overwrites the value of the clip in the target folder.

### Differences Between the Copy Service and the Move Service

The Copy service and the Move service are two different Media Services. They are installed and configured separately.

- The Copy service copies assets (metadata) and their media files from one workgroup to another. You can think of this as the “Copy to Workgroup” service. It requires two Copy providers (one in each workgroup). Each copy provider must be directly connected to both ISIS systems using either a 10 Gb Ethernet connection (recommended) or the onboard network interface cards.
- The Move service moves media files from one Avid ISIS workspace to another. You can think of this as the “Move Media” service. Because it moves media within the same workgroup, it only requires one provider. It does not copy media or assets.



**Do not use the Copy service to copy assets and media within the same workgroup. Not all Interplay operations work consistently when there are multiple copies of the same media files.**

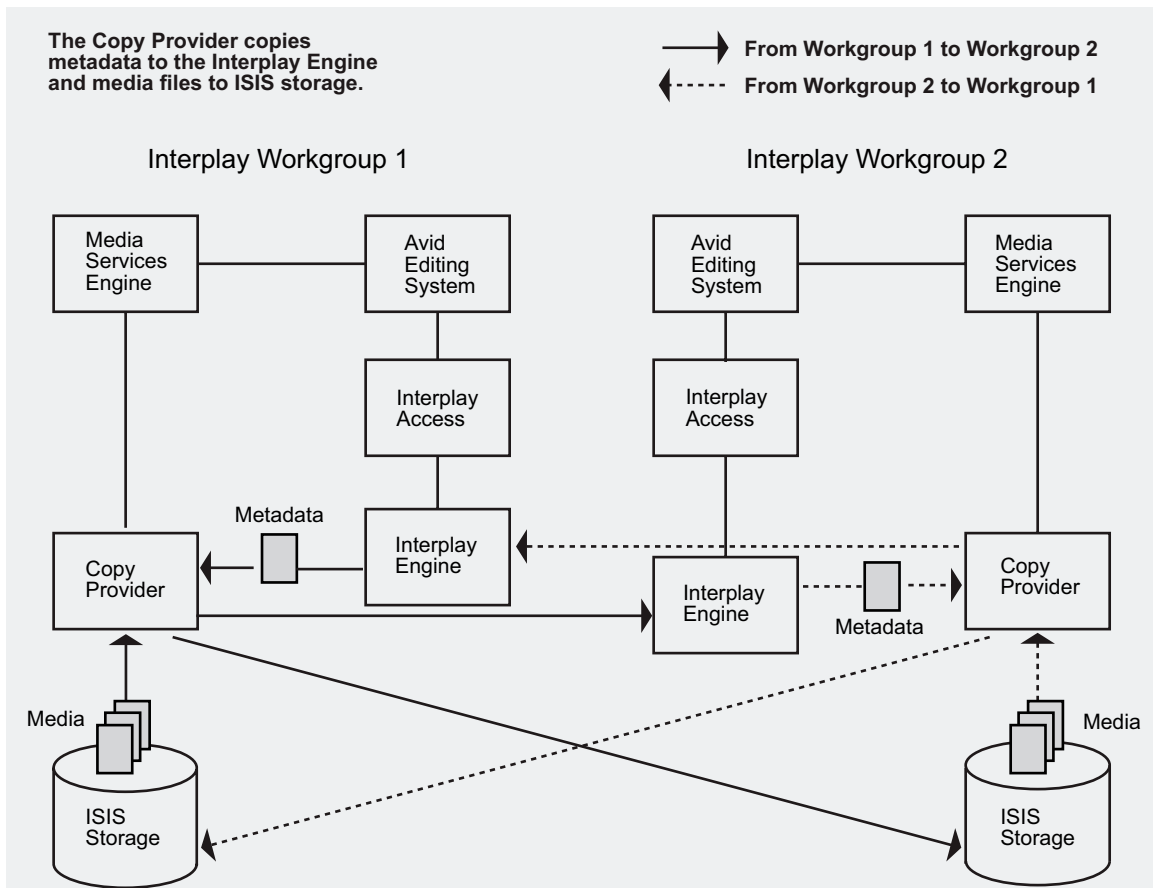
## Workflow for Copying Metadata and Media Files

Copying to a workgroup uses an Avid Interplay Media Services service (the Copy service) and its related provider. As with other services, you can create a profile for automating workflows. You can also use the auto-copy feature and profiles to set a folder for automatically copying the assets placed in it or to replicate an entire database for backup. For more information about the auto-copy features, see [“Automatically Copying Assets to Another Workgroup” on page 211](#).

The following illustration shows the basic workflow for copying metadata and media files from one workgroup to another workgroup. The Copy Provider copies metadata from one Interplay Engine to another, and copies media files from one ISIS shared storage system to another. This example shows a configuration that is used for copying media in either direction (from Workgroup 1 to Workgroup 2, or from Workgroup 2 to Workgroup 1). An Interplay Media Services Engine and Copy Provider are required in each workgroup.

The Avid Interplay Engine and Avid Interplay Media Service Engine support multiple Interplay Copy providers in a workgroup. When you copy two different assets that point to the same media, the media is copied twice, once for each asset. However, the media is copied to the same location, so the end result is that only one copy of the media file exists in the destination workgroup database. This process eliminates an issue with the simultaneous manipulation of media files.

When you use Interplay Copy to copy a sequence with rendered effects, the rendered effect's metadata is copied but not the media files.



You can also copy metadata and media files during the ingest process, so that assets are accessible in the destination workgroup as they become available during the ingest process. See [“Copying Assets During Ingest” on page 205](#).

## Copy Requirements

The workgroups must share the following configuration:

- An environment configured for one-way copy or two-way copy:
  - One Media Services Engine and one Copy Provider: required to copy media in only one direction (for example, copying media from Workgroup 1 to Workgroup 2). In this case, Workgroup 1 requires a Media Services Engine and a Copy Provider.
  - Two Media Services Engines and two Copy Providers: required to copy media in two directions (for example, from Workgroup 1 to Workgroup 2 or from Workgroup 2 to Workgroup 1). In this case, both workgroups require a Media Services Engine and a Copy Provider.

The following table provides more information about these configurations:

Configuration	Workgroup	Required Components
One direction	Workgroup 1	Interplay Engine, Media Indexer, Media Services Engine, Copy Provider, ISIS
	Workgroup 2	Interplay Engine, Media Indexer, ISIS
Two directions	Workgroup 1 requirements	Interplay Engine, Media Indexer, Media Services Engine, Copy Provider, ISIS
	Workgroup 2 requirements	Interplay Engine, Media Indexer, Media Services Engine, Copy Provider, ISIS

- Avid recommends that you install the Copy Provider on a separate server. For more information, see the *Avid Interplay Software Installation and Configuration Guide*.
- Each Copy Provider must be directly connected to both ISIS systems, using a 10 Gb Ethernet connection or the onboard network interface cards (NIC). For more information, see the *Avid Interplay Software Installation and Configuration Guide*.
- Both ISIS systems and both Interplay workgroups must include matching user accounts. The username and password for these accounts must match exactly. You must connect the Copy Provider to both ISIS systems through the same account.

For more information, see the *Avid Interplay Software Installation and Configuration Guide*.

The workspaces on the Copy Provider can be mounted as UNC (letterless) drive mappings or as lettered drives. See [“Mounting Workspaces for Interplay Transcode and Other Media Services” on page 26](#).

- To use the Copy service to copy clips while they are being ingested, both workgroups need to be running the same version of Interplay applications. For example, if your workgroup is running Interplay version v2.3, you can copy assets and media only to another workgroup running Interplay v2.3.
- The ISIS systems must be running compatible versions of ISIS software. For compatibility information, see the *Interplay ReadMe*.

### Copy Options

- You can specify which resolutions you want to copy: all, lowest, highest, or a specific resolution. If you select All, media for all associated resolutions must be online. If any media is offline, the job will fail. Multiple resolutions are supported as subjobs within a Media Services profile.
- You can copy assets and media for one asset, multiple assets, a folder, or multiple folders. If you are copying one or more folders, the Copy process preserves the complete folder structure on the destination workgroup.
- You can copy metadata and media for file assets, either alone or with metadata and media for Avid assets.
- You can specify whether to include audio media. Audio files are copied only with their accompanying video, except in the case of audio-only clips. The following table explains how the Copy feature works with the selected video resolution and the selected Include Audio option.

Clip Type	Resolution Selected	Include Audio Option	Result
DV 25 with two audio files	DV 50	Selected	No media is copied to the destination. Audio remains with the video media.
DV 25 with two audio files	DV 25	Selected	DV 25 media and accompanying audio is copied to the destination.
DV 25 with two audio files	DV 25	Not selected	DV 25 media is copied to the destination. The audio files are not copied.
Audio-only clip	DV 25	Selected	Audio-only media is copied to the destination.

# Check List for Copying Assets to Another Workgroup

For the copy process, the following table provides a check list of steps for installing and configuring the Interplay Copy service provider in an Avid shared-storage environment. The check list assumes the Interplay Media Services Engine and the supporting software are set up and configured in the workgroup. The check list provides references where to find more information about each step.

You can also setup an auto-copy folder to automatically transfer assets to a pre-defined location. For more information, see [“Automatically Copying Assets to Another Workgroup”](#) on page 211.



*If the Copy provider is not running on the Interplay Media Services system, you must attach an application key to a USB port on the Copy provider system.*

---

## Copying Assets to Another Workgroup Check List

Task	Section Reference
<input type="checkbox"/> Add two 10 Gb adapter boards to the Copy provider and configure it to communicate with both Interplay workgroups.	See <i>Avid Interplay Software Installation and Configuration Guide</i> .
<input type="checkbox"/> Make sure an Interplay Media Services administrator account is set up on Avid shared-storage.	See the <i>Avid Interplay Software Installation and Configuration Guide</i> .
<input type="checkbox"/> Make sure the Interplay Media Services application key is connected. If the Copy provider is not running on the Interplay Media Services system, you must also connect an application key to the Copy provider system.	

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**Copying Assets to Another Workgroup Check List (Continued)**


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Task	Section Reference
<input type="checkbox"/> Make sure the Interplay Media Services Engine software and the supporting software are installed and configured in the workgroup. <ul style="list-style-type: none"> <li>• Avid Service Framework for Client</li> <li>• Avid Interplay Access</li> <li>• Avid Interplay Media Services</li> <li>• Avid Interplay Copy service (install this on each server used as a provider)</li> </ul>	See <i>Avid Interplay Software Installation and Configuration Guide</i> and “ <a href="#">Interplay Media Services Engine Installation and Configuration</a> ” on page 27.
<input type="checkbox"/> (Option) Install the Interplay Auto Media Services service, which includes the Interplay Auto Copy service software.	See “ <a href="#">Automatically Copying Assets to Another Workgroup</a> ” on page 211 and “ <a href="#">Installing the Avid Interplay Auto-Copy Service</a> ” on page 213.
<input type="checkbox"/> Make sure the Copy service is registered.	See “ <a href="#">Registering the Copy Service with the Media Services Engine</a> ” on page 192.
<input type="checkbox"/> Connect the Copy service provider to the Media Services Engine.	See “ <a href="#">Connecting the Copy Provider to the Media Services Engine</a> ” on page 192.
<input type="checkbox"/> Mount workspaces.	See “ <a href="#">Mounting Workspaces for Interplay Transcode and Other Media Services</a> ” on page 26.
<input type="checkbox"/> Start the Copy service provider and verify it is connected.	See “ <a href="#">Starting the Copy Provider</a> ” on page 195.
<input type="checkbox"/> Create a Copy profile. Required for performing a copy process from an editing system, auto-copy, and auto-copy replication. Optional for performing a copy process from Interplay Access.	See “ <a href="#">Creating an Interplay Copy Service Profile</a> ” on page 197.
<input type="checkbox"/> (Option) Configure how errors are handled and reported in the Media Services Status tool using the Avid Services Configuration tool.	See “ <a href="#">Customizing the Reporting of Service Job Status</a> ” on page 41.

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**Copying Assets to Another Workgroup Check List (Continued)**

Task	Section Reference
<input type="checkbox"/> Configure the Avid editing system.	See <a href="#">“Starting the Interplay Media Services Engine”</a> on page 35.
<input type="checkbox"/> Perform a Copy process.	<ul style="list-style-type: none"> <li>• See <a href="#">“Copying Assets and Media to Another Workgroup Using Interplay Access”</a> on page 200.</li> <li>• See <a href="#">“Copying Assets and Media to Another Workgroup Using an Avid Editing Application”</a> on page 204.</li> </ul>

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## Registering the Copy Service with the Media Services Engine

After installing the Copy provider software, you need to make sure that the current Copy service is registered with the Media Services Engine. The service should be listed on the Services tab of the Media Services and Transfer Status tool. Registration is automatic but takes place only after you restart the Media Services Engine. See [“Registering Services”](#) on page 61.

## Connecting the Copy Provider to the Media Services Engine

After making sure the service is registered, register the provider by connecting to the Media Services Engine.



*If you try to connect to the Media Services Engine before the latest service is registered, the Status line in the Archive Service or Restore Service dialog box reads:  
Error From Broker! UNKNOWN\_SERVICE.*

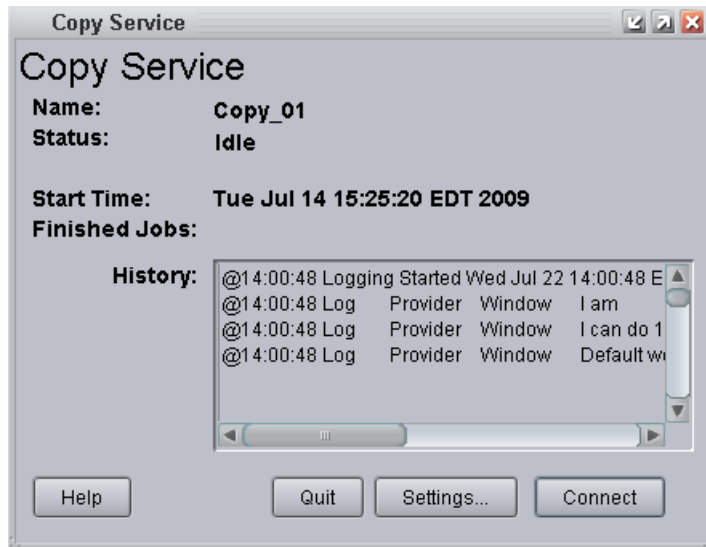
If necessary, you can manually register the provider. See [“Registering a Provider Manually”](#) on page 67.



**To connect the Copy provider to the Media Services Engine:**

1. Click Start and select Programs > Avid > Avid Interplay Copy.

The Copy Service provider dialog box opens.



2. Click Settings.

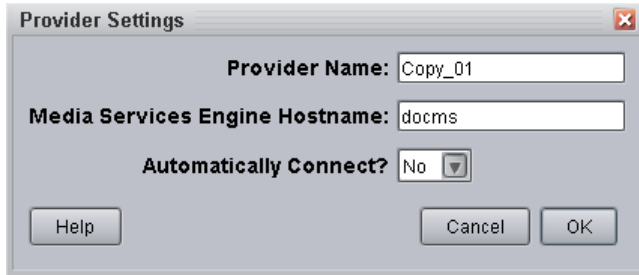
The Provider Settings dialog box opens.

3. Do the following:

- a. Provider Name — A default name for the provider is automatically supplied (see [“Registering a Provider” on page 66](#)). Accept the default name or type a new name. In this example, the name is Copy\_01.
- b. Media Services Engine Host Name — Type the name of the system running the Media Services Engine application.

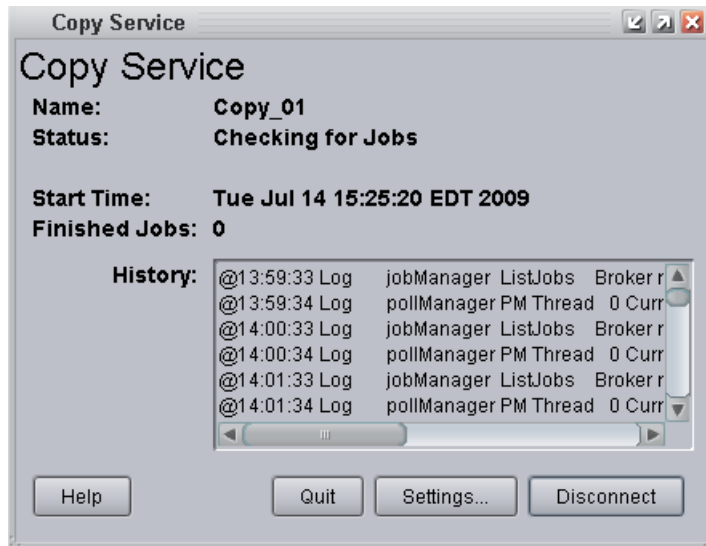
- c. Automatically Connect — Select Yes to automatically connect the provider to the Media Services Engine when the application starts. To prevent automatic connection, select No.

The following illustration shows the Provider Settings dialog box with the values filled in for the Copy provider.

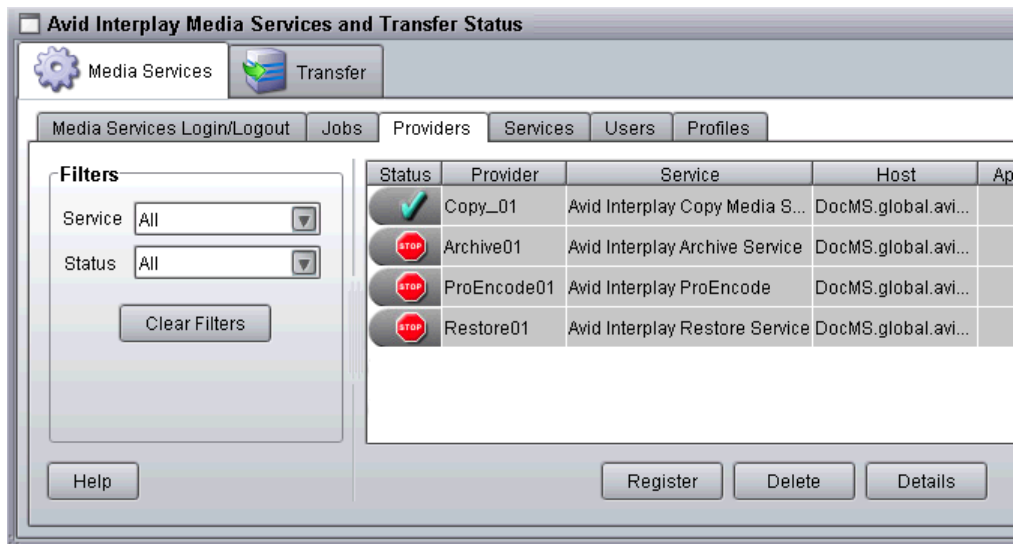


4. Click OK.
5. Click Connect in the Service window.

The Copy Service provider dialog box now shows that the service is connected and shows the provider you selected to connect to.



The Provider page in the Media Services and Transfer Status tool now shows that the service is connected, indicated by a check mark in the Status column.



## Starting the Copy Provider

Make sure you have mounted at least one drive before you start the provider. See [“Mounting Workspaces for Interplay Transcode and Other Media Services”](#) on page 26.

### To start the Copy service provider:

1. Click Start and select Programs > Avid > Avid Interplay Copy.

Depending on the service settings, one of the following happens:

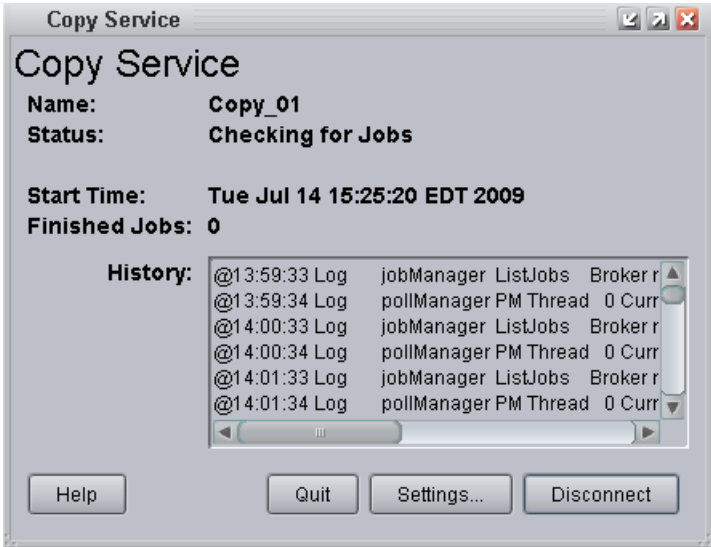
- Automatically Connect—Yes, the service dialog box opens for the service you selected and is connected to the service.
- Automatically Connect—No, the service dialog box opens for the service you selected and displays Idle. Click the Connect button to connect to the service.




*The service provider dialog box displays the start date and start time of the providers based on the Microsoft® Windows® time.*

After the connection is made, the Status line in the service dialog box reads “Checking for Jobs,” and the History window displays the message “Connection Established.” The Connect button changes to a Disconnect button.

The following example shows the Copy Service dialog box as connected.



 *If the provider cannot connect to the Media Services Engine, the Status line reads “Connection Error.” Ensure the Media Services Engine is running, the service description is installed, the provider is properly registered, and then click Connect again.*

## Using an Interplay Copy Service Profile

You can create a profile to use when performing an Interplay Copy or an auto-copy operation. However, the function of the profile’s Destination\_Path setting varies depending on the operation.

- For an Interplay Copy operation or an auto-copy operation, the Destination\_Path value defines the folder location in the destination database for the copied metadata.
- For an auto-copy replication, the Destination\_Path value only defines the destination database. The source folder path is automatically duplicated in the destination database.

Interplay Copy Service profiles let you define the following:

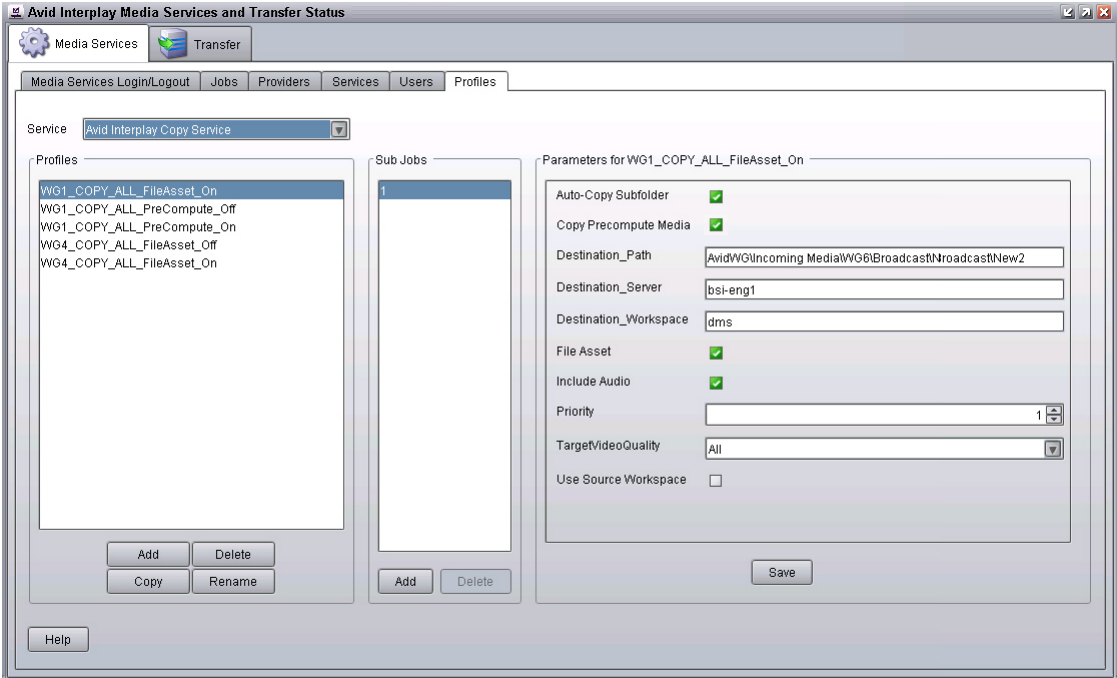
- Destination folder (Interplay Copy only), database, server, and workspace for the copied media
- Whether to include subclips, rendered effects (precomputes), file assets, or audio when copying the media files
- A priority for the job

- Video resolution and format of the copied media
- Whether to use a source workspace name in the destination workgroup (auto-copy only)

## Creating an Interplay Copy Service Profile

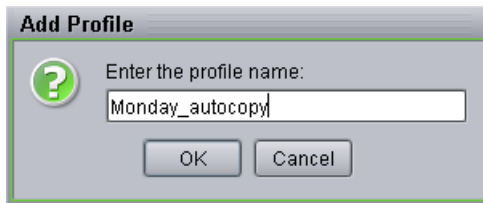
**To create an Interplay Copy Service profile:**

1. Open and log in to the Media Services and Transfer Status tool as described in “Opening the Media Services and Transfer Status Tool” on page 36.
2. Click the Profiles tab.
3. In the Service menu, select Avid Interplay Copy Service.



4. Click Add in the Profiles area.

The Add Profiles dialog box opens.



5. Type a descriptive name for the new profile in the Add Profile dialog box. This is the name that you will see when you right-click an asset and select Copy or when you setup an auto-copy operation.



**Depending on whether the profile is used with Interplay Copy, auto-copy, or auto-copy replication, the function of the profile's Destination Path setting varies. If you plan to use this profile with the auto-copy operation, you should name the profile to identify its use with auto-copy. For information about the Interplay Copy and auto-copy functions, see ["Automatically Copying Assets to Another Workgroup"](#) on page 211.**

6. Click OK.

The name appears in the Profiles list and an empty template appears in the Parameters area.

7. In the Parameters area, define the values you want for the Interplay Copy profile.

See ["Interplay Copy Service Profile Definitions"](#) on page 199.




8. Click Save in the Parameters area.

The next time you use the Interplay Copy service or setup an auto-copy folder, you can select the profile.

9. (Option) Click Add in the Sub Jobs area, to define several copy media operations under one main profile name. For example, you can add subjobs to copy several resolutions using one profile. The system processes each subjob in turn.

# Interplay Copy Service Profile Definitions

## Copy Service Profile Definitions

Option	Description
Auto-Copy Subfolder	<p>Specifies that subfolders should be copied to the target folder and the folder organization preserved. For more information, see <a href="#">“Auto-Copying of Subfolders” on page 221</a>.</p> <p> <i>The Copy process automatically includes subfolders and preserves the folder organization.</i></p>
Copy Precompute Media	<p>Select this option if you want to copy rendered effects (precomputes) to the target folder.</p>
Destination_Path	<p>The function of the Destination_Path setting varies, depending on whether the profile is used with Interplay Copy, auto-copy, or auto-copy replication.</p> <p>For Interplay Copy and auto-copy: This setting identifies the folder in the destination database that will contain the copied metadata. This folder is created automatically when Interplay Copy is executed.</p> <p> <i>When you set the destination path, select a subfolder, not a top-level folder, and use forward slashes (/). For example, AvidWG/Catalogs or AvidWG/Projects.</i></p> <p>For auto-copy replication: This setting identifies the destination database, AvidWG, that will contain the copied metadata. Do not add a folder path when using auto-copy replication, because the auto-copy replication operation uses the same folder path as the source database. A duplicate folder structure is automatically created in the destination database.</p> <p> <i>For auto-copy replication only, make sure the target (destination) database allows for the adding and removing of items. See <a href="#">“Automatically Backing Up the Complete Database and Media” on page 224</a>.</i></p>
Destination_Server	<p>Specifies the name of the Interplay Engine computer of the workgroup to which you will copy the metadata to.</p>
Destination_Workspace	<p>Type the name of the Avid shared-storage workspace where you want to place the copied media files. For an auto-copy replication operation, select the Use Source Workspace setting, which overrides the Destination_Workspace setting.</p> <p>If the workspace is part of a multiple-ISIS works group: Existing profiles will work correctly with the workspaces as currently defined, but new or edited profiles that specify a workspace on a remote ISIS system must include the hostname of the ISIS System Director.</p> <p><i>\\hostname\workspace_name</i></p>

---

**Copy Service Profile Definitions (Continued)**

<b>Option</b>	<b>Description</b>
File Asset	Select this option if you want to copy file assets (non-Avid assets such as graphics files) to the target folder.
Include Audio	Select this option if you want to copy audio that is associated with the clips whose video media you are copying. Selecting this option also copies any audio-only clips.
Priority	Sets the priority for the job submitted by this profile. Priority numbers range from 1 (highest priority) through 100 (lowest priority). The default priority number assigned to each job is 50.
TargetVideoQuality	Indicates the video resolution for the copied media. You can select All, Highest, Lowest, or a specific resolution. If you select All, media for all associated resolutions must be online. By default, if any media is offline the job will fail. You can override the default failure reporting setting using the Avid Service Configuration too. See <a href="#">“Customizing the Reporting of Service Job Status” on page 41</a> .
Use Source Workspace	(auto-copy replication only) Select this option so that the auto-copy replication operation copies media from a source workspace to a target workspace that has the same name in the destination workgroup. This setting overrides the Destination_Workspace setting.

---

## Copying Assets and Media to Another Workgroup Using Interplay Access

Before you copy assets and media files to another workgroup, make sure that your installation meets the requirements described in [“Working with the Copy Service” on page 185](#).

**To copy assets and media files to another workgroup using Interplay Access:**

1. Start Interplay Access and log in to a workgroup and database (for example, AvidWG on Docwgc as Composer1).
2. Connect to another workgroup and database, using the same user name and password (for example, AvidWG on Bplnisis as Composer1).



The following illustration shows these two databases in the directory tree.



3. Select the assets whose files you want to copy.

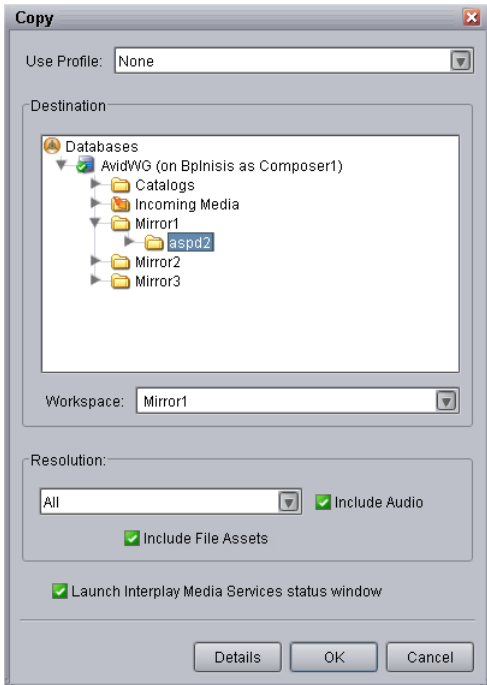
You can copy assets from any workgroup to which you are connected (for example, from either Docwg or Bplnisis). Any workgroup that you copy from must include a Media Services Engine and Copy Provider in its Interplay environment).

You can select one asset, multiple assets, a folder, or multiple folders.


4. Do one of the following:

- ▶ Select Tools > Copy...
- ▶ Right-click and select Copy... from the sixth group of commands. (Do not select Copy from the second group of commands, which copies metadata to the clipboard.)

The Copy dialog box opens and displays the workgroups to which you can copy assets and media.

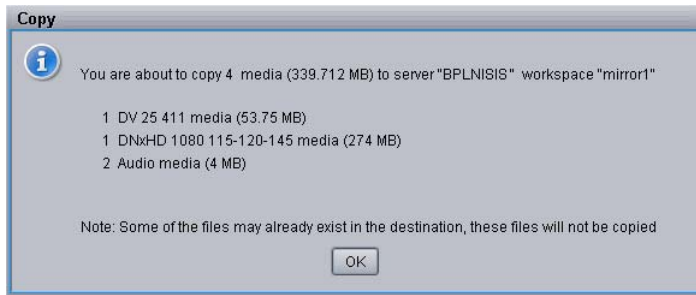


5. Select a profile from the Use Profile menu. If there are no profiles available, or you do not want to use a profile, select the following options:

Option	Description
Use Profile	None
Destination	Select the folder into which you want to copy the metadata.  <i>Make sure you select a folder and not just the database. If a folder is not selected, the job is submitted but fails.</i>
Workspace	Select the workspace into which you want to copy the media.

Option	Description
Resolution	Select which video resolution you want to copy. You can select All, Highest, Lowest, or a specific resolution. If you select All, media for all associated resolutions must be online. If any media is offline, the job will fail.
Include Audio	Select this option if you want to copy audio that is associated with the clips whose video media you are copying. Selecting this option also copies any audio-only clips.
Include File Assets	Select this option if you want to copy file assets (non-Avid assets such as graphics files) to the target folder.

- (Option) Select “Launch Interplay Media Services status window” to view the status of the operation after it begins.
- (Option) Click the Details button to view the number of files and their size. Their size indicates the size of the media that will be copied.



- Click OK.

The system starts the Copy operation. If you selected the option “Launch Interplay Media Services status window” the window opens and shows you the progress of the job, as well as other information about it. For information about the status window, click the Help button.

- (Option) When the operation is complete, check if the asset was correctly copied by opening the destination in the remote workgroup.

After a Copy operation is complete, the copied media files are stored in the following folder:

*workspace\_name*:\Avid MediaFiles\mxf\CopyServer.1



*In Interplay 2.0 and earlier, the media files were stored in a folder that used the computer name of the server running the Copy provider. If you upgraded to Interplay 2.1 or later, copied media files are stored in CopyServer.1. Previously copied files remain in the existing folder or folders.*

# Copying Assets and Media to Another Workgroup Using an Avid Editing Application

Copying media using an Avid editing application requires a Copy Provider profile. If a profile is renamed, deleted, or added while the editor is open, you might not see the profile. In this case, you need to disconnect and then reconnect to the Interplay Media Services Engine, using the Media Services project setting in the Avid editing application. For information on creating a profile, see [“Using an Interplay Copy Service Profile” on page 196](#).

Before you copy assets and media files to another workgroup, make sure that your installation meets the requirements described in [“Working with the Copy Service” on page 185](#).

## To copy assets and media files to another workgroup using an Avid editing application:

1. Ensure that you are connected to the workgroup’s Media Services Engine through the Media Services setting in the editor’s Settings list.



2. In the Avid editing application bin, select the asset or assets whose media files you want to copy.
3. Do one of the following:
  - ▶ Select File > Media Services > Avid Interplay Copy Service > *profile name*.
  - ▶ Right-click and select Media Services > Avid Interplay Copy Service > *profile name*.

The system immediately starts the Copy operation. If Interplay Access is installed on the editing system, you can track the status of the job by opening Interplay Access, selecting Tools > Interplay Media Services Status, and clicking the Jobs tab.

4. (Option) When the operation is complete, check if the asset was correctly copied in Interplay Access by connecting to the remote workgroup.

After a Copy operation is complete, the copied media files are stored in the following folder:

`workspace_name:\Avid MediaFiles\mxf\CopyServer.1`



*In Interplay 2.0 and earlier, the media files were stored in a folder that used the computer name of the server running the Copy provider. If you upgraded to Interplay 2.1 or later, copied media files are stored in CopyServer.1. Previously copied files remain in the existing folder or folders.*

## Copying Assets During Ingest

You can use the Interplay Copy feature to copy metadata and media files during the ingest process, so that assets are accessible in the destination workgroup as they become available during the ingest process. You can also set up an auto-copy process for the ingesting clips.

An editor can open and edit a clip in an Avid editing application while it is being copied. For more information, see “Using Frame Chase Editing” in the *Avid Interplay Transfer Setup and User’s Guide*. Copying clips during ingest so that they are available for editing is sometimes referred to as “chained ingest” or “edit while copy.”

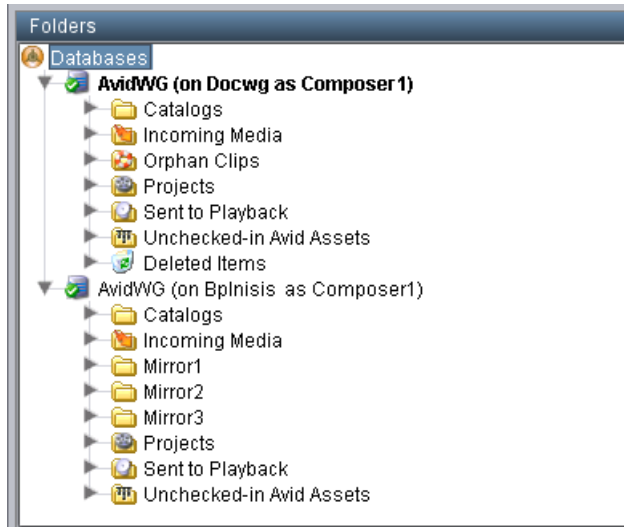
To use the Copy service to copy clips while they are being ingested, both workgroups need to be running the same version of Interplay applications. For example, if your workgroup is running Interplay version v2.3, you can copy assets and media only to another workgroup running Interplay v2.3.

When copying between workgroups, the Interplay Media Services Status window (Jobs tab), displays the status of the copy process, not the status of the ingest process. As the amount of ingested media grows, the status percentage will fluctuate up and down. When the ingest is complete the clip’s thumbnail in the Interplay Access Assets pane (both workgroups) changes from a blue dot (partially online) to a green dot (online).

### **To copy assets and media files to another workgroup during ingest:**

1. Start Interplay Access and log in to a workgroup and database (for example, AvidWG on Docwg as Composer1).
2. Connect to another workgroup and database, using the same user name and password (for example, AvidWG on Bplnisis as Composer1).

The following illustration shows these two databases in the directory tree.



3. Select the ingesting assets whose files you want to copy.

You can copy assets from any workgroup to which you are connected (for example, from either Docwg or Bplnisis). Any workgroup that you copy from must include a Media Services Engine and Copy Provider in its Interplay environment.


## 4. Do one of the following:

- ▶ Select Tools > Copy...
- ▶ Right-click and select Copy... from the sixth group of commands. (Do not select Copy from the second group of commands, which copies metadata to the clipboard.)

The Copy dialog box opens and displays the workgroups to which you can copy assets and media.

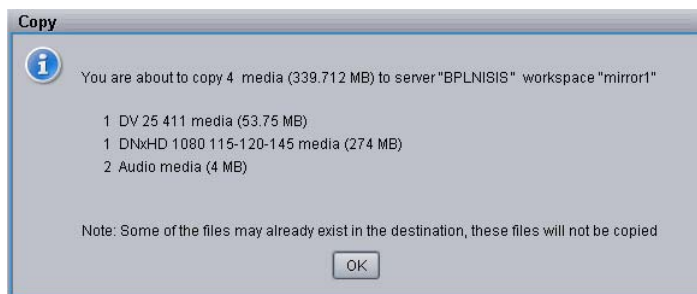


## 5. Select a profile from the Use Profile menu. If there are no profiles available, or you do not want to use a profile, select the following options:

Option	Description
Use Profile	None
Destination	Select the folder into which you want to copy the metadata.  <i>Make sure you select a folder and not just the database. If a folder is not selected, the job is submitted but fails.</i>
Workspace	Select the workspace into which you want to copy the media.

Option	Description
Resolution	Select which video resolution you want to copy. You can select All, Highest, Lowest, or a specific resolution. If you select All, media for all associated resolutions must be online. If any media is offline, the job will fail.
Include Audio	Select this option if you want to copy audio that is associated with the clips whose video media you are copying. Selecting this option also copies any audio-only clips.
Include File Assets	Select this option if you want to copy file assets (non-Avid assets such as graphics files) to the target folder.

6. (Option) Select “Launch Interplay Media Services status window” to view the status of the operation after it begins.
7. (Option) Click the Details button to view the number of files and their size. The size value is an estimate based on the source’s default clip length and the specified audio and video resolutions. The size value is usually not accurate unless the clip length matches the source’s default clip length.



8. Click OK.

The system starts the Copy operation. If you selected the option “Launch Interplay Media Services status window” the window opens and shows you the progress of the copy job. For information about the status window, click the Help button.

9. (Option) You can open the master clip on the remote workgroup and begin working with it as portions of the file become available during the copy operation.
10. (Option) When the operation is complete, check if the asset was correctly copied by right-clicking the asset in Interplay Access in the remote workgroup and selecting Update Status from Media Indexer.



## Setting Registry Keys for Copying During Ingest

### Copy Timeout Period and Checking Interval

If necessary, you can add a registry key to configure the Copy service for the following parameters:

- **Copy Timeout Period:** The Copy Timeout Period is the amount of time, in seconds, the service should wait when watching the ingesting material to determine if the ingest is done. The default value used if this registry value is not configured is 300 seconds.
- **Checking interval:** The Checking Interval is the time in seconds between checking the ingesting material for additional material to copy. The default value for this is 2 seconds.

To make these parameters configurable, you need to add a registry key with two new string values. If the key or either value is not present, the DLL uses default values of 300 seconds for timeout and 2 seconds for interval.

Name of new key:

- EwcCopyTimeout

Location of new key:

- (32-bit OS) HKEY\_LOCAL\_MACHINE\SOFTWARE\Avid Technology\EwcCopyTimeout
- (64-bit OS) HKEY\_LOCAL\_MACHINE\SOFTWARE\Wow6432Node\Avid Technology\EwcCopyTimeout

Value names:

- Timeout (string)
- Interval (string)

To use this functionality, create the new key using regedit, then add the two name/value pairs with the desired values. Both values are in seconds.

There is a new log in the CopyService folder (DETRefImpIV2.log) that will indicate the values to be used after looking in the registry:

- DETControlEWC::GetRegistryTimeout Timeout: <registry timeout value / default>  
Interval: <registry interval value / default>

This log file is not visible to the customer through the LogViewer application.

### Additional Audio Formats

By default, the copy-while-ingesting process recognizes the PCM and Mpeg1Layer2 formats. If your workflow uses additional audio formats, you need to add a registry key that adds the formats as a semicolon-separated list. (By default, this registry key does not exist).

Name of new key:

- AudioFormats

Location of new key:

- (32-bit OS) HKEY\_LOCAL\_MACHINE\SOFTWARE\Avid Technology\EwcCopyTimeout
- (64-bit OS) HKEY\_LOCAL\_MACHINE\SOFTWARE\Wow6432Node\Avid Technology\EwcCopyTimeout

Possible values: Wave;AIFC;

## Defining the Maximum Number of Simultaneous Jobs for Copy

By default, a Copy provider is configured to run one job at a time. You can change this value by editing an .ini file.



**Contact your Avid representative before changing the default value.**

**To change the maximum value for the Copy provider:**

1. Open the following file in an application such as Notepad:  
C:\Documents and Settings\*username*\Copy Service\DMSCopyMedia.ini
2. Edit the following line to specify the maximum number of simultaneous jobs:  
@5%?MaxJobs=*n*
3. Save and close the file.

**To apply the changes:**

- ▶ Quit and restart the Copy service.

## 9 Automatically Copying Assets to Another Workgroup

The following topics describe how to set up and use the auto-copy service:

- [Understanding the Auto-Copy Service](#)
- [Check List for the Auto-Copy Process](#)
- [Installing the Avid Interplay Auto-Copy Service](#)
- [Understanding the Auto-Copy Folder Process](#)
- [Automatically Copying Assets To Another Workgroup Using an Auto-Copy Folder](#)
- [Automatically Backing Up the Complete Database and Media](#)

### Understanding the Auto-Copy Service

The Interplay Media Services auto-copy service provides two workflows for automatically copying assets to another workgroup:

- You can place assets in an auto-copy folder to automatically copy the assets (metadata) and their media files to another workgroup. See [“Understanding the Auto-Copy Folder Process” on page 218](#).
- You can automatically replicate a complete database and its media files to another workgroup to create a backup using the auto-copy replication process. See [“Automatically Backing Up the Complete Database and Media” on page 224](#).

The auto-copy process keeps the source folder path when copying the assets to the destination workgroup. Therefore, when a clip is copied to the destination workgroup it has the same folder path as the source workgroup. After the auto-copy process is complete, the assets remain in their source folders. The assets are not move to a success or fail folder like the auto archive service.

The ISIS connection requirements for the auto-copy feature are the same as for the Interplay Copy service. For more information on requirements, see the *Avid Interplay Software Installation and Configuration Guide* and [“Workflow for Copying Metadata and Media Files” on page 186](#)..



*If you want to copy media to another workgroup that is located beyond the maximum cable length, you must use Avid Interplay Transfer Engine.*

The auto-copy service processes files according to the date and time, using a first-in, first-out (FIFO) rule. The date and time used depends on when an asset was copied to the auto-copy folder.

The Avid Service Framework provides the following tools for the auto-copy service:

- Avid Workgroup Properties tool starts and stops the service. The auto-copy service is included in the installation of the Avid Interplay Auto Archive service. The Avid Service Framework displays these services as Avid Interplay Auto Media Services, includes the auto-archive, auto-transcode, auto-transfer, and auto-copy services.
- Avid Service Configuration tool:
  - Requires initial setup for setting the source Interplay Engine server and setting a user name for the service and a password for the login user name.
  - Lets you set and change parameters for each of the different Avid services and applications in your workgroup environment.
  - Lets you set a profile for the auto-copy replication operation.
- Avid Health Viewer tool monitors the status of the service.
- Avid Diagnostic Log Viewer checks details about errors of the service.

For more information about Avid Service Framework, see the *Avid Service Framework User's Guide*.

## Check List for the Auto-Copy Process

The following table provides a check list for the auto-copy process, when used either with an auto-copy folder or to automatically replicate the complete database to another workgroup.

---

### Auto Copying Assets to Another Workgroup Check List

Task	Section Reference
<input type="checkbox"/> Make sure the Interplay Copy service provider is installed and configured.	See <a href="#">“Check List for Copying Assets to Another Workgroup”</a> on page 190.
<input type="checkbox"/> Install the auto-copy service, that is included in the installation of the Avid Interplay Auto Media Services.	See the <i>Avid Interplay Software Installation and Configuration Guide</i> .

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**Auto Copying Assets to Another Workgroup Check List (Continued)**

Task	Section Reference
❑ Configure the auto-copy service settings.	See <a href="#">“Configuring the Auto-Copy Service”</a> on page 214.
❑ Verify the service is running.	See <a href="#">“Verifying the Auto-Copy Service is Running”</a> on page 217.
❑ Create an Avid Interplay Copy Service profile.	See <a href="#">“Using an Interplay Copy Service Profile”</a> on page 196.
❑ (auto-copy folder only) Identify a folder as an auto-copy folder.	See <a href="#">“Identifying an Auto-Copy Folder”</a> on page 219.
❑ (auto-copy folder only) Copy assets using an auto-copy folder.	See <a href="#">“Automatically Copying Assets To Another Workgroup Using an Auto-Copy Folder”</a> on page 223.
❑ (auto-copy replication only) Make sure you add a profile to the Avid Service Configuration tool.	See <a href="#">“Configuring the Auto-Copy Service”</a> on page 214.
❑ (auto-copy replication only) Make sure the security setting for the target (destination) database allows the adding and moving of items.	See <a href="#">“Automatically Backing Up the Complete Database and Media”</a> on page 224.
❑ (auto-copy replication only) Continuously copy all assets (metadata and media) from one workgroup to another for backing up the files.	See <a href="#">“Automatically Backing Up the Complete Database and Media”</a> on page 224.

---

## Installing the Avid Interplay Auto-Copy Service

If your workflow requires the auto copying of assets, you need to install the Avid Interplay Auto Media Services that includes the auto-copy service. You can install the Avid Interplay Auto Archive service on any system in the workgroup. However, it is usually installed on the system with the Avid Interplay Media Services Engine. The Avid Interplay Auto Copy service automatically runs in the background.

For details on installing the software, see the *Avid Interplay Software Installation and Configuration Guide*.

After you install the auto-copy service, see the following:

- For information about configuration settings for the auto-copy service, see [“Configuring the Auto-Copy Service” on page 214](#).
- For a procedure to verify the service is running, see [“Verifying the Auto-Copy Service is Running” on page 217](#).

## Configuring the Auto-Copy Service

You need to use the Avid Service Configuration tool to configure the auto-copy service. For more information about Avid Service Framework, see the *Avid Service Framework User’s Guide*.

### To configure the auto-copy service:

1. On any system running the Avid Service Framework services, click Start and select Programs > Avid > Avid Service Framework > Avid Service Configuration.

The Select Workgroup dialog box opens.



*The Select Workgroup dialog box does not open if the check box specifying to always select and use this workgroup option was previously selected. When you select this option, the Select Workgroup dialog box no longer opens when you start the application. The default workgroup is selected, and the Avid Service Configuration window opens. To change this option and display the Select Workgroup dialog box, click the Login tab of the Avid Framework Workgroup Properties application and clear the check box for the option.*

2. (Option) If the Select Workgroup dialog box opens, select the workgroup you want to connect to and click Select.

The Avid Service Configuration window opens.

3. In the Directory pane, click the Processes tab and verify that the Avid Automatic Archive, Copy, Transcode, and Transfer service is running.



*If the Avid Automatic Archive, Copy, Transcode, and Transfer service does not appear in the Avid Service Configuration window, the service is not running or the system it runs on is not properly connected to the workgroup. Click the Hosts tab and make sure that the Avid Service Framework services displays the name of the system that the Avid Automatic Archive, Copy, Transcode, and Transfer service is running on.*

4. Expand the Avid Automatic Archive, Copy, Transcode, and Transfer service entry on the Processes tab of the Directory pane.

The system displays the name of the computer running the Avid Automatic Archive, Copy, Transcode, and Transfer service.

5. Click the computer name.

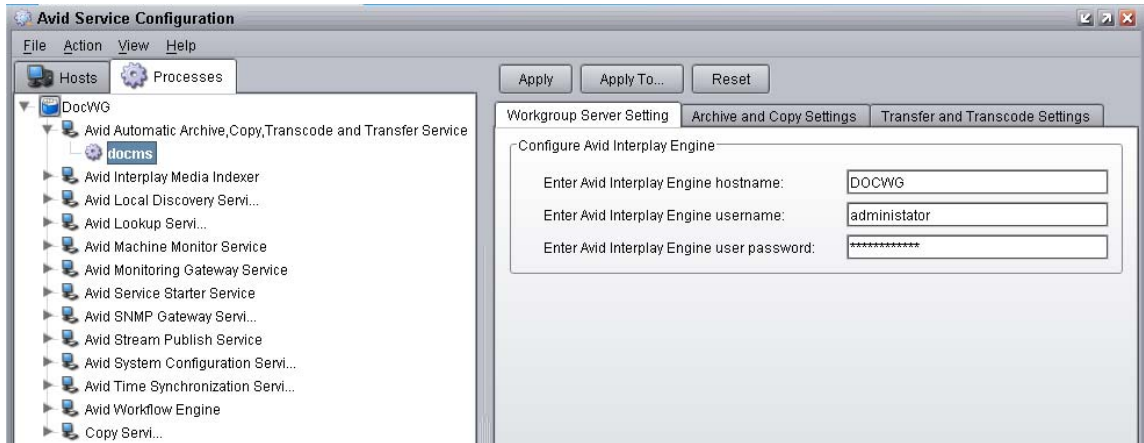
The Administrator Password Needed dialog box opens.

6. Type the Avid Service Framework Administrator password and click OK.



*By default, Avid Service Framework does not require a password. When a password is used, it is set through the System Configuration Service. Check with your system administrator for the correct password.*

The system displays the Workgroup Server Setting tab for the Avid Automatic Archive, Copy, Transcode, and Transfer service.

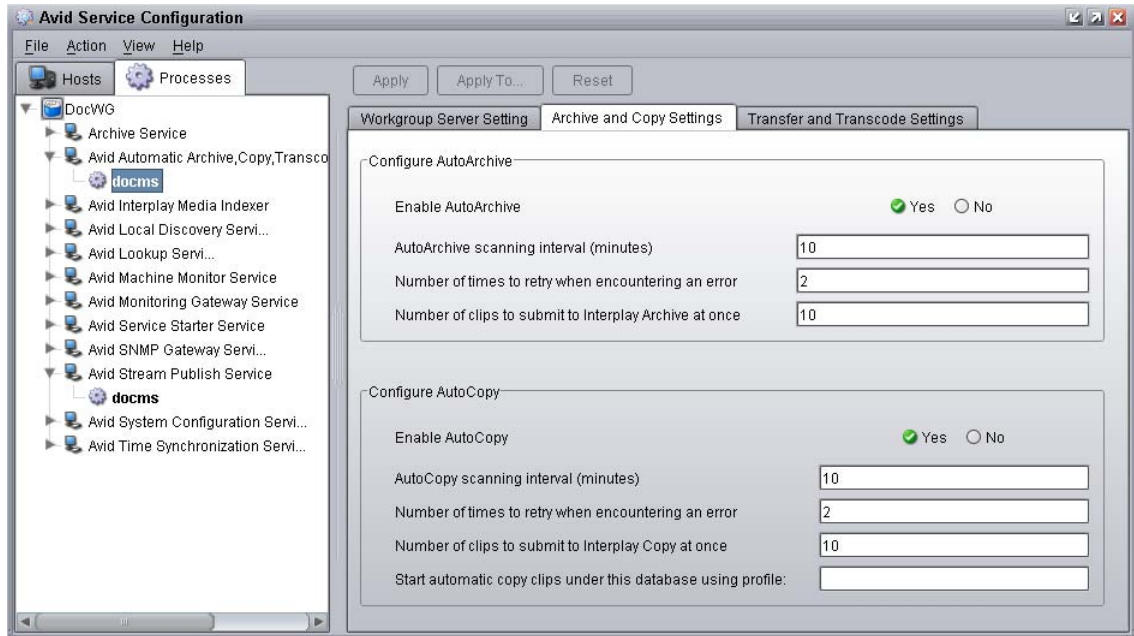


7. Type the Interplay Engine hostname, user name, and password.

If the Administrator user is not used, then the user name must exist as an Interplay user. The Administrator account is not a requirement. You can use any user name with Admin privileges.

## 8. Click the Archive and Copy Settings tab.

The system displays the configuration settings for AutoArchive and AutoCopy.



## 9. In the Configure AutoCopy area, do the following:

- Enable AutoCopy — Select Yes.
- AutoCopy scanning interval — Type the number of minutes between scans, minimum allowed is 3 minutes.
- Number of times to retry when encountering an error — type the number of times you want the system to retry after an error occurs.
- Number of clips to submit to Interplay Copy at once — type the number of clips you want sent for copying at one time. The system can better manage the job processing task when the jobs are processed in small batches. The default number is 10 clips submitted for processing at one time. For example, when you are copying 1,000 clips to an auto-copy folder, the first 10 clips are copied, then the next 10 clips are copied, and so on until all 1,000 clips are copied.
- (auto-copy replication only) Start automatic copy clips under this database using profile — Type the name of the Avid Interplay Copy Service profile that you want to use during the automatic database and media replication process. See [“Automatically Backing Up the Complete Database and Media” on page 224.](#)



10. Click Apply.
11. Close the Avid Service Configuration window.

## Verifying the Auto-Copy Service is Running

The Avid Interplay Auto Media Services are not monitored in the Services page in the Avid Interplay Media Services and Transfer Status tool. You can use the Avid Service Framework services or the Microsoft Windows Computer Management tool to check whether the Avid Interplay Auto Media Services are running.

The Auto Copy, Auto Archive, Auto Transcode, and Auto Transfer services are all installed during the installation of the Avid Interplay Auto Archive. These services are all included in the service named Avid Interplay Auto Media Services.

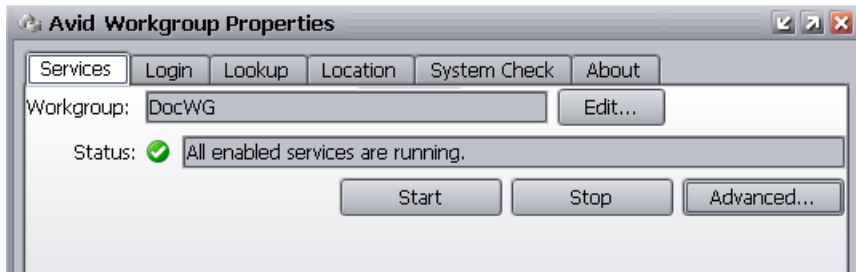


*The Avid Interplay Auto Media Services is named Avid Automatic Archive, Copy, Transcode, and Transfer Service in the Avid Service Configuration tool.*

### To verify that the Avid Interplay Auto Media Services are running:

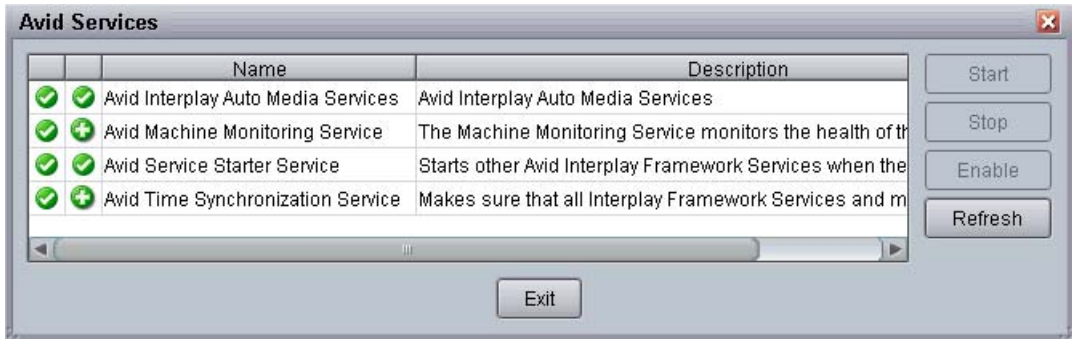
1. On the system running the Interplay Media Services Engine, click Start and select Programs > Avid > Avid Service Framework > Avid Workgroup Properties.

The Avid Workgroup Properties dialog box opens. The Status area indicates whether all the Avid Service Framework services are running.



2. Click Advanced.

The Avid Services dialog box opens.



3. If necessary, select the Avid Interplay Auto Media Services service and click Start.



*If the Avid Interplay Auto Media Services does not appear, check the Media Services Engine to make sure that the Interplay Media Services Engine is running.*

## Understanding the Auto-Copy Folder Process

The auto-copy service lets an administrator or user with administrator privileges identify a folder as an auto-copy folder, in Interplay Access. The auto-copy service automatically submits assets placed in an auto-copy folder to another workgroup. When setting up an auto-copy folder, you select an Avid Interplay Copy Service profile that defines the destination workgroup, a destination Interplay database for the metadata, and a workspace for the media files.

For a list of steps you need to perform to use the auto-copy service, see [“Check List for the Auto-Copy Process” on page 212](#).

For details on the auto-copy folder feature, see the following topics:

- [“Rules of Auto-Copy Service” on page 219](#)
- [“Identifying an Auto-Copy Folder” on page 219](#)
- [“Auto-Copying of Subfolders” on page 221](#)
- [“Automatically Copying Assets To Another Workgroup Using an Auto-Copy Folder” on page 223](#)

## Rules of Auto-Copy Service

To determine if the clips are ready for copy, a set of rules is applied to each clip found in an auto-copy folder.

The following rules apply after the auto-copy service starts:

- Verifies that clips are inside an auto-copy folder.
- Verifies that clips are not already pending for a copy in Avid Interplay Media Services Engine.
- Verifies that clips have not already been successfully copied.
- Verifies that clips have been modified since the last successful auto-copy operation—if the clips were modified after a successful auto-copy operation, the clips will be automatically copied again.

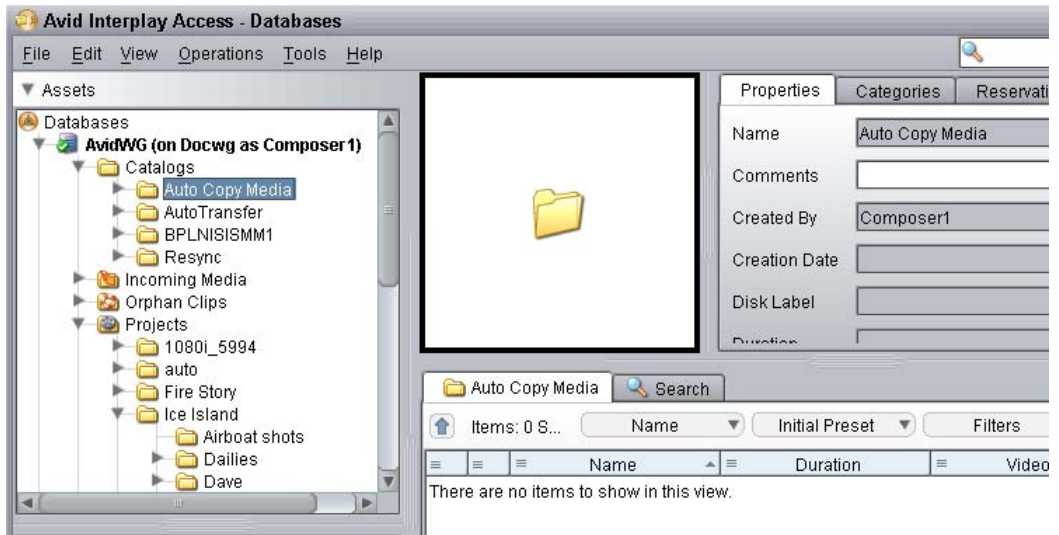
## Identifying an Auto-Copy Folder

Before you can set up an auto-copy folder, an Avid Interplay Copy Service profile must already exist. For information on creating an Avid Interplay Copy Service profile, see [“Using an Interplay Copy Service Profile” on page 196](#).

### **To set up an auto-copy folder:**

1. Log on to Interplay Access as an administrator or as a user with administrator privileges.
2. Create a folder (or select an existing folder) in the Avid Interplay database using Avid Interplay Access.

The following illustration shows a folder named Auto Copy Media. You can use any name that fits your workflow.



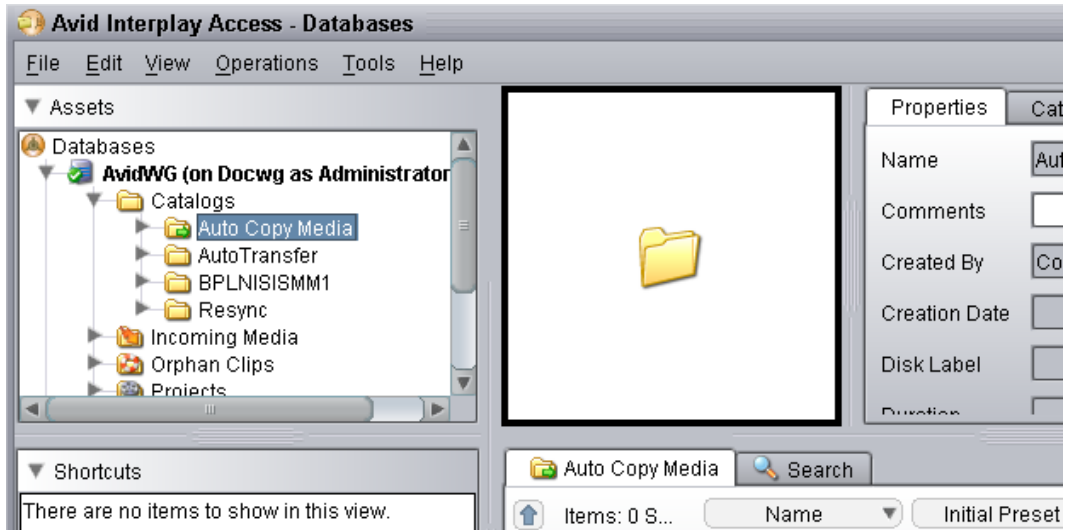
3. Right-click the folder and select Set AutoCopy.
4. Select an Avid Interplay Copy Service profile from the Set AutoCopy dialog box.



For information about profiles, see [“Using an Interplay Copy Service Profile”](#) on page 196.

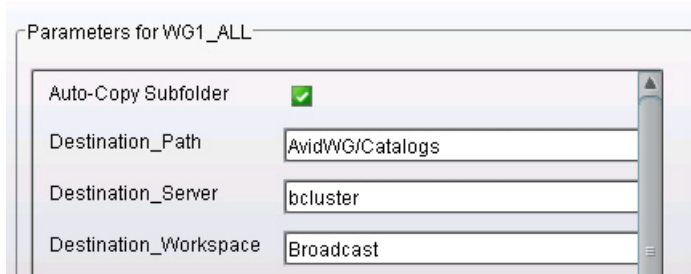
## 5. Click Set.

The system adds an Auto-Copy icon to the folder.



## Auto-Copying of Subfolders

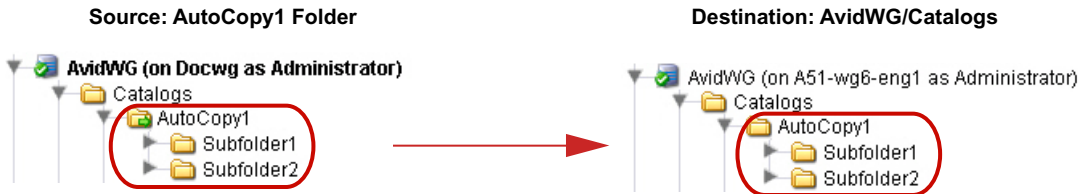
Media Services version 2.5 and later includes the option “Auto-Copy Subfolder” in the profile settings for an Interplay Copy Service profile. If you select this option for a Copy Service profile, and then use that profile for an auto-copy operation, any subfolders in the source folder are copied to the target folder and the folder organization is preserved. In earlier versions, the auto-copy process copied the contents of subfolders as individual items in the main folder.



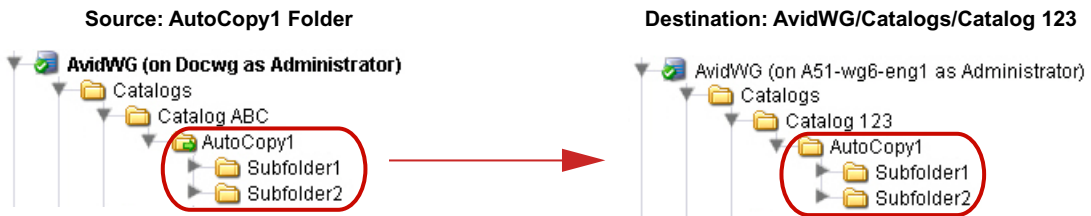
Note the following:

- By default the Auto-Copy Subfolder option is not selected.
- If you installed a patch release that supported auto-copy of subfolders, profiles that include the auto-copy option are not automatically configured when you upgrade. You must select the Auto\_Copy Subfolder option for these profiles.
- You can copy and paste items from one subfolder to another within the auto-copy folder, which initiates a new auto-copy process. Moving items does not initiate a new auto-copy process.

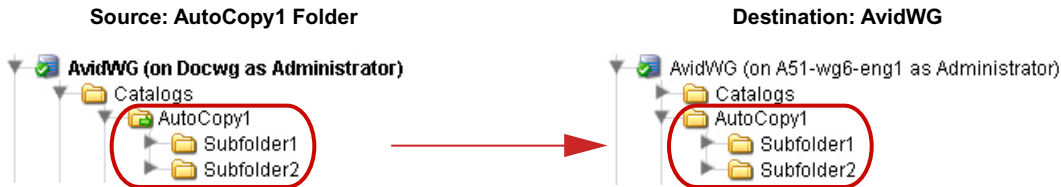
The following illustration shows the auto-copy process for an auto-copy folder named AutoCopy1. The process uses a Copy profile with the Auto-Copy Subfolder option selected and AvidWG/Catalogs as the Destination\_Path. This process creates a mirror image of the source auto-copy folder in the database tree.



The following illustration shows how you can specify a destination in a structure that does not mirror the structure of the source data tree. In this case, the Destination\_Path is AvidWG/Catalogs/Catalog 123.



The copy and auto-copy processes copy only the selected folder and subfolders. The processes does not include parent folders. For example, the following illustration shows the auto-copy process using AvidWG as the Destination\_Path. AutoCopy1 and its subfolders are copied to the root of the destination database, which is different from the organization of the source database tree.



*For auto-copy replication, use AvidWG as the Destination\_Path. For more information, see “Interplay Copy Service Profile Definitions” on page 199.*

## Automatically Copying Assets To Another Workgroup Using an Auto-Copy Folder

### To copy assets using an auto-copy folder:

1. Make sure a folder is configured for automatically copying media. See [“Identifying an Auto-Copy Folder” on page 219](#).
2. Ensure that the Media Services Engine and the Copy Service are connected and running.
3. In Interplay Access, locate one or more assets that you want to copy, and drag them to an auto-copy folder.

The system starts copying the assets to the destinations set in the Avid Interplay Copy Service profile, as a background task.



*The auto-copy job might not start for several minutes, depending on your auto-copy settings. See “Configuring the Auto-Copy Service” on page 214.*

4. (Option) You can set the Access user property “AutoCopyStatus” to view the results of the auto copy process in the Content view (Text view).
5. (Option) You can view the Interplay Media Services Status window while the auto-copy operation is in process. The system displays the job status during the copy. After the copy completes the status entry is deleted. The system deletes the line to avoid collecting too many entries in the status window.
  - ▶ Select Tools > Interplay Media Services Status.



*You can also use Avid Diagnostics to troubleshoot jobs. For information, see “Checking Media Services Log Files” on page 296.*

## Automatically Backing Up the Complete Database and Media

You can use the auto-copy replication operation to automatically and continuously copy all clips (both metadata and media) from one workgroup to another. This is useful if you have two workgroups, one of which serves as a backup for the other.

You use the Avid Service Configuration tool to specify a profile to use for the auto-copy replication operation. When the auto-copy starts, the provider begins to copy all clips in a specified database, starting with the file with the earliest check-in date. As clips are added to the specified database, they are copied to the backup workgroup.

The auto-copy replication feature has the following limitations:

- Rendered effects are not included
- Files deleted in the source database are not automatically deleted in the target database.

For a list of steps you need to perform to use the auto-copy replication operation, see [“Check List for the Auto-Copy Process” on page 212](#).



*You can reset when you want the auto-copy replication process to begin scanning for assets. See “Resetting the Auto-Copy Replication Scan” on page 226.*

### **To configure the auto-copy service for copying all clips from one workgroup to another (replication operation):**

1. Make sure the workspace or workspaces in the target (destination) workgroup have enough space for the assets.

To better replicate the source workgroup, create workspaces in the target (destination) workgroup that match the names of the workspaces in the source workgroup.

2. Make sure the security for the target (destination) database is set to allow for adding and removing of items.
  - a. Right-click the target (destination) database and select Security.
  - b. In the Security of AvidWG dialog box, select “Allow adding and removing of items directly in this folder.”
  - c. Click Apply.



3. Create a profile, as described in [“Using an Interplay Copy Service Profile” on page 196](#).

The auto-copy replication process duplicates the source folder structure on the target workgroup database when it copies metadata. You only include the database name in the Destination\_Path setting, for example, AvidWG.

To better replicate the source workgroup, select the Use Source Workspace option. This option causes the auto-copy replication process to copy media from a source workspace to a target workspace that has the same name. It overrides the Destination\_Workspace setting.

4. Open the Avid Service Configuration window, as described in [“Configuring the Auto-Copy Service” on page 214](#).
5. In the Archive and Copy Settings tab, type the name of the profile you created in the “Start automatic copy clips under this database using profile:” option. Click Apply, then close the window.

**To stop the auto-copy replication process from copying all clips from one workgroup to another:**

1. Open the Avid Service Configuration window.
2. In the Archive and Copy Settings tab, delete the profile name from the “Start automatic copy clips under this database using profile:” text box.
3. Click Apply, then close the window.

## Changing the Number of Auto-Copy Replication Jobs Submitted

You can change the default setting for the number of auto-copy replication jobs submitted within a specified period of time. The default is 30 jobs in 3 minutes.

**To change the default setting, do the following:**

- ▶ On the machine with the Avid Interplay Auto Media Services service (includes the auto-copy service), edit the registry keys to change the setting.

For example, to set the number of jobs to 60, use the following text:

```
[HKEY_LOCAL_MACHINE\SOFTWARE\JavaSoft\Prefs\avid\workgroups\
avid technology incorporated\autoarchive\default\autoarchivesettings\
replicationnumberofjobs]
```

```
"name"="replication/Number/Of/Jobs"
```

```
"type"="string"
```

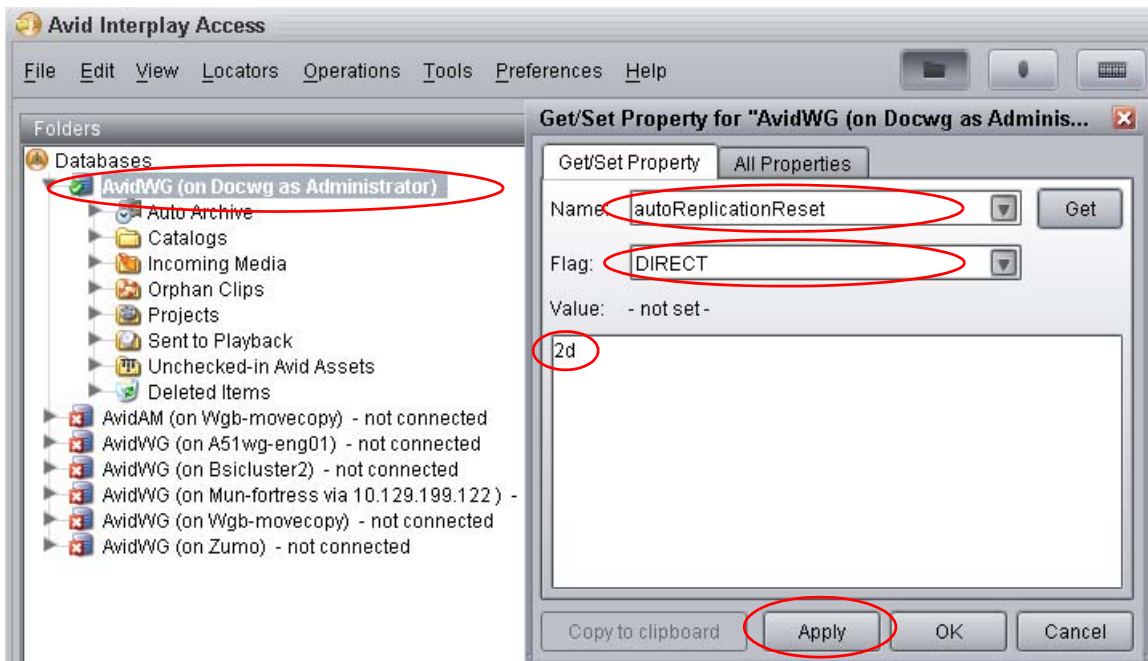
```
"value"="60"
```

## Resetting the Auto-Copy Replication Scan

By default, the auto-copy replication process begins to scan for assets from the creation of the database. The process continues to periodically scan for changes to the database. Your workflow might require you to rescan from a prior time other than the creation date of the database. For example, you might want to start a rescan a set number of hours or days prior to the current time. You can set a scan time that will start to scan when you restart the Avid Interplay Auto Media Service service.

### To reset the start time of the auto-copy replication scan:

1. In Interplay Access, right-click the database name and select Advanced > Get/Set Property. The Get/Set Property for “AvidWG” dialog box opens.



2. In the Name text box, type autoReplicationReset.
3. From the Flag menu, select DIRECT.

4. In the Value text box, type a prior time period for the rescan to begin. You can specify the number of hours, number of days, or when the database was created.

<b>Value</b>	<b>Description</b>
<i>xh</i>	Scan begins the <i>x</i> number of hours prior to the current time. For example, if you type 2h, then the scan begins 2 hours prior to the current time.
<i>xd</i>	Scan begins the <i>x</i> number of days prior to the current time. For example, if you type 5d, then the scan begins 5 days prior to the current time.
all	Scan begins at the creation time of the database.

5. Click Apply.
6. Restart the Avid Interplay Auto Media Services service.  
The scan begins at the period in time defined in the Value text box.

# 10 Working with the Move Service

The following topics explain the setup and how to use the Move feature.

- [Understanding the Move Service](#)
- [Workflow for Moving Media to Another Workspace](#)
- [Check List for Moving Assets to Another Workspace](#)
- [Registering the Move Service with the Media Services Engine](#)
- [Connecting the Move Provider to the Media Services Engine](#)
- [Starting the Move Provider](#)
- [Creating a Avid Interplay Move Service Profile](#)
- [Moving Media to Another Workspace Using Interplay Access](#)

## Understanding the Move Service

You can use the Move feature to move media files from one Avid ISIS® workspace to another. For example, if one of your workspaces is getting close to capacity, you can use the Move feature to move selected media files to a workspace that has more free space. You can also move low res media from a mirrored workspace to a RAID workspace that requires less bandwidth.

The Move feature can move media for Avid assets (both .mxf and .omf files).

To use the Move feature to move media to another workspace requires an Avid Interplay Media Services service (the Move service) and the Avid Interplay Media Services Engine. As with other Avid Interplay Media Services services, you can create a profile for streamlining workflows. For example, if you want to regularly move low-resolution media files to a specific workspace, you can use Interplay Media Services to create a profile especially for that workflow.



*The Move service requires an application key.*

The Move feature is available from Interplay Access. It is not available on Avid editing systems, Interplay Assist, or Interplay Instinct.

## Differences Between the Copy Service and the Move Service

The Copy service and the Move service are two different Media Services. They are installed and configured separately.

- The Copy service copies assets (metadata) and their media files from one workgroup to another. You can think of this as the “Copy to Workgroup” service. It requires two Copy providers (one in each workgroup). Each copy provider must be directly connected to both ISIS systems using either a 10 Gb Ethernet connection (recommended) or the onboard network interface cards.
- The Move service moves media files from one Avid ISIS workspace to another. You can think of this as the “Move Media” service. Because it moves media within the same workgroup, it only requires one provider. It does not copy media or assets.



**Do not use the Copy service to copy assets and media within the same workgroup. Not all Interplay operations work consistently when there are multiple copies of the same media files.**

## Using Move in a Multiple ISIS Workgroup

Interplay Move v2.6 and later supports high-speed transfer of media between multiple ISIS systems configured in the same workgroup. A 10-GB network is recommended. For more information, see “Workgroups with Multiple ISIS Systems” in the *Avid Interplay Software Installation and Configuration Guide*.

Profiles created in earlier versions of Interplay will work correctly with the workspaces as currently defined. For a new or edited profile that specifies a workspace on a remote ISIS system, the workspace path must include the hostname of the ISIS System Director and the name of the workspace, in the standard UNC format:

*\\hostname\workspace\_name*

The following illustration shows an example, in which a51-wg1-sd1 is the System Director for the target ISIS system, and Highest\_Copy is the target workspace.

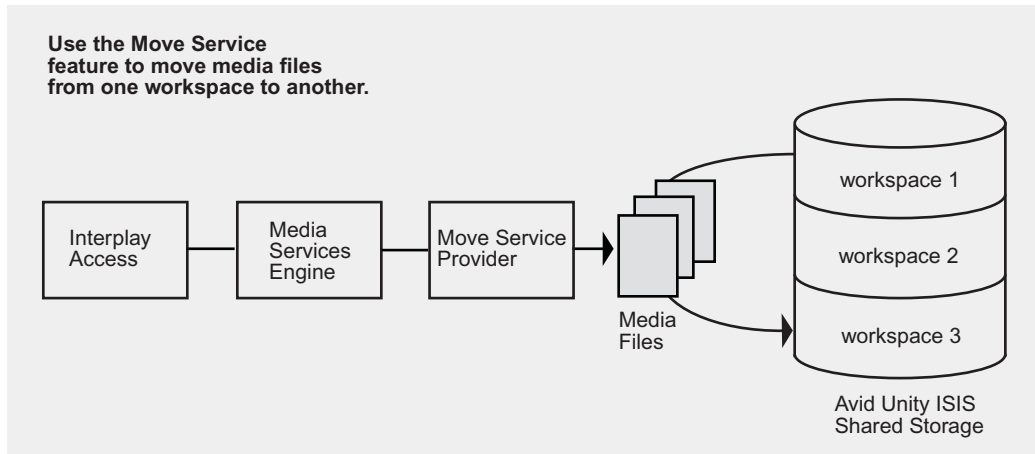
Parameters for Move\_to\_Highest\_Copy

Destination_Workspace	<input type="text" value="\\a51-wg1-sd1\Highest_Copy"/>
Include Audio	<input checked="" type="checkbox"/>
Priority	<input type="text" value="1"/>
TargetVideoQuality	<input type="text" value="Highest"/>

If you are working in a multiple ISIS environment, you must mount at least one workspace for each ISIS system to which you are connected. You can mount the workspace as a UNC drive or a lettered drive.

## Workflow for Moving Media to Another Workspace

The following illustration shows the basic workflow for moving media files, in this case from “workspace 1” to “workspace 3.”



Interplay Move v2.6 and later supports high-speed transfer of media between multiple ISIS systems configured in the same workgroup. A 10-GB network is recommended. For more information, see [“Understanding the Move Service” on page 228](#).



*The Move feature works only within a single workgroup. To copy assets and media to a different workgroup, use the Copy service (see [“Working with the Copy Service” on page 185](#)).*

### Move Requirements

For hardware configuration procedures, see the *Avid Interplay Software Configuration and Installation Guide*.

- The ISIS system must be running Avid ISIS v2.0.1 or greater.

Starting at ISIS v2.1.1, workspaces can use either mirrored or RAID protection, and you can move files from one type of workspace to any other (mirrored-to-mirrored, mirrored-to-RAID, RAID-to-RAID, RAID-to-mirrored).



*You must name the workspaces appropriately to guarantee that you select the correct protection type for the Move operation. The Move provider does not have an automatic method for differentiating between RAID or mirrored drives.*

- The Media Services Engine and the Move service provider must both be running.
- The provider must be connected to the ISIS system through an account with read/write privileges on the workspaces you want to move from and move to. The workspaces can be mounted as UNC (letterless) drive mappings or as lettered drives. See “[Mounting Workspaces for Interplay Transcode and Other Media Services](#)” on page 26.
- A 10-GB network is recommended when using Move v2.6 or later for high-speed transfer of media between multiple ISIS systems configured in the same workgroup.
- You cannot use Interplay Move to move a clip that is in use (opened for playback in an Avid editing application). If you try to move a clip that is in use, the job fails with an error message: “The file is in use, please checkin to Interplay from editor or try again later.”

### Move Options

- You can specify which resolutions you want to move: all, highest, lowest, or a specific resolution. If you select All, only the associated resolutions that have online media are moved as requested. In a Avid Interplay Move Service profile, you can specify multiple resolutions as subjobs.
- You can specify whether to include audio media. Audio files are moved only with their accompanying video files, except in the case of audio-only clips. The following table explains how the Move feature works with the selected video resolution and the selected Include Audio option.

Clip Type	Resolution Selected	Include Audio Option	Result
DV 25 with two audio files	DV 50	Selected	No media is moved to the destination. Audio remains with the video media.
DV 25 with two audio files	DV 25	Selected	DV 25 media and accompanying audio is moved to the destination.
DV 25 with two audio files	DV 25	Not selected	DV 25 media is moved to the destination. The audio files are not moved.
Audio-only clip	DV 25	Selected	Audio-only files are moved to the destination.
Audio-only clip	DV 25	Not selected	The audio files are not moved.

## Moving Between Workspaces with RAID or Mirrored Protection

Starting with ISIS v2.1.1, workspaces can use either mirrored or RAID protection, and you can move files from one type of workspace to any other (mirrored-to-mirrored, mirrored-to-RAID, RAID-to-RAID, RAID-to-mirrored).

The Move service does not have an automatic way to differentiate between RAID or mirrored storage. In order to guarantee that you move to the correct protection type you should name workspaces appropriately in the ISIS Administrator.

# Check List for Moving Assets to Another Workspace

For the move process, the following table provides a check list of steps for installing and configuring the Interplay Move service provider in an Avid shared-storage environment. The check list assumes the Interplay Media Services Engine and the supporting software are setup and configured in the workgroup. The check list provides references where to find more information about each step.



*If the Move service provider is not running on the Interplay Media Services Engine system, you must connect an application key to a USB port on the Move provider system.*

---

### Moving Assets to Another Workspace Check List

Task	Section Reference
<input type="checkbox"/> Check the Move feature requirements to make sure your workgroup supports the Move feature.	See <a href="#">“Move Requirements” on page 230</a> .
<input type="checkbox"/> Configure the Move provider server.	See the <i>Avid Interplay Software Installation and Configuration Guide</i> .
<input type="checkbox"/> Make sure an Interplay Media Services administrator account is set up on Avid shared-storage.	See the <i>Avid Interplay Software Installation and Configuration Guide</i> .
<input type="checkbox"/> Make sure the Interplay Media Services application key is connected.	See the <i>Avid Interplay Software Installation and Configuration Guide</i> .
<p><i>If the Move provider is not running on the Interplay Media Services Engine system, you must also connect an application key to the Move provider system.</i></p>	



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**Moving Assets to Another Workspace Check List (Continued)**

Task	Section Reference
<input type="checkbox"/> Make sure the Interplay Media Services Engine software and all the supporting software are setup and configured. <ul style="list-style-type: none"> <li>• Avid Service Framework for Client</li> <li>• Avid Interplay Access</li> <li>• Avid Interplay Media Services</li> <li>• Avid Interplay Move Service (install this on each server used as a provider)</li> </ul>	See <i>Avid Interplay Software Installation and Configuration Guide</i> and <a href="#">“Interplay Media Services Engine Installation and Configuration”</a> on page 27.
<input type="checkbox"/> Make sure the Interplay Move service is registered.	See <a href="#">“Registering the Move Service with the Media Services Engine”</a> on page 233.
<input type="checkbox"/> Connect the Move service provider to the Media Services Engine.	See <a href="#">“Connecting the Move Provider to the Media Services Engine”</a> on page 234.
<input type="checkbox"/> Mount workspaces.	See <a href="#">“Mounting Workspaces for Interplay Transcode and Other Media Services”</a> on page 26.
<input type="checkbox"/> Start the Interplay Move service provider and verify it is connected.	See <a href="#">“Starting the Move Provider”</a> on page 237.
<input type="checkbox"/> (Option) Create a profile.	See <a href="#">“Creating a Avid Interplay Move Service Profile”</a> on page 239.
<input type="checkbox"/> Perform a move operation using Interplay Access.	See <a href="#">“Moving Media to Another Workspace Using Interplay Access”</a> on page 242.

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## Registering the Move Service with the Media Services Engine

After installing the Move provider software, you need to make sure that the current Move service is registered with the Media Services Engine. The service should be listed on the Services tab of the Media Services and Transfer Status tool. Registration is automatic but takes place only after you restart the Media Services Engine. See [“Registering Services”](#) on page 61.

# Connecting the Move Provider to the Media Services Engine

After making sure the service is registered, register the provider by connecting to the Media Services Engine.



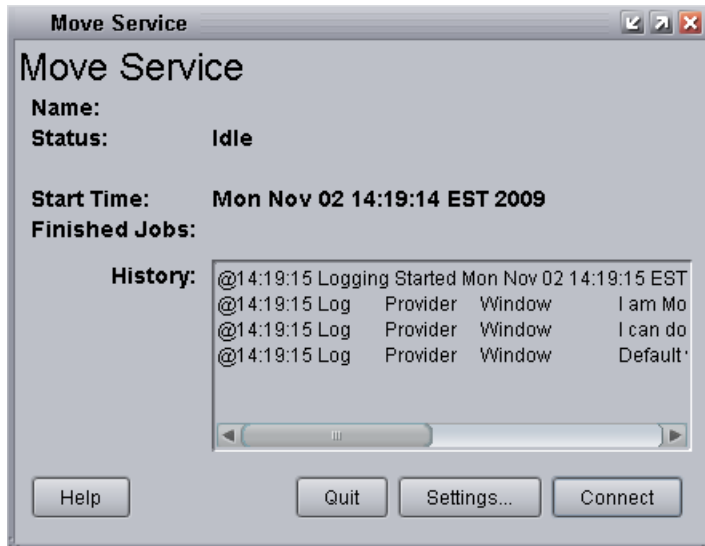
*If you try to connect to the Media Services Engine before the latest service is registered, the Status line in the Transcode Service dialog box reads:  
Error From Broker! UNKNOWN\_SERVICE.*

If necessary, you can manually register the provider. See [“Registering a Provider Manually”](#) on page 67.

## To connect the Move provider to the Media Services Engine:

1. Click Start and select Programs > Avid > Avid Interplay Move.

The Move Service provider dialog box opens.

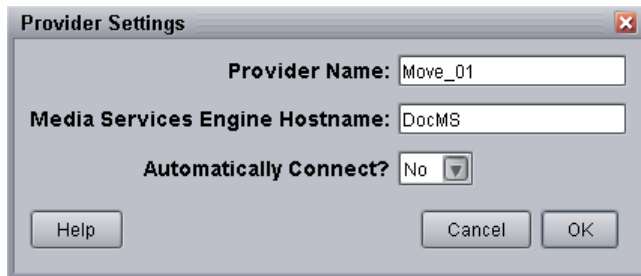


2. Click Settings.

The Provider Settings dialog box opens.

3. Do the following:
  - a. **Provider Name** — A default name for the provider is automatically supplied (see [“Registering a Provider” on page 66](#)). Accept the default name or type a new name. In this example, the name is Move\_01.
  - b. **Media Services Engine Host Name** — Type the name of the system running the Media Services Engine application.
  - c. **Automatically Connect** — Select Yes to automatically connect the provider to the Media Services Engine when the application starts. To prevent automatic connection, select No.

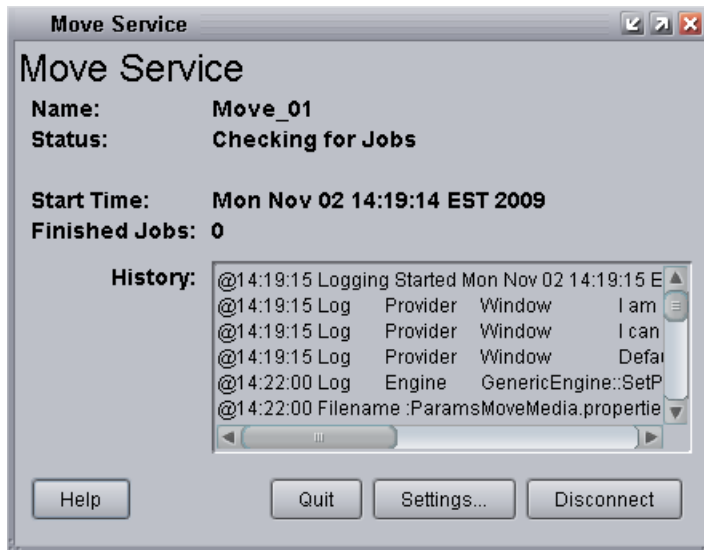
The following illustration shows the Provider Settings dialog box with the values filled in for the Move provider.



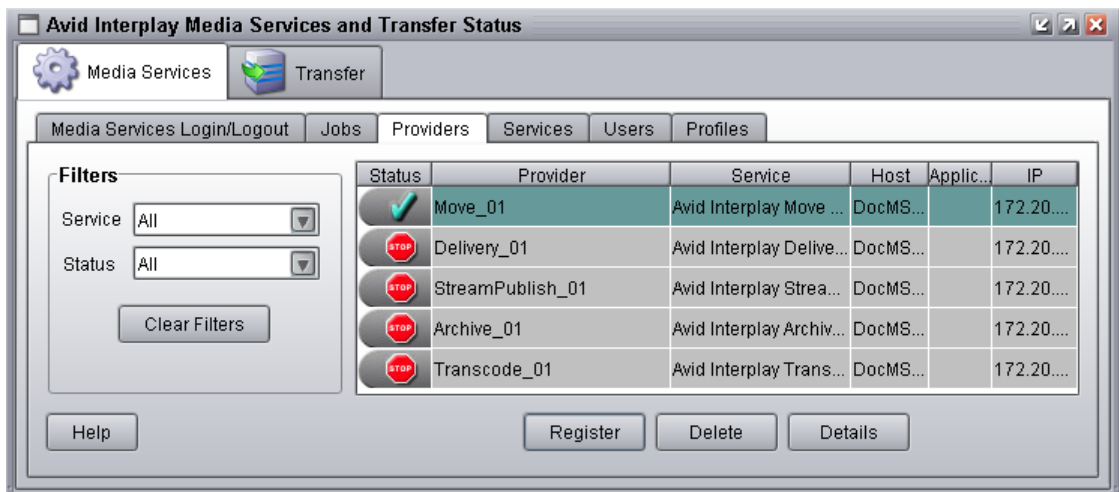
4. Click OK.

- Click Connect in the Service window.

The Move Service provider dialog box now shows that the service is connected and shows the provider you selected to connect to.



The Provider page in the Media Services and Transfer Status tool now shows that the service is connected, indicated by a check mark in the Status column.



## Starting the Move Provider

Make sure you have mounted at least one drive before you start the provider. See [“Mounting Workspaces for Interplay Transcode and Other Media Services”](#) on page 26.

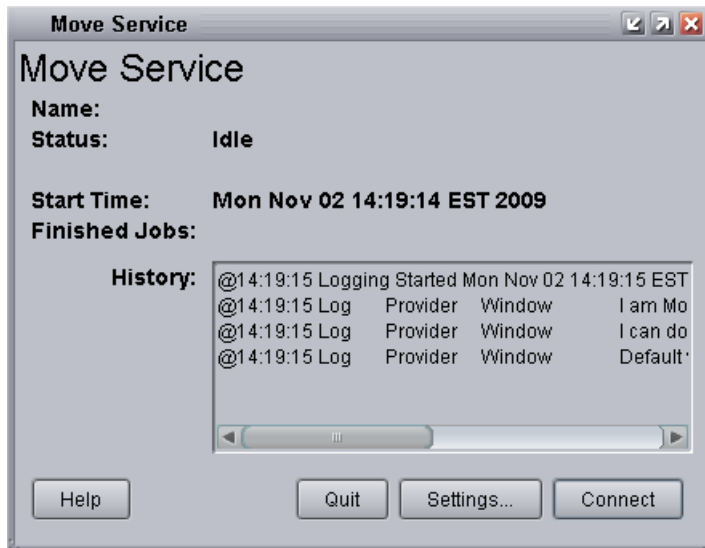
### To start the Move service provider:

1. Click Start and select Programs > Avid > Avid Interplay Move.

The Move Service provider dialog box opens with the Status as Idle.




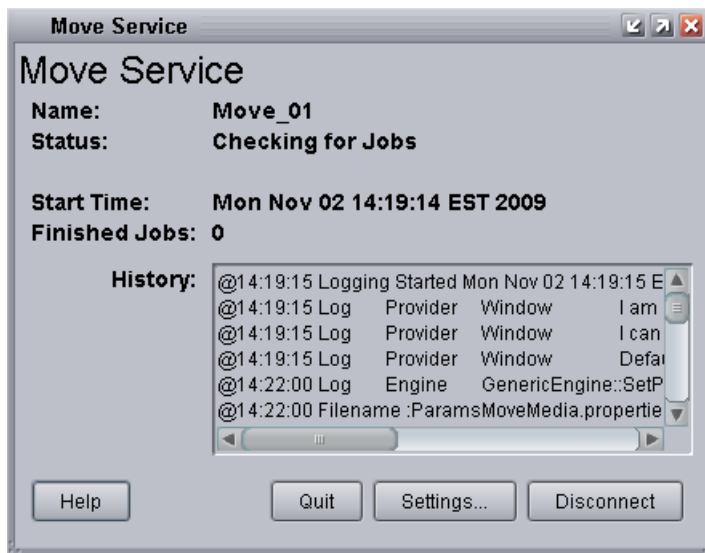
*If the Automatically Connect setting in the Provider Settings dialog box is set to Yes, then the Status line displays “Checking for Jobs” indicating the provider is connected.*




2. Click Connect and leave the window open.

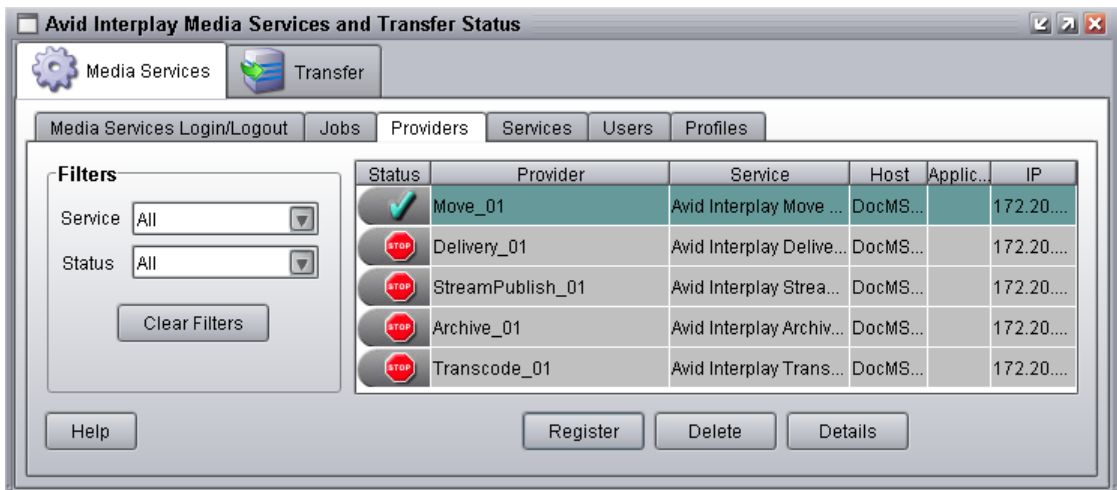
After the connection is made, the Status line in the Service dialog box reads “Checking for Jobs,” and the History window displays the message “Connection Established.” The Connect button changes to a Disconnect button. The following illustration shows that the Move Service software is connected.

 The service provider dialog box displays the start date and start time of the providers based on the Microsoft® Windows® time.



 If the provider cannot connect to the Media Services Engine, the Status line reads “Connection Error.” Ensure the Media Services Engine is running, the service is installed, the provider is properly registered, and then click Connect again.

The Providers page in the Media Services and Transfer Status tool now shows that the Move service is connected, indicated by a check mark in the Status column.



# Creating a Avid Interplay Move Service Profile

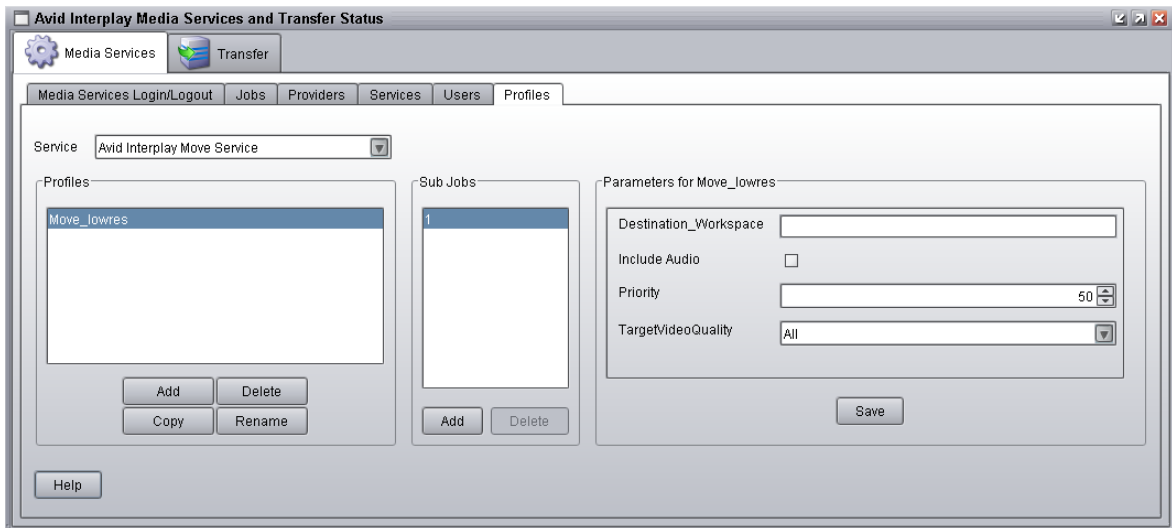
You can create a profile to use when performing a Move operation.

Interplay Move service profiles let you define the following:

- Destination workspace for the moved media files
- Whether to include audio when moving the media file
- A priority for the job
- Resolution of the moved media

### To create an Interplay Move profile:

1. Open and log in to the Media Services and Transfer Status tool as described in [“Opening the Media Services and Transfer Status Tool” on page 36](#).
2. Click the Profiles tab.
3. In the Service menu, select Avid Interplay Move Service.



- Click Add in the Profiles area.

The Add Profiles dialog box opens.



- Type a descriptive name for the new profile in the Add Profile dialog box. This is the name that you see when you right-click an asset and select Move.
- Click OK.

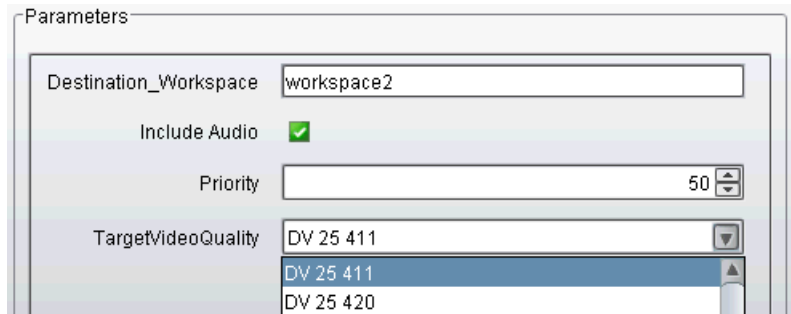
The name appears in the Profiles list and an empty template appears in the Parameters area.

- In the Parameters area, set the values you want for the profile:

Option	Description
Destination_Workspace	Type the name of the Avid shared-storage workspace where you want to move the media files. In a multiple-ISIS workgroup, if you are specifying a workspace on a remote ISIS system, the workspace path must include the hostname of the ISIS System Director and the name of the workspace, in the standard UNC format:  <i>\\hostname\workspace_name</i>
Include Audio	Select this option if you want to move audio that is associated with the clips whose video media you are moving. Selecting this option also moves any audio-only clips.
Priority	This value lets you assign job priorities to different profiles. Priority numbers range from 1 (highest priority) through 100 (lowest priority). The default priority number assigned to each job is 50.



Option	Description
TargetVideoQuality	<p>Select the video resolution you want to move.</p> <p>You can select All, Highest, Lowest, or a specific resolution. If you select All, only the associated resolutions that have online media are moved as requested. By default, if any media is offline the job will fail. You can override the default failure reporting setting using the Avid Service Configuration tool. See <a href="#">“Customizing the Reporting of Service Job Status” on page 41</a>.</p>



8. Click Save in the Parameters area.  
The Save Profiles dialog box opens.
9. Click Yes to save your changes.  
The next time you use Move, you can select the profile.
10. (Option) Click Add in the Sub Jobs area, to define several move media operations under one main profile name. For example, you can add subjobs to move several resolutions using one profile. The system processes each subjob in turn.

# Moving Media to Another Workspace Using Interplay Access

## To move media files to another workspace using Interplay Access:

1. Make sure your workgroup meets the requirements described in “[Workflow for Moving Media to Another Workspace](#)” on page 230.
2. In Interplay Access, select the assets whose media files you want to move.

You can select one asset, multiple assets, a subfolder, or multiple subfolders. The following illustration shows the clip “divers” selected. The File Locations tab in the Object Inspector shows that the clip is associated with two video media files and four audio media files (two different sets of resolutions), all on workspace1.



*When selecting a folder, do not select a top-level folder, such as AvidWG/Catalogs or AvidWG/Projects, you can only select subfolders, such as AvidWG/Catalogs/subfolder. All media files contained in the selected subfolder and its subfolders are moved to the destination workspace.*

The selected clip has two video files and four audio files on workspace1.

The screenshot displays the Avid Interplay Access application window. The main preview window shows a clip titled "divers" with a duration of 22:31:34:13. The Object Inspector panel is open to the File Locations tab, showing a table of media files associated with the selected clip. A red circle highlights the first six rows of this table, which include two video files and four audio files. The Assets panel at the bottom shows a list of assets, with "divers" selected. The Assets panel table shows the clip's duration and associated tracks.

Name	Track	Online	File Path	Format
Video file	V1	✓	\\DOCISIS\workspace1... DNxHD 1080 115-120-145	
Audio file	A1	✓	\\DOCISIS\workspace1... PCM	
Audio file	A2	✓	\\DOCISIS\workspace1... PCM	
Video file	V1	✓	\\DOCISIS\workspace1... MPEG-4 525 500 60	
Audio file	A1	✓	\\DOCISIS\workspace1... MPEG1Layer2	
Audio file	A2	✓	\\DOCISIS\workspace1... MPEG1Layer2	

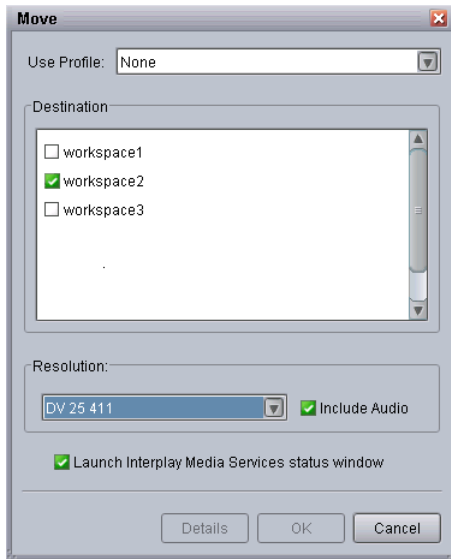
  

Name	Duration	Tracks
divers	00:00:40:25	V1 A1-2
Penguins	00:00:59:14	V1 A1-2
Penguins.01	00:00:59:14	V1 A1-2
school of fish	00:00:27:10	V1 A1-2

3. Do one of the following:

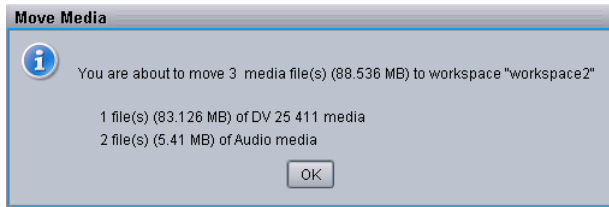
- ▶ Select Tools > Move...
- ▶ Right-click and select Move...(Do not select Move to, which moves metadata from one folder to another.)

The Move dialog box opens.



4. Select a profile from the Use Profile menu. If there are no profiles available, or you do not want to use a profile, select the following options:
  - a. Use Profile: None.
  - b. Destination: Select the workspace to which you want to move the media.
  - c. Resolution: Select which video resolution you want to move. You can select All, Highest, Lowest, or a specific resolution. If you select All, only the associated resolutions that have online media are moved as requested. You can override the default failure reporting setting using the Avid Service Configuration tool. See [“Customizing the Reporting of Service Job Status” on page 41](#)
  - d. Include Audio: Select this option if you want to move audio that is associated with the clips whose video media you are moving. Selecting this option also moves any audio-only clips. For more information, see the table in [“Workflow for Moving Media to Another Workspace” on page 230](#).
5. (Option) Select “Launch Interplay Media Services status window” to view the status of the operation after it begins.

- (Option) Click the Details button to view the number of files and their size. Their size indicates how much disk space will be freed up after the move.



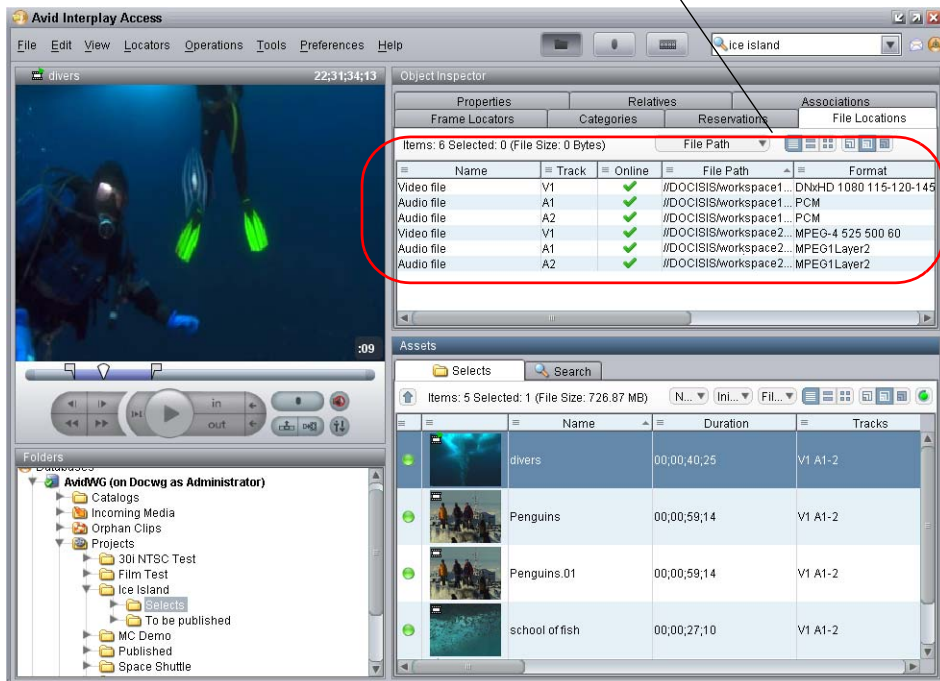
- Click OK.

The system starts the Move operation. If you selected the option “Launch Interplay Media Services status window,” the window opens and shows you the progress of the job, as well as other information about it. For information about the status window, click the Help button.

- (Option) When the operation is complete, select the clip and click the File Locations tab in the Object Inspector to view the new workspace location.

The following illustration shows one video file and two audio files are now stored on workspace2, while one video file and two audio files remain on workspace1.

One video file and two audio files remain on workspace1. One video file and two audio files were moved to workspace2.



# Defining the Maximum Number of Simultaneous Jobs for Move

By default, a Move provider is configured to run one job at a time. You can change this value by editing an .ini file.



**Contact your Avid representative before changing the default value.**

**To change the maximum value for the Copy provider:**

1. Open the following file in an application such as Notepad:  
C:\Documents and Settings\*username*\Move Service\DMSMoveMedia.ini
2. Edit the following line to specify the maximum number of simultaneous jobs:  
@5%?MaxJobs=*n*
3. Save and close the file.

**To apply the changes:**

- ▶ Quit and restart the Move service.

# 11 Working with the Delivery Service

The following topics provide information about working with the Interplay Delivery Service:

- [Understanding the Delivery Service and Delivery Receiver Service](#)
- [Check List for the Delivery Service](#)
- [Registering the Delivery Receiver in an Avid Interplay Workgroup](#)
- [Registering the Delivery Service with the Media Services Engine](#)
- [Connecting the Delivery Provider to the Media Services Engine](#)
- [Starting the Delivery Provider](#)
- [Creating an Avid Interplay Delivery Profile](#)
- [Transferring Assets Through Interplay Access](#)
- [Transferring Assets through an Avid Editing System](#)
- [Viewing the Transfer Status](#)
- [Relinking Partially Delivered Assets](#)
- [Verifying the Delivery Receiver Service is Running Using Avid Service Framework](#)
- [Monitoring the Health of the Interplay Delivery Receiver Service](#)
- [Overriding Delivery of Already Existing Media Files](#)
- [Allowing Third-Party Providers to Directly Connect to the Interplay Delivery Service](#)
- [Defining the Maximum Number of Simultaneous Jobs for Delivery](#)

## Understanding the Delivery Service and Delivery Receiver Service

Avid Interplay Delivery is a service that is part of Interplay Media Services. You install the service description file and register the provider like other Interplay Media Services. The Delivery service lets you perform workgroup-to-workgroup transfers of shotlist, subclips, master clips, cuts-only sequences, and their media files. You can use a Delivery profile to transfer only the portion of the media that is used in a subclip, sequence, or shotlist.

Avid Interplay Delivery Receiver is also a service that is part of Interplay Media Services. However, it runs as a Windows service and you do not install a service description or register it as a provider. You install the Delivery Receiver service on a server in the workgroup to which you are delivering the assets and media.

You can configure more than one Delivery provider and more than one Delivery Receiver in a workgroup if needed. You can then create profiles that use specific providers. For more information, see [“Creating Profiles for Specific Delivery Providers and Specific Delivery Receivers” on page 259](#).

Interplay Delivery supports one job for every Delivery provider on the sending system. The receiving system has a limit of 1000 jobs running simultaneously. However, the actual number of jobs allowed depends on the system’s hardware.



*Interplay Delivery uses FTP, which has a separation of the command port and data port. There is one command port that defaults to 33321, and up to 1000 data ports (you can configure the number of data ports). There are no in/out ports. The sending side uses only the “out” ports and the receiving side uses only the “in” ports.*

Interplay Delivery only supports Avid assets. File assets (non-Avid assets) are not supported.

Interplay Delivery has two modes: partial and full.

- **Partial Delivery:** Delivers only the portion of the media that is used in a subclip, sequence, or shotlist. Partial delivery requires a temporary workspace for the partial media files. These partial media files are removed when the job ends or when the service is stopped and restarted. However, certain conditions, such as a power outage, cause the temporary folder to remain. You can manually delete this folder if it is over a day old.

Temporary folder location:

```
\\<SharedStorageServer>\<TempWorkspace>\Avid MediaFiles\MXF\  
<DeliveryServiceHostname>.1\Creating\<jobid>
```

- **Full Delivery:** Delivers all media that is used in a clip and the full source media for subclips, sequences, or shotlists. Full delivery does not create temporary files.

# Check List for the Delivery Service

The following table provides a check list of steps for installing, configuring, and using the Interplay Delivery service and the Interplay Delivery Receiver service in an Avid shared-storage environment. The check list also provides references where to find more information about each step.

---

## Delivery Service Check List

Task	Section Reference
<input type="checkbox"/> Check your configuration.	See <a href="#">“Configuration Requirements” on page 24.</a>
<input type="checkbox"/> Make sure the Interplay Media Services application key is connected.	See the <i>Avid Interplay Software Installation and Configuration Guide</i> .
<input type="checkbox"/> Make sure the Interplay Media Services Engine software and the supporting software are installed and configured in the workgroup. <ul style="list-style-type: none"> <li>• Avid Service Framework for Client</li> <li>• Avid Interplay Access</li> <li>• Avid Interplay Media Services</li> <li>• Avid Interplay Delivery service</li> </ul>	See the <i>Avid Interplay Software Installation and Configuration Guide</i> and <a href="#">“Interplay Media Services Engine Installation and Configuration” on page 27.</a>
<input type="checkbox"/> Install the Avid Interplay Delivery Receiver service on one or more computers in the receiving workgroup.	See the <i>Avid Interplay Software Installation and Configuration Guide</i> .
<input type="checkbox"/> Register the default Interplay Delivery Receiver computer in the Interplay Administrator.	See <a href="#">“Registering the Delivery Receiver in an Avid Interplay Workgroup” on page 249.</a>
<input type="checkbox"/> Install the Avid Interplay Delivery service on one or more computers in the sending workgroup.	See the <i>Avid Interplay Software Installation and Configuration Guide</i> .
<input type="checkbox"/> Make sure the Interplay Delivery service is registered.	See <a href="#">“Registering the Delivery Receiver in an Avid Interplay Workgroup” on page 249.</a>
<input type="checkbox"/> Connect the Interplay Delivery service provider to the Media Service Engine.	See <a href="#">“Connecting the Delivery Provider to the Media Services Engine” on page 251.</a>
<input type="checkbox"/> Mount workspaces.	See <a href="#">“Mounting Workspaces for Interplay Transcode and Other Media Services” on page 26.</a>



**Delivery Service Check List (Continued)**

<b>Task</b>	<b>Section Reference</b>
<input type="checkbox"/> Start the Interplay Delivery service provider.	See <a href="#">“Starting the Delivery Provider”</a> on page 254.
<input type="checkbox"/> Verify the Interplay Delivery service is connected.	See <a href="#">“Verifying That a Service Provider Is Connected”</a> on page 73.
<input type="checkbox"/> Create one or more Interplay Delivery profiles.	See <a href="#">“Creating an Avid Interplay Delivery Profile”</a> on page 255.
<input type="checkbox"/> Transfer assets through Interplay Access.	See <a href="#">“Transferring Assets Through Interplay Access”</a> on page 262.
<input type="checkbox"/> Transfer assets through an Avid editing system.	See <a href="#">“Transferring Assets through an Avid Editing System”</a> on page 263.
<input type="checkbox"/> View the status of the transfers.	See <a href="#">“Viewing the Transfer Status”</a> on page 264.
<input type="checkbox"/> Verify the Delivery Receiver service is running.	See <a href="#">“Verifying the Delivery Receiver Service is Running Using Avid Service Framework”</a> on page 268.
<input type="checkbox"/> Monitor the health of the Avid system.	See <a href="#">“Monitoring the Health of the Interplay Delivery Receiver Service”</a> on page 269.

## Registering the Delivery Receiver in an Avid Interplay Workgroup

The Delivery workflow requires you to register one Delivery Receiver service system with the receiving Interplay workgroup. This system will be used as the default Delivery Receiver. The Avid Interplay Administrator site setting, Server Hostname Settings, contains the settings for registering the default provider. You can use a profile to specify additional Delivery Receivers.

The Delivery workflow uses FTP (File Transfer Protocol), specifically, passive FTP mode.

You need to enter the hostname and port number of the system where the Delivery Receiver service is installed. The port number in this view is the *command port number*.



**To register the default Delivery Receiver:**

1. Click Start and select Programs > Avid > Avid Interplay Access Utilities > Avid Interplay Administrator.
2. Log in to the server for the workgroup in which you want to register the default Delivery Receiver.
3. In the Site Settings area, click Server Hostname Settings.
4. In the Interplay Media Services Settings area, type the computer name of the system that you want to register as the default Delivery Receiver.

By default, the command port number is 33321. To change the default port number, you need to update the configuration file `ftp.d.xml` on the Delivery Receiver service system (see the following procedure).

5. Click Apply Changes

**To change the Delivery Receiver port numbers in the receiving Interplay workgroup:**

1. Open the following folder on the system where you installed the Avid Interplay Delivery Receiver service software.  
`C:\Program Files\Avid\Interplay Delivery Receiver\res\conf`
2. Open the `ftp.d.xml` file in Notepad.
3. To replace the command port number, search for `nio-listener` name and replace the corresponding port number. The default command port number is 33321.
4. To replace the data port number, search for `passive ports` and replace the corresponding port numbers. The default data port numbers are 20020-21020.

5. Save the file and close Notepad.
6. Restart the services using the Avid Services dialog box in the Avid Workgroup Properties, see [“Verifying the Delivery Receiver Service is Running Using Avid Service Framework” on page 268](#).

The `ftpd.xml` file also includes one or more *data port numbers*, which are defined by default as follows:

```
<passive ports="20020-21020" />
```

If you want to lock down the ports for the firewall of the system on which the Delivery Receiver service is installed, you need to leave at least one passive port listed as open. The number of ports listed must correspond to the maximum number of concurrent delivery jobs that will be sent to this receiver. The system starts at the lowest available port number (20020 by default) when acquiring ports.

## Registering the Delivery Service with the Media Services Engine

After installing the Delivery provider software, you need to make sure that the current Delivery service is registered with the Media Services Engine. The service should be listed on the Services tab of the Media Services and Transfer Status tool. Registration is automatic but takes place only after you restart the Media Services Engine. See [“Registering Services” on page 61](#).

## Connecting the Delivery Provider to the Media Services Engine

After making sure the service is registered, register the provider by connecting to the Media Services Engine.



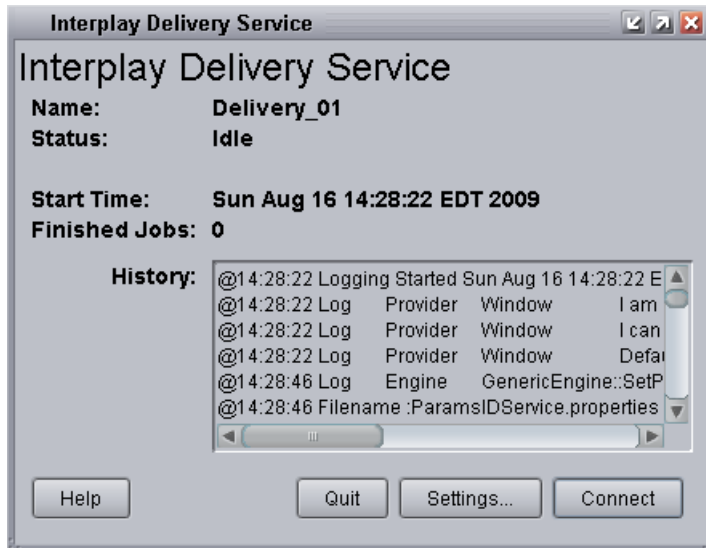
*If you try to connect to the Media Services Engine before the latest service is registered, the Status line in the Transcode Service dialog box reads:  
Error From Broker! UNKNOWN\_SERVICE.*

If necessary, you can manually register the provider. See [“Registering a Provider Manually” on page 67](#).

**To connect Delivery provider to the Media Services Engine:**

1. Click Start and select Programs > Avid > Avid Interplay Delivery.

The Delivery Service dialog box opens.



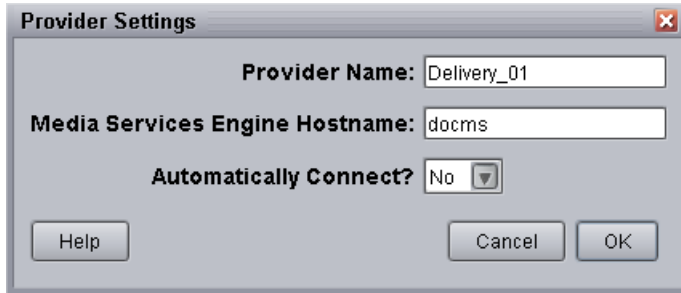
2. Click Settings.

The Provider Settings dialog box opens.

3. Do the following:

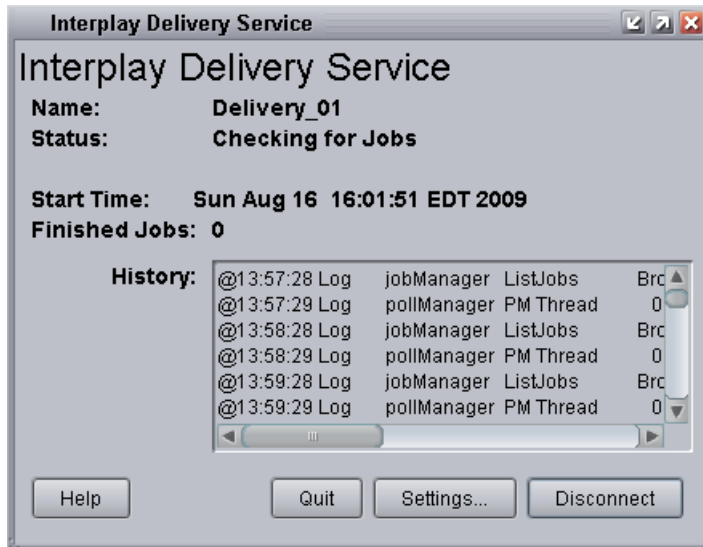
- a. **Provider Name** — A default name for the provider is automatically supplied (see [“Registering a Provider” on page 66](#)). Accept the default name or type a new name. In this example, the name is Delivery\_01.
- b. **Media Services Engine Host Name** — Type the name of the system running the Media Services Engine application.
- c. **Automatically Connect** — Select Yes to automatically connect the provider to the Media Services Engine when the application starts. To prevent automatic connection, select No.

The following illustration shows the Provider Settings dialog box with the values filled in for the Delivery provider.

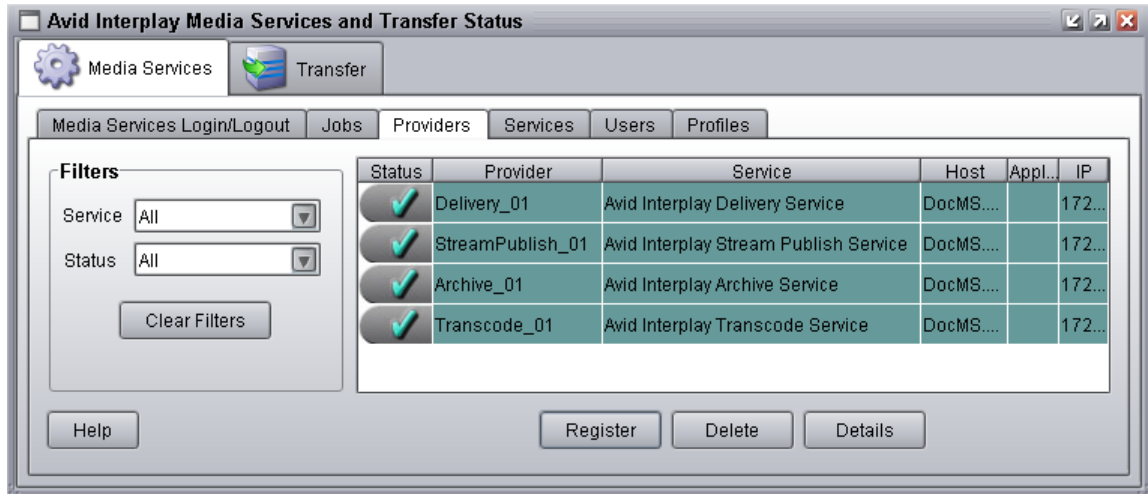


4. Click OK.
5. Click Connect in the Service window.

The Delivery Service dialog box now shows that the service is connected and shows the provider you selected to connect to.



The Provider page in the Media Services and Transfer Status tool now shows that the service is connected, indicated by a check mark in the Status column.



## Starting the Delivery Provider

Make sure you have mounted at least one drive before you start the provider. See [“Mounting Workspaces for Interplay Transcode and Other Media Services”](#) on page 26.

### To start the Delivery service provider:

1. Click Start and select Programs > Avid > Avid Interplay Delivery.

Depending on the service settings, one of the following happens:

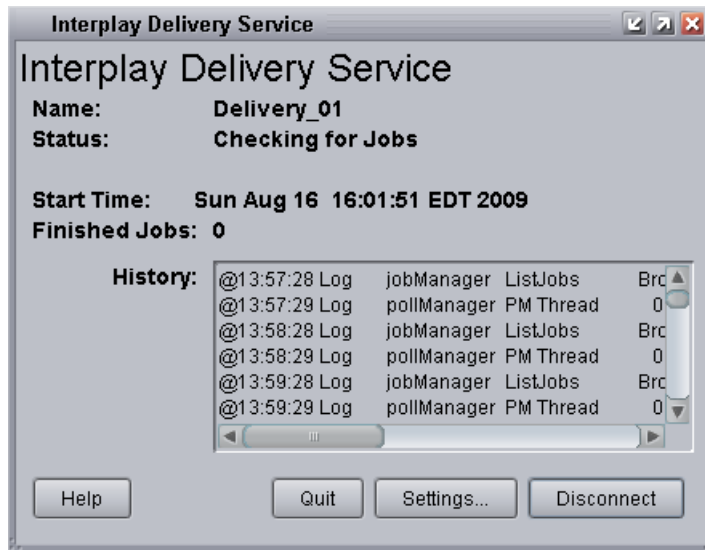
- Automatically Connect—Yes, the service dialog box opens for the service you selected and is connected to the service.
- Automatically Connect—No, the service dialog box opens for the service you selected and displays Idle. Click the Connect button to connect to the service.



*The service provider dialog box displays the start date and start time of the providers based on the Microsoft® Windows® time.*

After the connection is made, the Status line in the service dialog box reads “Checking for Jobs,” and the History window displays the message “Connection Established.” The Connect button changes to a Disconnect button.

The following example shows the Delivery Service dialog box as connected.



*If the provider cannot connect to the Media Services Engine, the Status line reads “Connection Error.” Ensure the Media Services Engine is running, the service description is installed, the provider is properly registered, and then click Connect again.*

## Creating an Avid Interplay Delivery Profile

You must create a profile to perform a transfer operation that uses the Delivery service. You select a profile after you select a master clip, subclip, or sequence in Avid Interplay Access or in an Avid editing application.

You can create a profile that designates a specific Delivery provider, a specific Delivery Receiver system, or both. For more information, see [“Creating Profiles for Specific Delivery Providers and Specific Delivery Receivers” on page 259](#). You can also specify a user name in the target workgroup. See [“Specifying User Credentials in a Delivery Profile” on page 261](#)

### To create a Delivery profile:

1. Open and log in to the Media Services and Transfer Status tool as described in [“Opening the Media Services and Transfer Status Tool” on page 36](#).
2. Click the Profiles tab.
3. Select Service > Avid Interplay Delivery Service.

4. Click Add in the Profiles area.

The Add Profile dialog box opens.

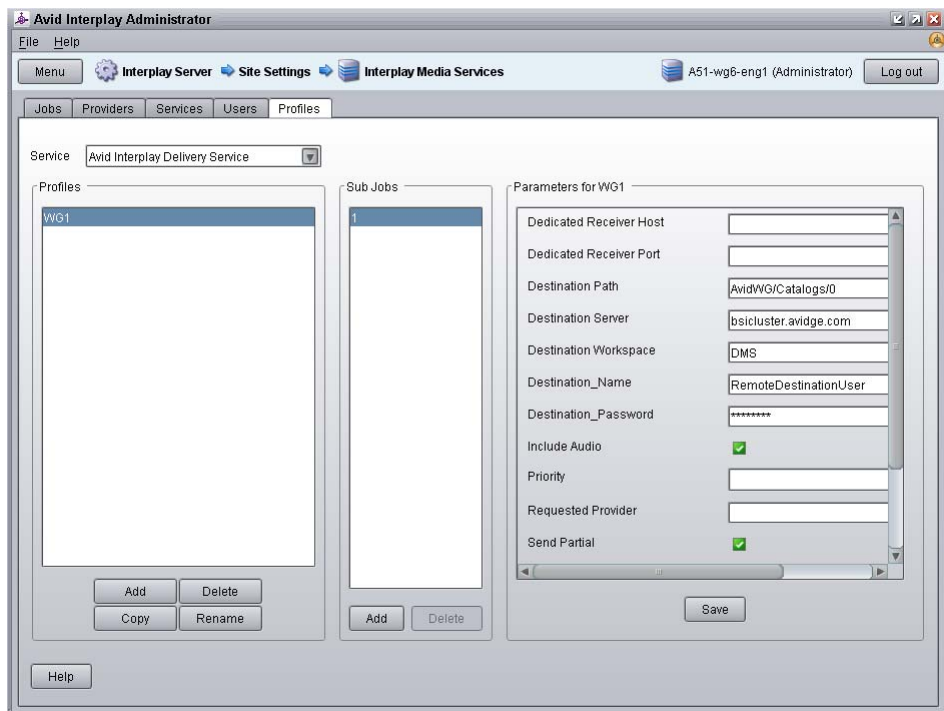
5. Type a descriptive name for the new profile in the Add Profile dialog box. This is the name that users see when they right-click an asset and select Delivery Service.

For example,

- If you want to create a profile to transfer all media for IMX 30 clips, name the profile “Full IMX 30.”
- If you want to create a profile to transfer partial media for IMX 30 clips, name the profile “Partial IMX 30.”

6. Click OK.

The name appears in the Profiles list and an empty template appears in the Parameters area.





7. In the Parameters area, specify the following:

- (Option) Dedicated Receiver Host: The host name of the Delivery Receiver computer to which you want to deliver. Use this setting if you want to specify a particular Delivery Receiver in a workgroup. This setting overrides the setting in the Server Hostnames view in the Interplay Administrator. If you do not specify a host name, the Delivery service uses the setting in the Server Hostnames view.

For more information, see [“Creating Profiles for Specific Delivery Providers and Specific Delivery Receivers” on page 259.](#)

- (Option) Dedicated Receiver Port: The port number for the Delivery Receiver system. By default, the command port number is 33321. For instructions for changing the default port number, see [“Registering the Delivery Receiver in an Avid Interplay Workgroup” on page 249.](#)
- Destination Path: Type the name of the Interplay database folder in the target workgroup that will hold the transferred files, for example, AvidWG/Catalogs/A51/Partial2.
- Destination Server: Type the server name of the Interplay Engine in the target workgroup.
- Destination Workspace: Type the name of the Avid shared-storage workspace on the target workgroup that will hold the transferred files.

If the workspace is part of a multiple-ISIS workgroup: Existing profiles will work correctly with the workspaces as currently defined, but new or edited profiles that specify a workspace on a remote ISIS system must include the hostname of the ISIS System Director.

*\\hostname\workspace\_name*

- (Option) Destination\_Name: Type the user name of a user in the target workgroup. If you do not use this field, the credentials of the user sending the delivery must match the credentials of a user in the target workgroup. See [“Specifying User Credentials in a Delivery Profile” on page 261.](#)
- (Option) Destination\_Password: Type the password of a user in the target workgroup. If you do not use this field, the credentials of the user sending the delivery must match the credentials of a user in the target workgroup.
- (Option) Include Audio: Click the check box if you want to include audio files as part of the transfer.
- (Option) Priority: Select a value to assign job priorities to different profiles. Priority numbers range from 1 (highest priority) through 100 (lowest priority). The default priority number assigned to each job is 50.

- (Option) Requested Provider: The name of the Delivery Service provider that you want to use to send a Delivery job. This must be the name of the Delivery Service provider as it is registered with the Interplay Media Services Engine, not the host name. Supply this name only if you have more than one Delivery Service provider and want to use this profile for a particular Delivery Service provider.
- (Option) Send Partial: Select this check box to send a partial transfer. For subclips, the provider transfers only the portion of the clip that makes up the subclip. For sequences, the provider transfers just the portion of the clips that are contained in the sequence. The setting applies only to subclips and sequences. It does not affect clips.
- (Option) Send Partial - Handle Size: Type the number of additional frames you want to include on both ends of a subclip or a cut within a sequence. If the handle length exceeds either end of the master clip, then the handle is truncated to the end of the master clip.
- TargetVideoQuality: Select a resolution for the transfer. You can select All, Highest, Lowest, or a specific resolution. If you select All, media for all associated resolutions must be online. By default, if any media is offline the job will fail. You can override the default failure reporting setting using the Avid Service Configuration tool. See [“Customizing the Reporting of Service Job Status” on page 41](#).
- Temporary Workspace On Sender: Type the name of the Avid shared-storage workspace on the source workgroup that will hold the temporary media files that are created during the transfer process. The Delivery provider deletes the temporary files after the transfer is complete.

8. Click Save in the Profiles area.

The Save Profile dialog box opens.

9. Click Yes to save your changes.

You can define several transfer operations under one main profile name. For example, you can add subjobs to transfer several resolutions using one profile. The system processes each subjob in turn.

**To add subjobs:**

- ▶ Click Add in the Sub Jobs area.

## Creating Profiles for Specific Delivery Providers and Specific Delivery Receivers

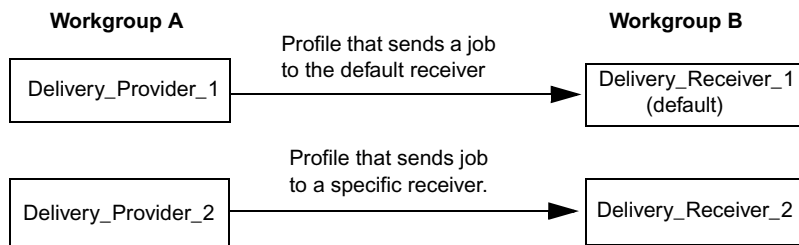
You can create a profile that designates a specific Delivery provider, a specific Delivery Receiver system, or both.

In previous releases, the only available configuration was one in which the Interplay Media Services Engine used the first available provider to send the job to the Delivery Receiver system specified in the Interplay Administrator. This configuration is still the default, but now you have additional options:

- Create a profile that uses a specific Delivery provider. Using a specific Delivery provider can make your workflow more efficient. For example, you can dedicate one Delivery provider to sending jobs to one workgroup and one Delivery provider to send jobs to another workgroup.
- Create additional Delivery Receivers in a workgroup, and then create a profile that sends jobs to a specific Delivery Receiver in the workgroup. Using additional Delivery Receivers in a workgroup increases the number of jobs you can send and provides backup systems in case of a failure.
- Create a profile that uses both a specific Delivery provider and a specific Delivery Receiver.

The following diagram illustrates two profiles:

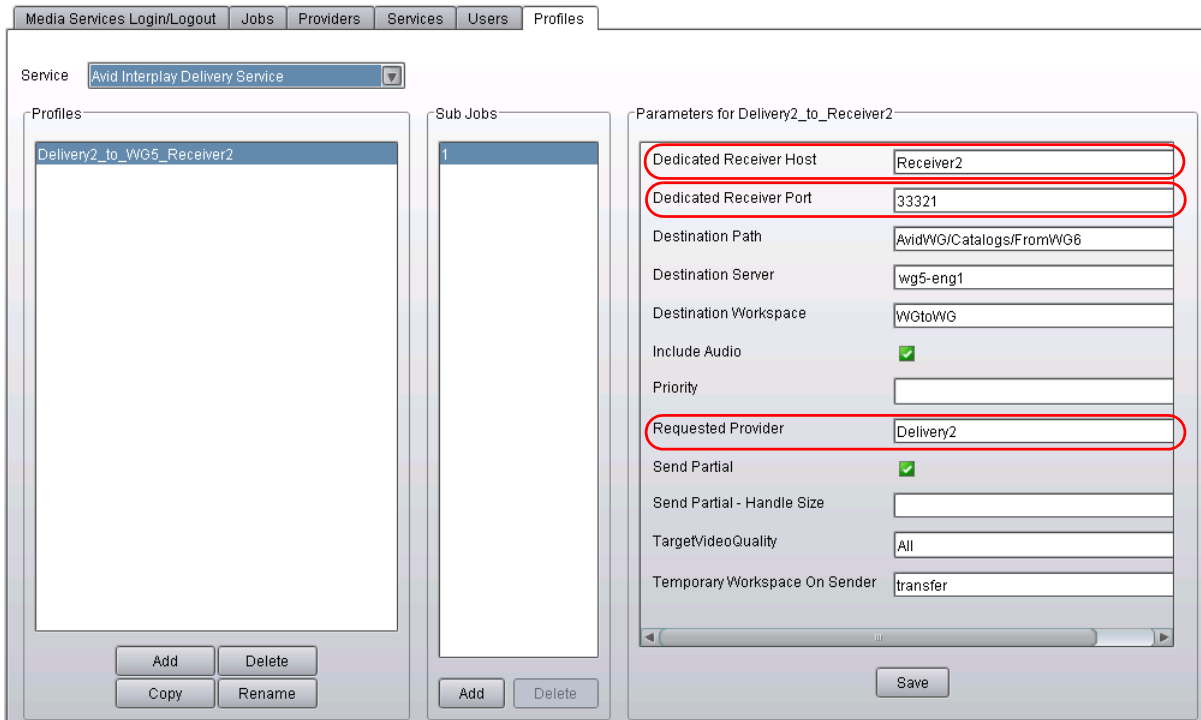
- One profile that sends a job from a specific Delivery provider in Workgroup A (Delivery\_Provider\_1) to Workgroup B. No specific Delivery Receiver is set, so the job will go to the default system, as specified in the Interplay Administrator.
- One profile that sends a job from a specific Delivery provider in Workgroup A (Delivery\_Provider\_2) to a specific Delivery Receiver in Workgroup B (Delivery\_Receiver\_2).



An Avid Interplay Delivery Service profile includes the following new parameters:

- **Dedicated Receiver Host:** The host name of the Delivery Receiver computer to which you want to deliver. This setting overrides the default setting in the Server Hostnames view in the Interplay Administrator when you use a profile that specifies a different host name in this setting.
- **Dedicated Receiver Port:** The port number for the receiver. By default, the command port number is 33321. For instructions for changing the default port number, see [“Registering the Delivery Receiver in an Avid Interplay Workgroup”](#) on page 249.
- **Requested Provider:** The name of the Delivery Service provider that you want to use to send a Delivery job. This must be the name of the Delivery Service provider as it is registered with the Interplay Media Services Engine, not the host name

The following illustration shows a profile that uses a specific Delivery Provider (Delivery1) to send jobs to a specific Delivery Receiver host (Receiver2) in a workgroup whose Interplay Engine hostname is wg5-eng1.



## Specifying User Credentials in a Delivery Profile

The profile settings for Interplay Delivery v3.0 and later include optional settings in which you can specify the credentials (user name and password) of a user in the target workgroup. If you do not use these fields, the credentials of the user sending the delivery must match the credentials of a user in the target workgroup.

The following illustration shows a profile that uses a specific user name (RemoteDestinationUser) and password (displayed in asterisks) in a workgroup whose Interplay Engine hostname is bsicluster.

Parameters for WG1\_All\_Partial\_Remote

Dedicated Receiver Host	<input type="text"/>
Dedicated Receiver Port	<input type="text"/>
Destination Path	Avid\WG1\Projects\Delivery\WG6\Remote
Destination Server	bsicluster.avidge.avid.com
Destination Workspace	DMS
Destination_Name	RemoteDestinationUser
Destination_Password	*****
Include Audio	<input checked="" type="checkbox"/>
Priority	<input type="text" value="50"/>
Requested Provider	<input type="text"/>

Save

When you type the password, asterisks are displayed in place of the password.

If you use an Interplay Media and Transfer Status (MSTS) tool earlier than v3.0 to open a profile that was created with an MSTS V3.0 tool, the password is displayed in encoded letters, as shown in the following illustration:

Parameters for WG1\_All\_Partial\_Remote

Dedicated Receiver Host	
Dedicated Receiver Port	
Destination Path	Avid\WG1\Projects\Delivery\WG6\Remote
Destination Server	bsiclusterv.avidge.avid.com
Destination Workspace	DMS
Destination_Name	RemoteDestinationUser
Destination_Password	YXZpZA==
Include Audio	<input checked="" type="checkbox"/>
Priority	50
Requested Provider	
Send Partial	<input checked="" type="checkbox"/>

Save



**Do not create or modify a Delivery profile that uses the new fields with an Media Services and Transfer Status tool earlier than v3.0. The profile could become corrupted.**

## Transferring Assets Through Interplay Access

You can transfer assets from one workgroup to another by using the Delivery service through Interplay Access. The supported assets that you can transfer are shotlist, subclips, and master clips.

**To transfer one or more assets through Avid Interplay Access:**

1. Click Start and select All Programs > Avid > Avid Interplay Access.
2. Select the asset or assets that you want to transfer.

3. Right-click the selected assets and select Delivery.

The Delivery dialog box opens.



4. Select a profile from the menu and click OK.

The system performs the transfer operation.

5. (Option) To view the progress of the transfer job, select Tools > Interplay Media Services Status.

## Transferring Assets through an Avid Editing System

You can transfer assets from one workgroup to another by using the Delivery service through an Avid editing system. The supported assets that you can transfer are cut only sequences, subclips, and master clips.

### To transfer one or more assets through an Avid editing system:

1. In a bin, select a clip, subclip, or sequence.
2. Right-click the selected items and select Media Services > Avid Interplay Delivery Service > *profile\_name*.

The system performs the transfer operation.

3. (Option) If Interplay Access is installed on the editing system, you can track the status of the job by opening Interplay Access and selecting Interplay Media Services Status. After the Interplay Media Services window opens, click the Jobs tab. See [“Using the Media Services and Transfer Status Tool” on page 36](#).

# Viewing the Transfer Status

You can view the status of a transfer job in the Media Services and Transfer Status tool. You can access it through Avid Interplay Media Services, Interplay Access, or the Interplay Administrator. For complete information, see [“Using the Media Services and Transfer Status Tool” on page 36](#).



*You can also monitor job status from any system on the network, by using the standalone Media Services and Transfer Status tool. For information, see the Avid Interplay Transfer Setup and User’s Guide.*

## **To view the transfer status in the Media Services and Transfer Status tool:**

1. Do one of the following:
  - ▶ From the Avid Interplay Media Services window, click Admin Tool. The Media Services and Transfer Status tool login window opens.
  - ▶ From the Avid Interplay Access application, select Interplay Media Services Status.
  - ▶ From the Avid Interplay Administrator, in the Site Settings area, click the Interplay Media Services icon. When you open the Media Services and Transfer Status tool from the Avid Interplay Administrator, the name is “Interplay Media Services.”

The Media Services and Transfer Status tool opens with Jobs page displayed.

2. Type your username and password.
3. In the Media Services Host text box, type the host name of the system on which the Interplay Media Services Engine resides.

You can find the host name in the Name field of the Avid Interplay Media Services window. Previously typed host names are available from the Media Services Host menu.



4. Click the Login button.

If the username and password are accepted, the Jobs page opens.

**Avid Interplay Media Services: 172.20.74.106, administrator**

Jobs Providers Services Users Profiles

**Filters**

Service: All

User: All

Status: All

Priority: All 1

Clear Filters

**Statistics**

Displayed: 55

Selected: 0

Total: 55

**Tools**

Customize columns...

Export list...

Status	Se...	Profile Name	Job Name	Job ID	User	Progress	Priority	Submit ...	Start ...	
⬤	Av...	WGB-AB Full ALL	092908_IMX30a.08	12227...	Admini...	23%	1	2008/0...	200...	
✔	Av...	WGB-AB Partial ALL	Assist_Aspd_2minSubcli...	12227...	Admini...	100%	2	2008/0...	200...	
✔	Av...	WGB-AB Full ALL	092608_MC	12227...	Admini...	100%	1	2008/0...	200...	
✔	Av...	WGB-AB Partial ALL	092908_PTS.04_PARTIA...	12227...	Admini...	100%	2	2008/0...	200...	
✔	Av...	WGB-AB Full ALL	092908_PTS.03_FULLALL	12227...	Admini...	100%	1	2008/0...	200...	
✔	Av...	WGB-AB Full ALL	092908_IMX30.10	12227...	Admini...	100%	1	2008/0...	200...	
✔	Av...	WGB-AB Full ALL	Mas20min	12227...	Admini...	100%	1	2008/0...	200...	
▶	✔	Av...	WGB-AB Full ALL	B1222...	Admini...	100%	50	2008/0...	200...	
▶	✔	Av...	WGB-AB Full ALL	B1222...	Admini...	100%	50	2008/0...	200...	
✔	Av...	WGB-AB Full ALL	092908_PTS.02	12227...	Admini...	100%	1	2008/0...	200...	
✔	Av...	WGB-AB Full IMX30	092908_PTS.02	12227...	Admini...	100%	1	2008/0...	200...	
✔	Av...	WGB-AB Partial ALL	092908_PTS.01	12227...	Admini...	100%	2	2008/0...	200...	
✔	Av...	WGB-AB Partial IM...	092908_PTS.01	12227...	Admini...	100%	2	2008/0...	200...	
▶	✔	Av...	WGB-AB Partial IM...	WGB-AB Partial IMX30	B1222...	Admini...	100%	50	2008/0...	200...
▶	✔	Av...	WGB-AB Full ALL	WGB-AB Full ALL	B1222...	Admini...	100%	50	2008/0...	200...
✔	Av...	WGB-AB Partial IM...	Assist_Aspd_2minSubcli...	12227...	Admini...	100%	2	2008/0...	200...	
✔	Av...	WGB-AB Partial IM...	Aspd_Mas10min_0929	12227...	Admini...	100%	2	2008/0...	200...	

The illustration shows a transfer job in progress. The Jobs page displays the status and other information about jobs submitted to the Media Services Engine. The dialog box also lets you cancel or retry jobs, depending on your level of privilege.

5. (Option) Click the Providers tab.

The Providers tab displays information about systems that are running Media Services provider software. It also lets you register and delete providers, depending on your level of privilege. The following illustration shows an Avid Interplay Delivery provider that is registered on the system.

Status	Provider	Service	Host
✓	Copy	Avid Interplay Copy Service	nsheehpxp.global.avid...
✓	IDS	Avid Interplay Delivery Service	172.20.53.145
✓	Pub	Avid Interplay Stream Publish Service	WGB-MOVECOPY

6. (Option) Click the Services tab.

The Services tab displays a list of services and service information. It also lets you install and delete services. The following illustration shows an Avid Interplay Delivery service that is registered on the system.

Name	Version	Manufacturer
Avid Interplay Archive Service	1.2	Avid Technology, Inc.
Avid Interplay Copy Service	1.1	Avid Technology, Inc.
Avid Interplay Delivery Service	1.2	Avid Technology, Inc.
Avid Interplay Move Media Service	1.1	Avid Technology, Inc.

# Relinking Partially Delivered Assets

Interplay Delivery in partial mode lets you deliver only portions of the media used in a subclip, sequence, or shotlist. When you partially deliver media to a remote workgroup, you need to use dynamic relink to link the delivered assets to the delivered media.

The delivered assets preserve the links to the original location of the media and do not automatically link them to the location of the delivered media. As a result, they might display as offline when you open them in an Avid editing application or when you view them in Interplay Access.

In the Avid editing application, you need to enable and use dynamic relink to resolve the links between the assets and the delivered media, and then check the assets into the Interplay database.



*This requirement also applies to partially restored assets.*

## **To dynamically relink partially delivered assets:**

1. On an Avid editing system, enable dynamic relink in the Dynamic Relink Settings dialog box. Set the appropriate target and working settings for your project so that assets you want to use correctly link to the restored or delivered media.
2. Open a clip, subclip, or sequence in the Avid editing application.  
The asset is linked to the delivered media.
3. Check the clip, subclip, or sequence in to Interplay.
4. Update the file paths in Avid Access by doing one of the following:
  - ▶ In the Avid editing application, right-click the clips in your bins and select Update from Interplay.
  - ▶ In Interplay Access, right-click your master clips and select Update Status from Media Indexer.

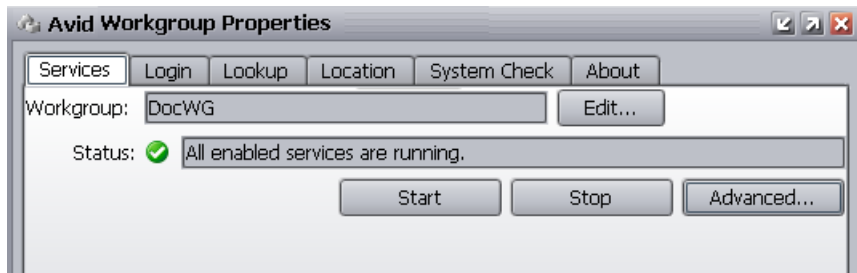
# Verifying the Delivery Receiver Service is Running Using Avid Service Framework

You can use the Avid Service Framework services to check whether the Delivery Receiver service is running and the health of the service.

## To verify that the Delivery Receiver service is running:

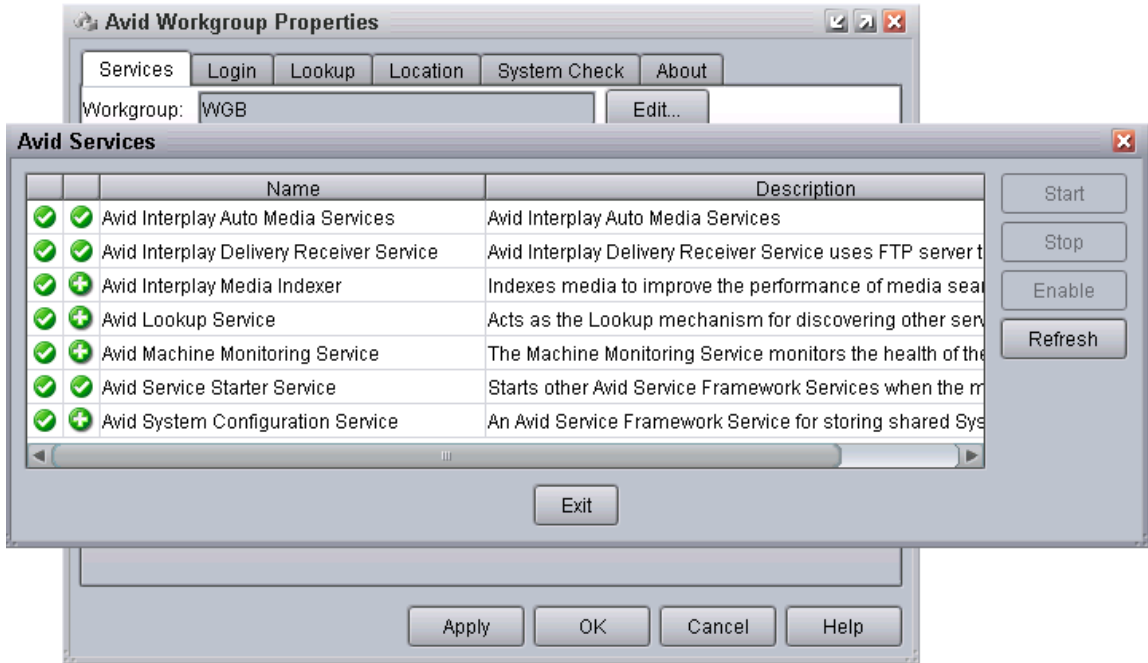
1. Click Start and select Programs > Avid > Avid Service Framework > Avid Workgroup Properties.

The Avid Workgroup Properties dialog box opens. The Status area indicates whether all the Avid Service Framework services are running.



2. Click Advanced.

The Avid Services dialog box opens.



3. If necessary, select Avid Interplay Delivery Receiver Service and click Start.

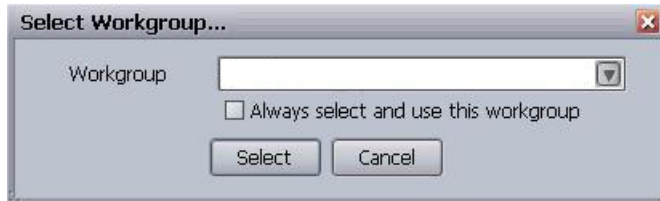
## Monitoring the Health of the Interplay Delivery Receiver Service

The Avid Health Monitor is an application that lets you view the health of your Avid system at a glance. Health Monitor displays a variety of information provided by each of the registered Avid components on your network and notifies you with a warning or critical indication if a component goes beyond its normal operating range. Different Avid services can supply custom health information tailored to their specific functions. For information about the Avid Health Monitor, see the *Avid Services Framework User's Guide*.

**To monitor the Delivery Receiver service:**

1. Click the Start button and select All Programs > Avid > Avid Service Framework > Avid Health Monitor.

The Select Workgroup dialog box opens.



2. Select a workgroup.
3. (Option) Select “Always select and use this workgroup.”

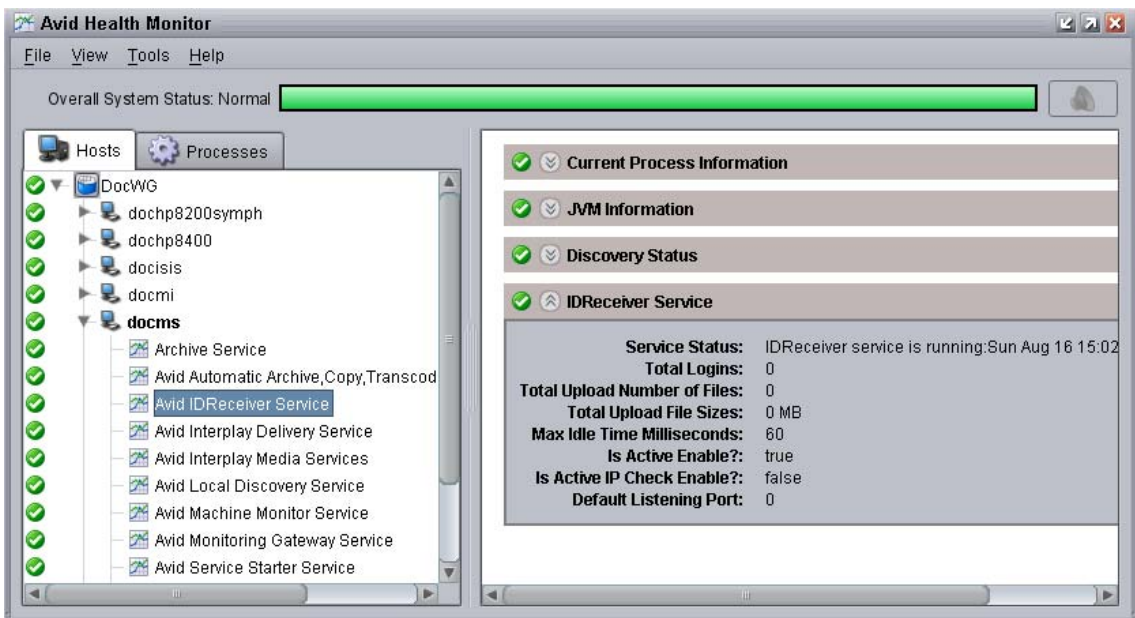
From now on, the Select Workgroup dialog box no longer opens when the application starts.

4. Click Select.

The Avid Health Monitor window opens.

5. In the Directory pane, click Avid IDReceiver Service.

The Health View pane displays the system and health information for the selected Avid IDReceiver Service.



## Overriding Delivery of Already Existing Media Files

The default behavior of the Interplay Delivery service is not to deliver media files if they already exist in the destination database. This applies to all resolution choices: highest, lowest, all, and specific resolution. In the Media Services and Transfer Status Tool, the job is marked as completed, and the Job Details window displays a message that the media files exist in the database.

An administrator can override this behavior by creating a database property.

### **To override the default behavior for delivery of existing media files:**

1. Log in to Interplay Access as an administrator.
2. In the Assets browser, right-click the root database node (AvidWG or AvidAM) and select Advanced > Get/Set Property.
3. On the Get/Set Property tab, in the Name text box, type:  
`alwaysDeliver`
4. In the Flag text box, select DIRECT.
5. In the Value text box, type:  
`1`
6. Click Apply.

## Allowing Third-Party Providers to Directly Connect to the Interplay Delivery Service

Starting with Interplay v2.4, Avid exposed the file transfer protocol interfaces for the Interplay Delivery Service. This allows third-party developers to implement their own transfer protocol stacks instead of using the default FTP transfer protocol provided with Interplay Delivery. For more information, see your Avid representative.

## Defining the Maximum Number of Simultaneous Jobs for Delivery

By default, a Delivery provider is configured to run one job at a time. You can change this value by editing an .ini file.



**Contact your Avid representative before changing the default value.**

**To change the maximum value for the Delivery provider:**

1. Open the following file in an application such as Notepad:

C:\Documents and Settings\*username*\Interplay Delivery Service\DMSIDService.ini

2. Edit the following line to specify the maximum number of simultaneous jobs:

@5%?MaxJobs=*n*

3. Save and close the file.

**To apply the changes:**

- ▶ Quit and restart the Delivery service.



# 12 Exporting and Transferring Long GOP OP1a Media in the Background

The following topics describe how to set up and use the Interplay STP Encode service to export and transfer Long GOP OP1a media:

- [Understanding Long GOP OP1a and STP Encode](#)
- [Workflow for Background Processing of Long GOP Splicing and Transferring of Long GOP OP1a Media](#)
- [Check List for Transferring Long GOP OP1a Media in the Background](#)
- [Registering the STP Encode Service with the Media Services Engine](#)
- [Connecting the STP Encode Provider to the Media Services Engine](#)
- [Starting the STP Encode Provider](#)
- [Connecting to the Media Services Engine From Interplay Assist or an Avid Editing Application](#)
- [Performing Send-to-Playback as a Background Process from Interplay Assist](#)
- [Performing Send-to-Playback as a Background Process from an Avid Editing Application](#)

## Understanding Long GOP OP1a and STP Encode

To perform background Long GOP splicing and transfers of Long GOP OP1a media, you need the Interplay Transfer Engine and the Interplay Media Services applications. This document provides a workflow and check list to help you set up your workgroup for transferring Long GOP OP1a media as a background process.

The Avid Interplay STP Encode service lets you offload time-consuming processing involved in exporting and transferring of Long GOP OP1a media during a send-to-playback request from the Avid editing application or Avid Interplay Assist.

The Interplay STP Encode service is only available in a workgroup environment.

You install and access the Interplay STP Encode service the same way as you do with other services available with the Interplay Media Services Engine.

## XDCAM HD Send to Playback Acceleration

You can initiate the play while transfer (PWT) of an XDCAM HD clip or sequence to AirSpeed Multi Stream shortly after you begin the Send to Playback (STP) operation. Previously, you had to wait until the system exported the clip before you could begin playback.

This feature requires the following:

- Specific versions of the following applications:
  - Media Composer v5.5.1, Symphony v5.5.1, or NewsCutter v9.5.1, or later.
  - Interplay Assist v2.3 or later
  - Avid Instinct v3.5 or later
- Airspeed Multi Stream v1.7 or later
- XDCAM HD material

You can use the play while transfer feature with the STP Encode background processing service.

If the correct versions of the editors or AirSpeed Multi Stream are not available, the system uses the older STP method where the clip is exported before playback begins.


- To perform a Play While Transfer operation from an Avid editing application, you must select the PWT option when you perform the Send to Playback operation. See [“Performing Send-to-Playback as a Background Process from an Avid Editing Application” on page 287](#).
- To perform a Play While Transfer operation from Interplay Assist, you must select the High Priority option when you perform the Send to Playback operation. You can select the Use STP Encode option, if available. See [“Performing Send-to-Playback as a Background Process from Interplay Assist” on page 285](#).

## Workflow for Background Processing of Long GOP Splicing and Transferring of Long GOP OP1a Media

The *Avid Interplay Best Practices* guide describes the Sony XDCAM HD and XDCAM EX end-to-end workflow. This topic describes the portion of that workflow that can be handled by the Avid Interplay STP Encode service instead of the Avid editing application.


The Avid Interplay STP Encode service lets you offload time-consuming processing involved in exporting and transferring of Long GOP OP1a media during a send-to-playback request from the Avid editing application or Avid Interplay Assist.

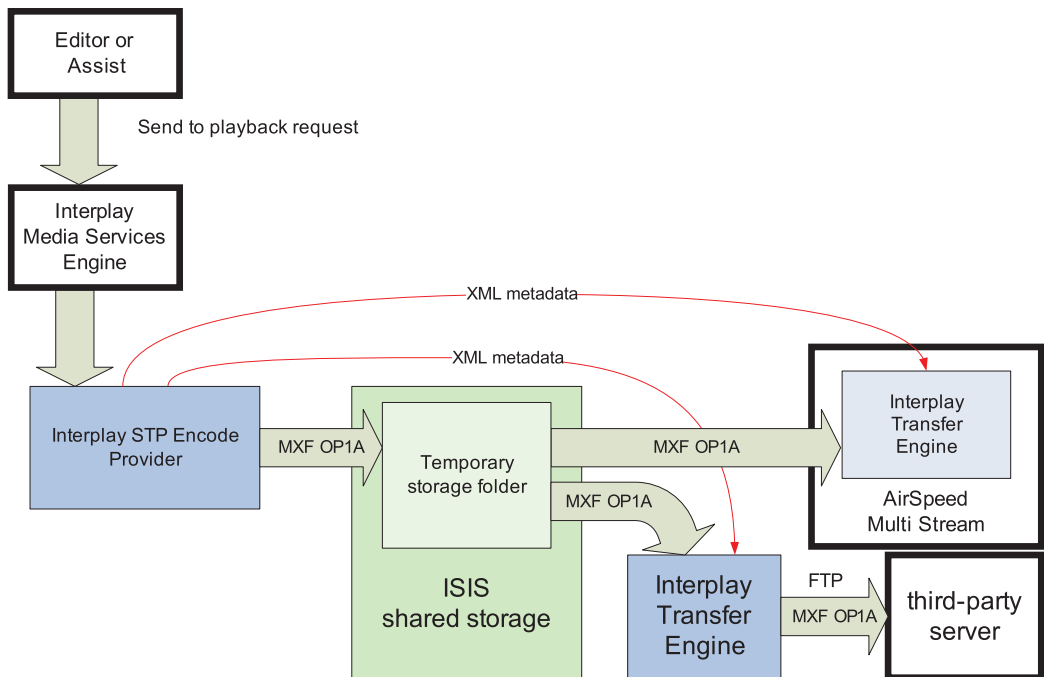
Before you can use the STP Encode service, the workgroup needs an FTP Server profile and the STP Encode provider must be registered with the Interplay Media Services Engine. For a list of setup requirements, see [“Check List for Transferring Long GOP OP1a Media in the Background”](#) on page 277.

 *If an STP Encode service is not available, a send to playback request is handled in the foreground by the Avid editing application or Interplay Assist.*

The following are best practices for when to use the STP Encode service:

- Use foreground send-to-playback processing (no STP Encode service) when sending short or urgent sequences to a playback device.
- Use STP Encode service for background processing when sending long or non-urgent sequences to a playback device.

 *Processing the Long GOP splicing in the background might not improve on the time it takes to run the process in the foreground. However, by using the background process, you can continue to work with the Avid editing application for other tasks.*



The following steps describe the workflow for playout through AirSpeed Multi Stream or a supported third-party server:

- The editor selects a sequence in a bin and chooses the Send To Playback command.
- The editing application performs the following operations:
  - If necessary, performs an audio mixdown.
  - If the sequence contains any mixed resolutions, performs a transcode operation.
  - Exports the metadata for the sequence composition as AAF file to shared storage in a Temp folder.
  - Submits an STP Encode service job for the sequence composition. The STP Encode service exports the MXF OP1a media and sends the appropriate system request to transfer it to the target playback device.
  - All audio effects are pre-rendered by the Avid editing application before the sequence is exported and transferred using the STP Encode service. The Interplay STP Encode service can render real-time video effects. However, you have to pre-render any static video effects before exporting the sequence as an STP Encode job.
- The Interplay STP Encode provider performs the following operations:
  - Generates a temporary MXF OP1A clip and writes it to a Temp folder on shared storage. The application automatically selects a Temp folder on the top level of the workspace with the most free space.
  - Sends an XML file describing the clip to an Interplay Transfer Engine. The XML file contains the shared storage location and the target location.
- The Interplay Transfer Engine performs the following operations:
  - Initiates an FTP transfer of the clip to the target location.
  - Deletes the temporary clip from the shared storage system after the transfer is complete.

For AirSpeed Multi Stream transfers, the Transfer Engine runs as a separate process on the AirSpeed Multi Stream server. For third-party servers, a separate Transfer Engine server is required.

The STP Encode provider writes the temporary file to a Temp folder at the top level of the workspace with the most free storage space. Since the Interplay Administrator typically configures Media Indexers to monitor only the Avid MediaFiles folder on a workspace, the Media Indexer is not aware of the files in the Temp folder.



*In general, you should make sure that your Media Indexers do not monitor entire workspaces. They should point to the specific Avid MediaFiles folders that you want to monitor.*

After the Transfer Engine has finished the transfer, it deletes the clip from the Temp folder on shared storage. In an AirSpeed Multi Stream Studio configuration, several servers might need to transfer the same clip. In this case, the deletion of clips from the temporary folder is coordinated between the servers in the configuration.

If the export operation fails, the applications delete the file from the Temp folder as follows:

- If the operation fails during the export from the STP Encode provider, the STP Encode provider deletes the file from the Temp folder.
- If the operation fails during the FTP transfer, the Interplay Transfer application deletes the file from the Temp folder and displays the status in the Interplay Transfer Status window.

For additional information, see the *Avid Interplay Transfer Setup and User's Guide*.



*Long GOP OP1a sequences that are sent to playback are not copied to the Interplay Access Sent to Playback folder. Interplay Transfer, which performs the send to playback, requires AAF metadata to perform checkins to Interplay Access. In an OP1a transfer, Interplay Transfer does not receive AAF metadata. Instead, it receives the path to an OP1a media file.*

## Check List for Transferring Long GOP OP1a Media in the Background

The following table provides a check list of steps for setting up a workgroup to perform background processing of Long GOP OP1a media during a send to playback operation. The check list provides references where to find more information about each step.




*You must connect an application key to a USB port on the system where you install the Avid Interplay STP Encode service.*

---

### Transferring Long GOP OP1a Media in the Background Check List

Task	Section Reference
<input type="checkbox"/> Check your workgroup configuration.	See <i>Avid Interplay Best Practices</i> .
<input type="checkbox"/> Make sure the workgroup is configured with an Avid shared-storage account with write access to at least one shared-storage workspace.	See the <i>Avid Interplay Software Installation and Configuration Guide</i> .
<input type="checkbox"/> Make sure the Avid Interplay Transfer Engine software is installed and configured to support the transfer of Long GOP OP1a media.	See the <i>Avid Interplay Transfer Setup and User's Guide</i> .

**Transferring Long GOP OP1a Media in the Background Check List (Continued)**

Task	Section Reference
<input type="checkbox"/> Create an Avid Interplay Transfer Engine Long GOP OP1a media profile using Server Type OP1A_EXPORT or OP1A_EXPORT_K2.	See the <i>Avid Interplay Transfer Setup and User's Guide</i> .
<input type="checkbox"/> Make sure the Interplay Media Services application key is connected. If the Interplay STP Encode provider is not running on the Interplay Media Services Engine system, you must also connect an application key to the Interplay STP Encode provider system.	See the <i>Avid Interplay Software Installation and Configuration Guide</i> .
<input type="checkbox"/> Make sure the Interplay Media Services Engine software and the supporting software are installed and configured in the workgroup. <ul style="list-style-type: none"> <li>• Avid Service Framework for Client</li> <li>• Avid Interplay Access</li> <li>• Avid Interplay Media Services</li> </ul>	See the <i>Avid Interplay Software Installation and Configuration Guide a</i> .
<input type="checkbox"/> Make sure the supported client software is installed on the Interplay STP Encode provider server. <ul style="list-style-type: none"> <li>• Avid Interplay STP Encode service (this installation includes the Avid Interplay Transfer Client)</li> <li>• Avid Service Framework for Client</li> <li>• Avid Interplay Access</li> </ul>	See the <i>Avid Interplay Software Installation and Configuration Guide</i> .
<input type="checkbox"/> Make sure the Interplay STP Encode service is registered.  <i>You do not need to create a Media Services profile for the STP Encode service. The service requests profile information directly from the Transfer Engine during the STP Encode workflow.</i>	See “ <a href="#">Registering the STP Encode Service with the Media Services Engine</a> ” on <a href="#">page 279</a> .
<input type="checkbox"/> Connect the Avid Interplay STP Encode provider to the Media Services Engine.	See “ <a href="#">Connecting the STP Encode Provider to the Media Services Engine</a> ” on <a href="#">page 279</a> .
<input type="checkbox"/> Mount workspaces.	See “ <a href="#">Mounting Workspaces for Interplay Transcode and Other Media Services</a> ” on <a href="#">page 26</a> .

**Transferring Long GOP OP1a Media in the Background Check List (Continued)**

Task	Section Reference
<input type="checkbox"/> Start the Interplay STP Encode service software and verify it is connected.	See <a href="#">“Starting the STP Encode Provider” on page 282.</a>
<input type="checkbox"/> Enable the Media Services Engine in Interplay Assist and in the Avid editing application.	See <a href="#">“Connecting to the Media Services Engine From Interplay Assist or an Avid Editing Application” on page 283.</a>
<input type="checkbox"/> Perform a send to playback from an Avid Interplay Assist.	See <a href="#">“Performing Send-to-Playback as a Background Process from Interplay Assist” on page 285.</a>
<input type="checkbox"/> Perform a send to playback from an Avid editing application.	See <a href="#">“Performing Send-to-Playback as a Background Process from an Avid Editing Application” on page 287.</a>

## Registering the STP Encode Service with the Media Services Engine

After installing the STP Encode provider software, you need to make sure that the current STP Encode service is registered with the Media Services Engine. The service should be listed on the Services tab of the Media Services and Transfer Status tool. Registration is automatic but takes place only after you restart the Media Services Engine. See [“Registering Services” on page 61.](#)

## Connecting the STP Encode Provider to the Media Services Engine

After making sure the service is registered, register the provider by connecting to the Media Services Engine.



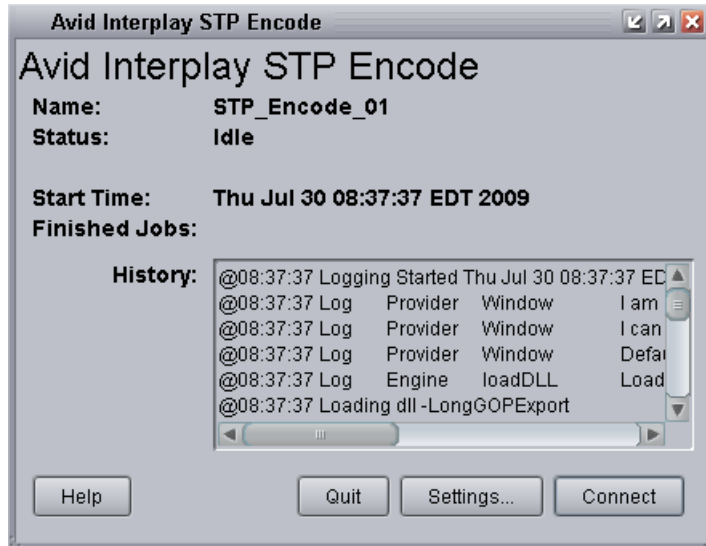
*If you try to connect to the Media Services Engine before the latest service is registered, the Status line in the Transcode Service dialog box reads:  
Error From Broker! UNKNOWN\_SERVICE.*

If necessary, you can manually register the provider. See [“Registering a Provider Manually” on page 67.](#)

**To connect the STP Encode Provider to the Media Services Engine:**

1. Click Start and select Programs > Avid > Avid Interplay STP Encode.

The Avid Interplay STP Encode service provider dialog box opens.



2. Click Settings.

The Provider Settings dialog box opens.

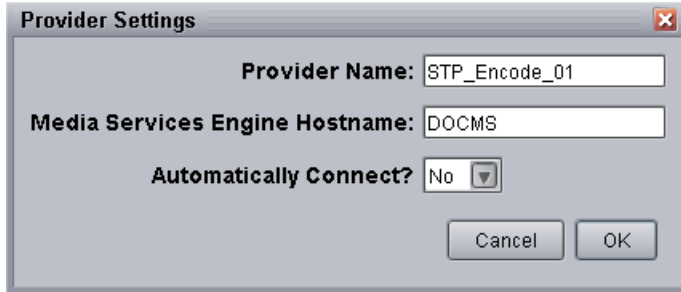
3. Do the following:

- a. **Provider Name** — A default name for the provider is automatically supplied (see [“Registering a Provider” on page 66](#)). Accept the default name or type a new name. In this example, the name is STP\_Encode\_01.
- b. **Media Services Engine Host Name** — Type the name of the system running the Media Services Engine application.



- c. Automatically Connect — Select Yes to automatically connect the provider to the Media Services Engine when the application starts. To prevent automatic connection, select No.

The following illustration shows an example of the Provider Settings dialog box with the values filled in for the STP Encode provider service.

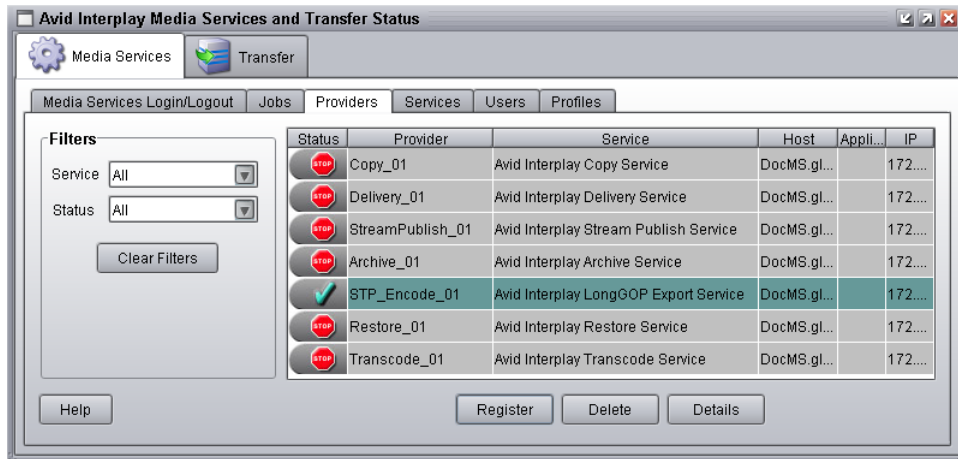


4. Click OK.
5. Click Connect in the Avid Interplay STP Encode dialog box.

The Avid Interplay STP Encode dialog box now shows that the service is connected and shows the provider you selected to connect to. This example shows STP\_Encode\_01 as the provider.



The Provider page in the Media Services and Transfer Status tool now shows that the service is connected, indicated by a check mark in the Status column.



## Starting the STP Encode Provider

Make sure you have mounted at least one drive before you start the provider. See [“Mounting Workspaces for Interplay Transcode and Other Media Services”](#) on page 26.

### To start the STP Encode service provider:

1. Click Start and select Programs > Avid > Avid Interplay STP Encode.

Depending on the service settings, one of the following happens:

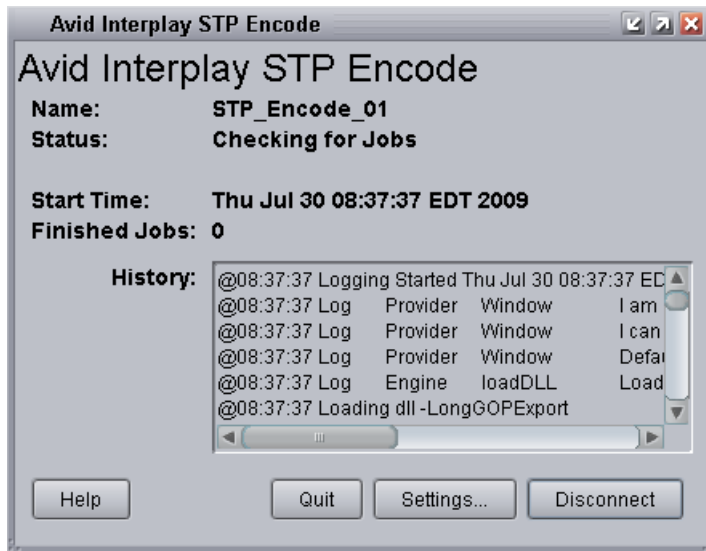
- Automatically Connect—Yes, the service dialog box opens for the service you selected and is connected to the service.
- Automatically Connect—No, the service dialog box opens for the service you selected and displays Idle. Click the Connect button to connect to the service.




*The service provider dialog box displays the start date and start time of the providers based on the Microsoft Windows time.*

After the connection is made, the Status line in the service dialog box reads “Checking for Jobs,” and the History window displays the message “Connection Established.” The Connect button changes to a Disconnect button.

The following example shows the Avid Interplay STP Encode provider dialog box as connected.



 *If the provider cannot connect to the Media Services Engine, the Status line reads “Connection Error.” Ensure the Media Services Engine is running, the service description is installed, the provider is properly registered, and then click Connect again.*

## Connecting to the Media Services Engine From Interplay Assist or an Avid Editing Application

You can enable and specify your Interplay Media Services settings and whether you want to send a confirmation e-mail message after the clip is successfully sent to the playback device.

- [Connecting to the Media Services Engine from Interplay Assist](#)
- [Connecting to the Media Services Engine from an Avid Editing Application](#)

### Connecting to the Media Services Engine from Interplay Assist

**To enable Media Services in Interplay Assist:**

1. In the Interplay Assist, click File > Media Services Settings.  
The Media Services Settings dialog box opens.
2. Select Enable Media Services.

3. In the Broker text box, type the host name of the Media Services engine server.
4. To receive a confirmation e-mail, select Email Notification, and then type your complete e-mail address.

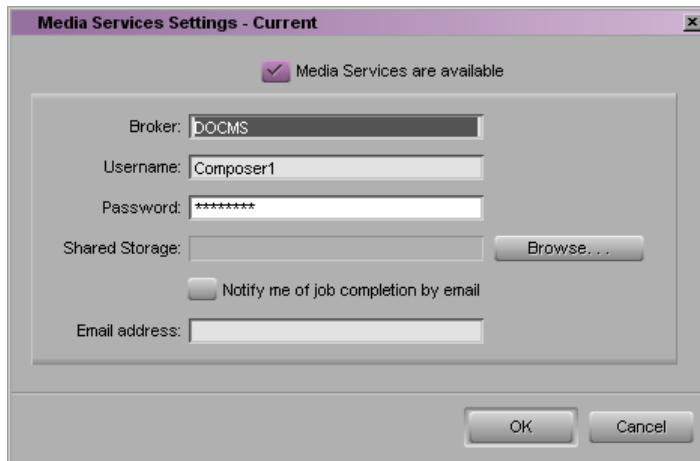
You can specify only one e-mail address.

5. Click OK.

## Connecting to the Media Services Engine from an Avid Editing Application

### To connect to the Media Services Engine:

1. In the Avid editing application, select Media Services from the Settings list.  
The Media Services Settings dialog box opens.



2. Fill in the following sections:
  - Select the “Media Services are Available” option.
  - Broker — Type the name of the system running the Media Services Engine.
  - Type your user name and password. This user name can be one set up explicitly in Media Services Engine by the Media Services administrator. It can also be any valid Avid Interplay user name. For example, you can use the same user name and password that you use to connect to the Interplay Window.

- Shared Storage — Leave this field blank. This setting is no longer used.
  - Email address — You can use this option if your Media Services Engine is set up for e-mail notification.
3. Click OK.

## Performing Send-to-Playback as a Background Process from Interplay Assist

Workgroups configured with the Avid Interplay STP Encode provider can use the provider to perform send to playback operations of Long GOP OP1a media in the background. The procedure in this section covers performing a send to playback from Avid Interplay Assist. Before you start the send to playback operation, make sure that your installation meets the requirements described in [“Check List for Transferring Long GOP OP1a Media in the Background”](#) on page 277.

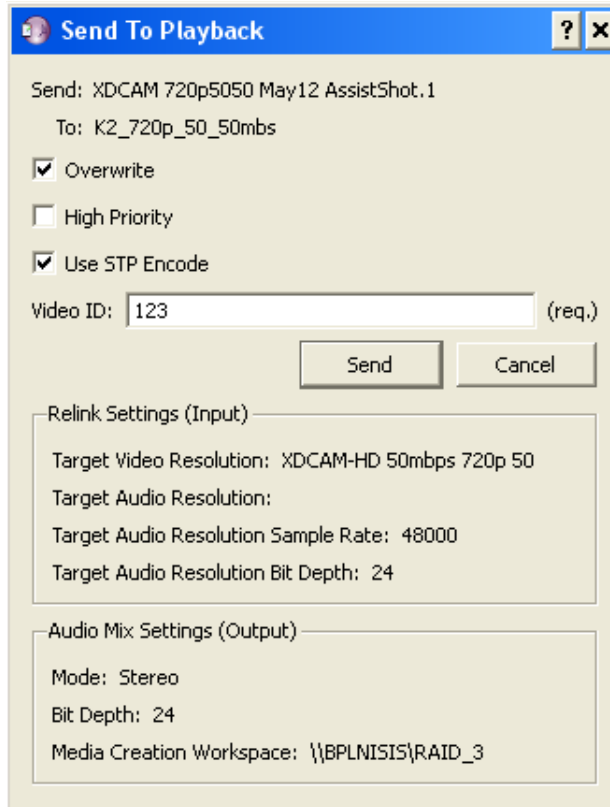
### **To send assets and media files for playback using Interplay Assist:**

1. Make sure the Media Services engine is running.
2. Make sure Interplay Assist is configured with the Media Services engine. See [“Connecting to the Media Services Engine from Interplay Assist”](#) on page 283.
3. Select the asset or assets whose media files you want to send to the playback server.

4. Do one of the following:

- ▶ Select File > Interplay Transfer > Send Shotlist to Playback > *playback\_server*
- ▶ Select File > Interplay Transfer > Send Source to Playback > *playback\_server*

The Send to Playback dialog box opens.



5. Do the following:

- ▶ (Option) Select Overwrite if you want to overwrite any sequence with the same Video ID already sent to the playback device.
- ▶ (Option) Select High Priority if you want to send the sequence as high priority and if you want the asset to play before the transfer to the playback device is finished. (This option is referred to as PWT in Avid editing applications.)

- ▶ Select Use STP Encode to use the STP Encode provider for processing the send to playback operation.



*For the Use STP Encode option to display in the Send to Playback dialog box, you must select a LongGOP OP1A profile, the Media Services engine must be running, and the Media Services configuration set in Assist.*

- ▶ Type a Video ID name.

6. Click Send.

The system immediately starts the send to playback operation. If Interplay Access is installed on the editing system, you can track the status of the job by opening Interplay Access, selecting Tools > Interplay Media Services Status, and clicking the Jobs tab.

## Performing Send-to-Playback as a Background Process from an Avid Editing Application

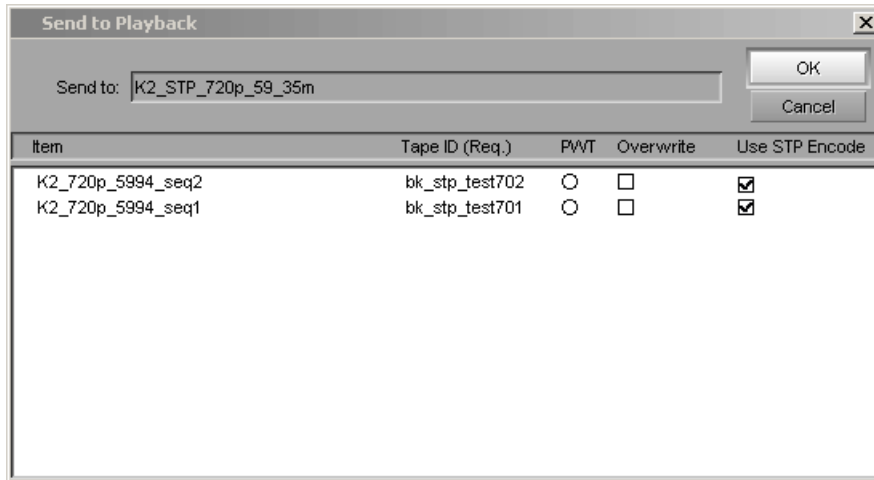
Depending on your workgroup configuration, the send-to-playback operation of Long GOP OP1a media can run in the background, allowing the Avid editing system to perform other tasks. The workgroup must have an Avid Interplay STP Encode service installed. For information about setting up a workgroup for background processing of send-to-playback requests, see [“Check List for Transferring Long GOP OP1a Media in the Background”](#) on page 277.

### **To send assets and media files for playback using an Avid editing application:**

1. Make sure the Media Services Engine and Avid Interplay STP Encode service are running. See [“Connecting to the Media Services Engine from an Avid Editing Application”](#) on page 284.
2. In the Avid editing application bin, select the asset or assets whose media files you want to send to the playback server.

3. Select Transfer > Send To Playback, and select the profile for the server to which you want to send the sequence.

The Send to Playback dialog box opens.



4. Do the following:

- ▶ Type a tape ID name.
- ▶ (Option) Select PWT if you want to send the sequence as high priority and if you want the asset to play before the transfer to the playback device is finished. (This option is referred to as High Priority in Interplay Assist.)
- ▶ (Option) Select Overwrite if you want to overwrite any sequence with the same Tape ID already sent to the playback device.
- ▶ Select Use STP Encode to use the STP Encode provider for processing the send to playback operation.

The system immediately starts the send to playback operation. If Interplay Access is installed on the Avid editing system, you can track the status of the job by opening Interplay Access, selecting Tools > Interplay Media Services Status, and clicking the Jobs tab.

5. Click OK.



## 13 HD 23.976p and HD 24p Support

The following topics describe Interplay support for HD 23.976p and HD 24p formats and their associated proxy resolutions:

- [Interplay Support for Native HD 23.976p and HD 24p Formats](#)
- [Interplay Support for HD 23.976p and HD 24p Proxy Resolutions](#)

### Interplay Support for Native HD 23.976p and HD 24p Formats

Interplay version 2.3 and later supports management of assets acquired in the native frame rate for the following HD formats:

<b>Format</b>	<b>Type of Acquisition (in Avid editing systems)</b>
1080p/23.976	Camera, deck, file-based clips through AMA, import
1080p/24	Camera, deck, file-based clips through AMA, import
720p/23.976	File-based clips through AMA, import

In an Avid editing project, Interplay support requires the following:

- The media must be acquired directly in one of the supported formats, such as through a camera that is recording HD 1080p/23.976 without pulldown. In this case, HD 1080p/23.976 is referred to as the “native frame rate.”
- The native frame rate of the media must match the project frame rate.

This is especially important for dynamic relink. For example, if you are working in a 1080p/23.976 project, your media must be captured directly as 1080p/23.976. You can then use dynamic relink between DNxHD 1080 36 and 1:1 MXF or with any other resolutions that are supported for the 1080p/23.976 format. See the table below for the supported resolutions for each project type.



*Interplay does not support dynamic relink between sources that use different edit rates. For example, you cannot dynamically relink a 1080p/23.976 master clip to 720p/23.976 media. Interplay also does not support dynamic relink between NTSC sources from which pulldown has been removed (23.976p or 24p projects) and their HD 23.976p and 24p equivalents.*



*You cannot use Dynamic Relink with clips that are captured in a 720p 23.976 project from a deck set to 720p 59.94 or 720p 60. This configuration creates media from which pulldown has been removed, which is not supported for Dynamic Relink in Interplay.*

Interplay support for native HD 23.976p and 24p formats includes the following:

- Checkin to and checkout from the Interplay database
- Dynamic relink (only as described above)
- Logging clips in Interplay Assist
- Archive and restore through Media Services
- Transcode through Media Services (with the exceptions noted in the table below)
- Transfer to another workgroup (Send to Workgroup)
- Output directly to a 24p or 23.976p device (camera or file-based media player). Other file-based output, such as Send to Playback, requires modifying the sequence in the Avid editing application to the desired format. For example, in a 1080p/23.976p project, modify a 1080p/23.976p sequence to 1080i/59.94, then open it in a 1080i/59.94 project.
- Output to tape can be supported through Avid hardware, through the tape device, or by transcoding the sequence in the Avid editing application.

The following table lists supported resolutions:

<b>Project Type and Raster Size</b>	<b>Resolution</b>	<b>Notes</b>
1080p/23.976 1920x1080	1:1 MXF	Not a supported target for Interplay Transcode
	1:1p 10b MXF	Not a supported target for Interplay Transcode
	AVC-Intra 50 1080p 23.976	
	AVC-Intra 100 1080p 23.976	
	DNxHD 1080 36	
	DNxHD 1080 115-120-145	
	DNxHD 1080 175-185-220	

<b>Project Type and Raster Size</b>	<b>Resolution</b>	<b>Notes</b>
	DNxHD 1080 175X-185X-220X	
	DNxHD 444 1080 350X-365X-440X	RGB color space
	DNxHD 1080p 100	
	XDCAM-EX 35mbps 1080p 23.976	
	XDCAM-HD 50mbps 1080p 23.976	
	Apple ProRes Proxy 1080p 23.976	
	Apple ProRes LT 1080p 23.976	
	Apple ProRes 1080p 23.976	
	Apple ProRes HQ 1080p 23.976	
	Apple ProRes 4444 1080p 23.976	
	JPEG 2000 1080p 23.976	
1080p/24 1920x1080	1:1 MXF	Not a supported target for Interplay Transcode
	1:1p 10b MXF	Not a supported target for Interplay Transcode
	DNxHD 1080 36	
	DNxHD 1080 115-120-145	
	DNxHD 1080 175-185-220	
	DNxHD 1080 175X-185X-220X	
	DNxHD 444 1080 350X-365X-440X	RGB color space
	DNxHD 1080p 100	
	Apple ProRes Proxy 1080p 24	
	Apple ProRes LT 1080p 24	
	Apple ProRes 1080p 24	
	Apple ProRes HQ 1080p 24	
	Apple ProRes 4444 1080p 24	
	JPEG 2000 1080p 24	

<b>Project Type and Raster Size</b>	<b>Resolution</b>	<b>Notes</b>
720p/23.976 1280x720	1:1 MXF	Not a supported target for Interplay Transcode
	1:1p 10b MXF	Not a supported target for Interplay Transcode
	AVC-Intra 50 720p 23.976	
	AVC-Intra 100 720p 29.97	
	DNxHD 720 60-75-145	
	DNxHD 720 90-110-220	
	DNxHD 720 90X-110X-220X	
	DNxHD 720p 100	
	XDCAM-EX 35mbps 720p 23.976	
	DVCPRO HD	
	Apple ProRes Proxy 720p 23.976	
	Apple ProRes LT 720p 23.976	
	Apple ProRes 720p 23.976	
	Apple ProRes HQ 720p 23.976	
JPEG 2000 720p 23.976		

### Support for HD RGB Media

Avid Interplay supports two HD RGB resolutions:

- 1:1 10-bit HD RGB. This resolution is supported for check in, check out, and deletion. It is not supported for Media Services operations.
- DNxHD 444 RGB. This resolution is supported for all Interplay operations.

### Film Option When Creating a New Project

If you want to use Dynamic Relink in any of the following project types:

- 1080p 23.976
- 1080p 24
- 720p 23.976

Do not select the Film option in the Create New Project dialog box. Selecting the Film option disables Dynamic Relink.

## Interplay Support for HD 23.976p and HD 24p Proxy Resolutions

Interplay version 2.5 and later includes support for HD 23.976p and HD 24p low-res proxy media. You can work with this proxy media in an Avid editing application, check it in and out of the Interplay database, and process it through Interplay Media Services and Interplay Transfer.



*This proxy media is supported only in workgroups that use Interplay Engine v2.5 or later.*

The following table describes the HD formats supported by Interplay and the corresponding proxy formats, as they are labeled in the Media Services Profiles tab in the Avid Interplay Media Services and Transfer Status tool. Use the Profiles tab to create a Transcode profile that specifies the required proxy format.

HD Format	Type of Acquisition (in Avid editing systems)	Proxy Format
1080p/23.976	Camera, deck, file-based clips through AMA, import	H.264 800Kbps Proxy 1080p 23.976
1080p/24	Camera, deck, file-based clips through AMA, import	H.264 800Kbps Proxy 1080p 24
720p/23.976	File-based clips through AMA, import	H.264 800Kbps Proxy 720p 23.976



*Avid editing applications cannot create HD 23.976p or HD 24p H.264 proxy media. This media can be created only by using the Interplay Media Services to transcode or mix down a clip or sequence to one of the Avid H.264 proxy resolutions.*

Because these proxy resolutions use the H.264 format, you can play clips and sequences through Interplay Access over a WAN.

In an Avid editing system, you can use the low-res proxy media to edit a sequence, and then use dynamic relink to link to the high-res media for conforming and finishing.

For important limitations, see the latest version of the *Avid Interplay ReadMe*, available on the Customer Support Knowledge Base at [www.avid.com/readme](http://www.avid.com/readme).

# **A** Troubleshooting Interplay Media Services

This appendix covers some common problems and solutions for the Interplay Media Services Engine and for some of the Interplay Media Services.

The following topics provide troubleshooting information:

- [General Troubleshooting for Media Services](#)
- [Checking Media Services Log Files](#)
- [Troubleshooting Using Avid Diagnostics](#)
- [Archive and Restore Troubleshooting](#)
- [Using a HOSTS File for Media Services](#)

## **General Troubleshooting for Media Services**

This topic includes information about problems that can affect the Media Services Engine or any provider. For problems with specific services, see

- [“Archive and Restore Troubleshooting” on page 299](#)

As regular maintenance of Media Services Engine, do not let the number of jobs exceed the 3000 jobs. If the jobs exceed the limit, you should purge the jobs list of completed, failed, or canceled jobs, and restart the Interplay Transcode provider.

The following table lists problems, probable causes, and solutions.

### Troubleshooting General Media Services Problems

Problem	Probable Cause	Solution
<b>Media Services Engine Problems</b>		
The Media Services Engine does not start and displays an application key error.	There is no application key or the application key (dongle) is not working properly.	Make sure the application key is properly connected. Then, reinstall the Media Services Engine software (see <a href="#">“Interplay Media Services Engine Installation and Configuration”</a> on page 27).
You have forgotten the Administrator account password.		Uninstall Interplay Media Services software and delete the SQL database, then reinstall Interplay Media Services software.  If the Interplay Media Services is configured with the Avid Interplay Engine then Interplay Media Services is authenticating with the Avid Interplay Engine. See <a href="#">“Using the Users Page”</a> on page 57.
<b>Provider Problems</b>		
The provider cannot contact the Media Services Engine. The error message “Connection Error - Unknown Provider” appears.	The provider has not been registered.	Register the provider (see <a href="#">“Registering a Provider Manually”</a> on page 67).
	The Media Services Engine is not running.	Start the Media Services Engine. See <a href="#">“Starting the Interplay Media Services Engine”</a> on page 35.
	The provider settings have an incorrect name for provider, Media Services Engine, or both.	Change the settings for the provider (see <a href="#">“Registering a Provider Manually”</a> on page 67 or .

**Troubleshooting General Media Services Problems (Continued)**

<b>Problem</b>	<b>Probable Cause</b>	<b>Solution</b>
In the Add Jobs dialog box, a provider does not appear.	The provider is not running or not available.	Start the provider.
	The provider is not registered.	Register the provider (see <a href="#">“Registering a Provider Manually”</a> on page 67).
<b>Media Services and Transfer Status Tool</b>		
You can't see newly submitted jobs on the Media Services and Transfer Status Tool Jobs page.	You need to refresh the view.	In the Media Services and Transfer Status Tool, click the Refresh button.

## Checking Media Services Log Files

Log files might help when troubleshooting problems. There are two different log files for Media Services.

### Avid Service Framework Diagnostics Log File

Each Media Service writes a diagnostics log file. The location of the log file depends on the location chosen during the software installation. The default location is:

```
Program Files\Avid\provider_name\service name\state\logs
```

For example, the following is the default location for the Interplay Archive service log file:

```
C:\Program Files\Avid\Interplay Archive Provider\ArchiveService\state\log
```

This log file uses the extension .alf. Double-click a log file to open it in Avid Diagnostics. See [“Troubleshooting Using Avid Diagnostics”](#) on page 297.

### C++ Log File

The following Media Services write a log file that records activities for the C++ component: Archive, Restore, Copy, Move, and Delivery. The log file is written in the following path:

```
%APPDATA%\Avid\application name\application name.log
```



For example, on a Windows XP system, files are written in the following paths:

- Archive: C:\Documents and Settings\Administrator\Local Settings\Application Data\Avid\DMSArchive\DMSArchive.log
- Archive: C:\Documents and Settings\Administrator\Local Settings\Application Data\Avid\DMSArchive\DMSArchive.log
- Copy: C:\Documents and Settings\Administrator\Local Settings\Application Data\Avid\DMSCopyMedia\ DMSCopyMedia.log
- Move: C:\Documents and Settings\Administrator\Local Settings\Application Data\Avid\DMSMoveMedia\ DMSMoveMedia.log
- Delivery: C:\Documents and Settings\Administrator\Local Settings\Application Data\Avid\PartialTransfer\ PartialTransfer.log

A maximum of 10 files are written in a folder. If there are 10 files, the oldest file is replaced by the newest, so there is no need to manually clean up old files.

## Troubleshooting Using Avid Diagnostics

Avid Diagnostics is an Avid Service Framework application that lets you view log information stored on either a local or remote computer. You can view log information streaming in real time, open logs stored on a remote computer, package remote logs and specify a storage location for them, filter logs by severity, and override the logging levels of remote services. For more information, see the the *Avid Service Framework User's Guide*.

You can use the Avid Diagnostics application to troubleshoot the progress of jobs.

### To troubleshoot the progress of jobs using Avid Diagnostics:

1. Click Start and select Programs > Avid > Avid Service Framework > Avid Diagnostics.

The Select Workgroup dialog box opens.



*The Select Workgroup dialog box does not open if you previously selected the option to “Always select and use this workgroup.” When you select this option, the Select Workgroup dialog box no longer opens when you start the application. The default workgroup is selected, and the Avid Diagnostics window opens. To change this option and display the Select Workgroup dialog box, click the Login tab of the Avid Framework Workgroup Properties application and clear the check box for the option.*

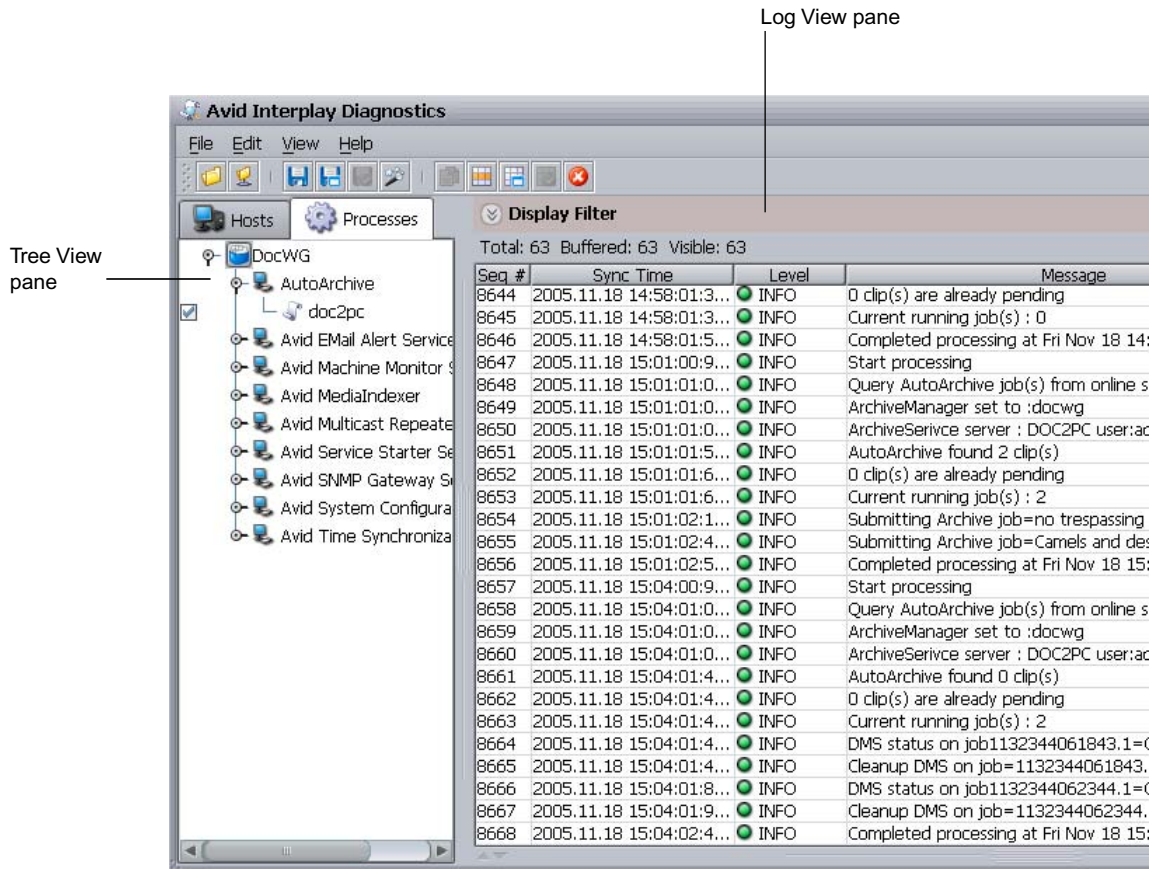
2. (Option) If the Select Workgroup dialog box opens, select the workgroup you want to connect to and click Select.

The Avid Diagnostics window opens.

3. Click the Processes tab.

- From the Tree view pane, open the process you want to view, and select the computer running the service. A logging listener is added to the process and the details about the process are logged in the Log View pane in real-time.

The following illustration shows the Avid Diagnostics with a completed archive job.



# Archive and Restore Troubleshooting

When you need to analyze and fix problems with archiving and restoring, begin by referring to the table in [“Finding Solutions to Specific Archive and Restore Problems” on page 299](#).

The following are basic steps for troubleshooting archive and restore problems:

1. Setup: Make sure the version of Interplay Archive is compatible with the third-party software. See [“Compatibility of Archive and Restore Services and Third-Party Software” on page 300](#).
2. Job information: Check the Media Services and Transfer Status tool and log file. See [“Getting Information About an Archive Job from the Jobs Page” on page 300](#) and [“Getting Information About an Archive Job from the Log File” on page 301](#).
3. Error messages: Refer to the table in [“Archive and Restore Error Messages” on page 303](#).
4. Stage: Check at what stage of the process the error occurred. See [“How the Media Services Status Tool Reports Archive and Restore Operations” on page 301](#).

## Finding Solutions to Specific Archive and Restore Problems

The following table lists problems, probable causes, and solutions for archive and restore operations.

### Troubleshooting Archive and Restore Services

Problem	Probable Cause	Solution
An archive or restore job failed.	Various	Check the Jobs page of the Media Services and Transfer Status tool. See <a href="#">“Getting Information About an Archive Job from the Jobs Page” on page 300</a> . Check the error message in the table in <a href="#">“Archive and Restore Error Messages” on page 303</a> .
The restore succeeded but the media won’t play	Media Indexer did not index the media.	See <a href="#">“Manually Updating the Status of Media Files” on page 305</a> .
The restore succeeded. V1 is present but A1 and A2 are missing.	Limitation that was fixed in Interplay Archive patch version 2.1.0.4.	In the client editing application, set the Dynamic Relink setting to “Relink to Offline” with specific resolutions selected. Then resend the job from the editing application.

## Troubleshooting Archive and Restore Services (Continued)

Problem	Probable Cause	Solution
An archive or restore job hangs	Avid Service Framework configuration issue	<p>Check the status of the job on the Jobs page of the Media Services and Transfer Status tool.</p> <ul style="list-style-type: none"> <li>• If the job is hung at 0% or 99%, make sure that Avid Service Framework is running correctly. Open a component such as the Avid Service Configuration, and make sure all hosts show up within 10 seconds. If not, check the Framework installation.</li> <li>• If the job is hung at greater than 0% but less than 99%, check the third-party software.</li> </ul>
Crash or vaporization	Incorrect installation or extra DLLs	<ul style="list-style-type: none"> <li>• Make sure the provider software is compatible with the third-arty software (see <a href="#">“Compatibility of Archive and Restore Services and Third-Party Software” on page 300</a>)</li> <li>• Make sure the correct version of the software is installed and there are no old components left over.</li> <li>• Check the windows/system32 directory for the following files: <ul style="list-style-type: none"> <li>- GenericHelperVC7.dll</li> <li>- GenericHelper.dll</li> </ul> <p>If either file is present, delete it.</p> </li> </ul>

## Compatibility of Archive and Restore Services and Third-Party Software

It is critical that the version of the Archive and Restore Provider software is compatible with the third-party archive software. Check with your Avid representative for the correct versions.

## Getting Information About an Archive Job from the Jobs Page

The Jobs page of the Media Services and Transfer Status tool provides detailed information about the jobs being processed by the Media Services Engine. The following information is useful for troubleshooting:

- Job Name
- Job ID

- Which provider the job went through
- Error message

For complete information about the tool, see [“Using the Media Services and Transfer Status Tool” on page 36](#). For information about error messages, see [“Archive and Restore Error Messages” on page 303](#).

## Getting Information About an Archive Job from the Log File

The Archive Service generates a log file specifically for Archive jobs.

### To view the Archive Service Provider log file:

1. Navigate to the following location:

C:\Program Files\Avid\Interplay Archive Provider\ArchiveService\state\log

2. Double-click the log file you want to view, for example:

DocMS-DMSArchive-20100609.081049.00.alf

The file opens in the Avid Diagnostics tool. See [“Checking Media Services Log Files” on page 296](#).

You can get more complete information through the Avid System Diagnostics Tools (the Collect tool is part of this group). Customers should run these tools only when requested by Avid representatives.

## How the Media Services Status Tool Reports Archive and Restore Operations

During an archive or restore operation, the progress display in the Media Services Transfer and Status Tool changes from 0% to 100%, in the following stages:

- Initialization (from 0% to 1%): Status is reported from the provider.
- Processing (from 1% to 98%): Status is reported from the third-party vendor
- Finalization (from 99% to 100%): Status is reported by the provider.

The following list describes the major stages of the status, with notes for troubleshooting:

---


0% gray	The job is pending and not processed yet.
0% yellow	<p>The job is being processed by the Archive or Restore provider (media files are analyzed, assets are checked in and out, and so on).</p> <p>If the job is hung at this point, make sure that Avid Service Framework is running correctly on the Archive Provider. Open a component such as the Avid Service Configuration, and make sure all hosts show up within 10 seconds. If not, check the Framework installation. Also, make sure that the third-party vendor API is installed properly.</p>
1%	The job has been submitted to the third-party vendor.
98%	The job is being processed by the third-party vendor. (This could be reported as 100% in the third-party vendor.)
99%	<p>The job is finished by the third-party vendor. The provider performs the final checkin and media file re-wrapping for partial restore. Partial restore shows 99% when it is re-creating MXF media files from the raw video frames retrieved from third-party software.</p> <p>If this process is taking longer than usual, make sure to restore only the parts of media files that are required. The longer the requested portions of the media files are the longer it takes to perform a partial restore.</p>
100%	The job is complete.

---

## Archive and Restore Error Messages

The following table provides descriptions and solutions for archive and restore error messages.

### Archive and Restore Error Messages

Error Name	Explanation	Recommended Solution
Third party software returns <i>[error message]</i>	An error is returned from the third-party software	Refer to the third-party documentation or contact the third-party vendor.
Unable to start the job [com.avid.utils.provider.ProviderException:-1:Provider Error:net.nxn.JXDK.CommandFailedException: <b>The selected node is null</b> at com.avid.dms.archivemgr.A (Known Source) at com.avid.dms.archiveImpl.Start(Unknown source) at com.avid.dms.providerlib.GenericEngine.Startjob(Unknown Source) at com.avid.dms.providerlib.job.Processor.Runjob(Unknown source) at com.avid.dms.providerlib.pollManager.run(UN...]	When the archive provider picks up the job, the selected asset (clip or sequence) is no longer in the folder where the archive was requested. The asset might have been moved or deleted.   <i>This limitation was fixed in Interplay version 2.2 and in the following products: Avid Media Composer v5.0 Avid Symphony v5.0 Avid NewsCutter v9.0 Avid Interplay Assist v2.2</i>	Do not delete or move the asset after sending the asset to archive. Wait until the archive is finished. Depending on the volume of the archiving process, it might take awhile before the archive provider starts processing the job.
Unable to start job [com.avid.utils.ProviderException:-1:Provider Error:net.nxn.JXDK.CommandFailedException: Archiving an empty subclip, sequence or shotlist is not allowed at com.avid.dms.archivemgr.archive.ArchiveAvidAssetImpl.B (Unknown Source) at com.avid.dms.archive.ArchiveAvidAssetImpl.execute(Unknown source) at com.avid.dms.archivemgr.archive.ArchiveImpl.]	The asset that is being archived is a subclip, sequence, or a shotlist and it does not contain any clips.	Ensure there is at least one clip inside the subclip, sequence, or shotlist.

---

**Archive and Restore Error Messages (Continued)**

Error Name	Explanation	Recommended Solution
<p>Unable to start the job [com.avid.utils.ProviderException: -3: net.nxn.JXDK.CommandFailedEx ception: No Items on archive manager at com.avid.dms.archivemgr.restore.R estoreAvidassetImpl.B(unknown Source) at comm.avid.dms.archivemgr.restore .RestoreAvidAssetImpl.A(Unknow n source) at com.avid.dms.archivemgr.restore.R estoreAvidAssetImpl.execute(Unkn own Source) at com.avid.dms.archivemgr.restore.R estoreImpl.E (Unknown Source) at com.avid.dms.archivemgr...]</p>	<p>You are trying to restore an asset that is not in the Archive Engine.</p>	<p>Only restore the assets that were archived.</p>
<p>Media files cannot be found. ClipName: <i>clip.psd</i>: clean</p>	<p>Not all media files exist on shared-storage for the specified resolution.</p>	<p>Re-digitize the clip to make all media files available at the time you perform an archive operation. Or make sure you perform an archive operation before any deletions.</p>
<p>No resolution was archived or “No resolutions were found for selected asset from server{0}”</p>	<p>This particular resolution was not archived. When restoring from Interplay Engine, the clip is matched in the Archive Engine using the mob id. Therefore, even though the name of the clip is the same in both Interplay Engine and Archive Engine, you might get this error if the clip was duplicated.</p>	<ol style="list-style-type: none"> <li data-bbox="858 1025 1290 1260">1. This error might occur when the version of the Archive Engine is not compatible with the version of Interplay Access. You must immediately apply the current Interplay Engine and Archive Engine patch for the release, to avoid wrong information being written back to Archive Engine.</li> <li data-bbox="858 1286 1290 1397">2. Check if this particular resolution for the desired clip is online in Archive Engine. If so, restore it from the AvidAM database.</li> </ol>



---

**Archive and Restore Error Messages (Continued)**

<b>Error Name</b>	<b>Explanation</b>	<b>Recommended Solution</b>
Failed to find master clip ProviderException: Failed to find master clip inside aaf file in c:/temp/xxxx	<ol style="list-style-type: none"> <li>1. When multiple jobs are running for restore, some jobs might fail with this error.</li> <li>2. An archive appears to complete successfully, however the restore fails.</li> </ol>	Retry one of the failed jobs. If the error continues, upgrade the software to a version higher than v1.5.
Failed to Create Folder	The destination folder for this particular profile is specified incorrectly.	Check the destination folder for this profile and make sure it is set to the correct value. To view an example of the destination folder values, move the mouse pointer to the entry and read the Tool Tip.
net.nxn.JXDK.CommandFailedException: Destination Folder is not selected and is empty	The destination folder is not selected and typically it is left at the root level, for example, AvidWG.	When not using a profile, make sure you select a destination folder that is writable by the currently logged in user, such as AvidWG/Catalogs/xxx.
net.nxn.JKDX.ServerCommandFailedException: Error message from server: 'Failed to open the database (The database is not active). Contact your administrator.' (0x89990028).	Restore provider failed to find the Interplay Engine database.	The name of the database is retrieved from the profile, in particular, this property: "DestinationPath" AvidWG/Catalogs/Restore Make sure the "AvidWG" exists.

---

## Manually Updating the Status of Media Files

If a restore operation is reported as successful on the Jobs page of the Media Services and Transfer Status tool, but media does not play, the files might not be indexed by Media Indexer. Ordinarily this indexing takes place automatically, but under some circumstances you need to force Media Indexer to index the files. The problem could be with the Media Indexer monitoring shared storage (in the High-Availability Group) or with a local Media Indexer.

First determine if the media files are on shared storage, and are online. If they are offline, the problem could be with the Media Indexer that is monitoring shared storage. If they are online, the problem might be with the local Media Indexer.

**To determine if the media files are on shared storage and are online:**

1. Open Interplay Access and log in to the database.
2. Select View > Object Inspector.

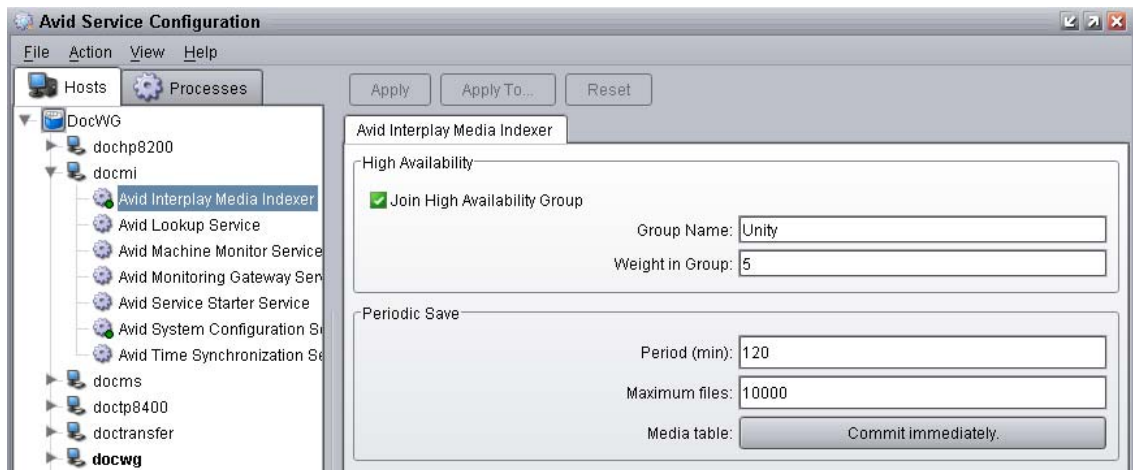
3. Select the clip or clips and click the File Locations tab.

Media files should be listed and marked with a green check mark (media is online). If the files are marked with a red x (offline), follow the procedure for updating the Media Indexer that is monitoring shared storage. If the files are online, follow the procedure for updating the local Media Indexer.

**To manually update the Media Indexer that is monitoring shared storage:**

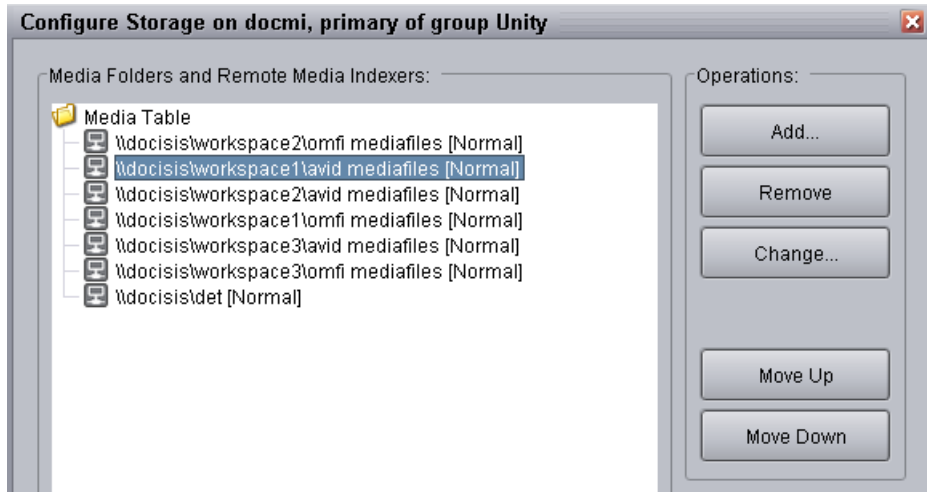
1. In Interplay Access, select the clip or clips, right-click, and select Update Status from Media Indexer. Then check if the media files are online. If they are, try to play the media again. If the files are still offline, go to the next step.
2. Open Avid Service Configuration (Start > All Programs > Avid > Service > Avid Interplay Service Configuration).
3. If more than one workgroup appears in the list, click the triangular opener next to your Workgroup name to open the Workgroup list.
4. On the Hosts tab, select the system that contains the Media Indexer you use to monitor shared storage, and select Avid Media Indexer.
5. Click OK when the system prompts you for the Service Framework administrator password.  
A message box opens asking if you want to allow the service to run with unrestricted security.
6. Click Yes.

The system displays the Media Indexer information in the Avid Service Configuration dialog box.



7. Click Configure.

The system opens the Configure Storage dialog box and displays the configured workspaces.



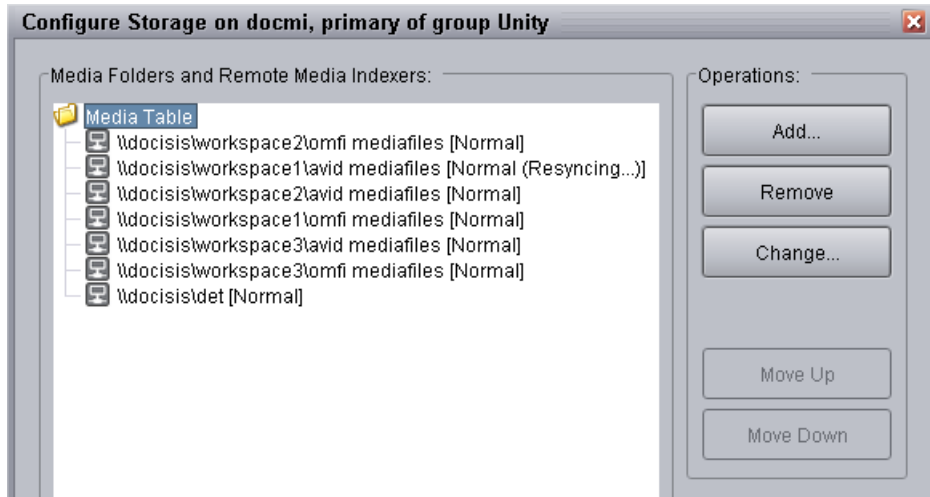
8. Select the workspace that contains the media files and click Change.

The Media Files Location dialog box opens.



## 9. Click OK.

The dialog box closes, and Media Indexer scans the selected workspace. A “Resyncing” message is added to the workspace entry



## 10. After the scan is completed, close the Avid Service Configuration window. Then check if the media files are online. If they are, try to play the media again.

**To manually update the local Media Indexer:**

1. Delete the local Media Indexer cache file (umnds.cache). By default, this file is located in the following folder:  
     \Program Files\Avid\AvidMI\state
2. Restart Media Indexer:
  - a. Open Workgroup Properties (All Programs > Avid > Avid Service Framework > Avid Workgroup Properties).
  - b. Click the Services tab and click Advanced.
  - c. Select Avid Interplay Media Indexer and click Restart.
3. Restart the editing application.  
     Try to play the media again.

# Using a HOSTS File for Media Services

The following topics describe how to use a HOSTS files, particularly if there is no Domain Name System (DNS) on your network.

## Understanding the HOSTS File (Windows)

A Domain Name System (DNS) maps machine names to Internet addresses. Use the HOSTS file or create a HOSTS file if there is no DNS on your network. It is also convenient to place frequently used name-to-address mappings in this file.



*Each host on your network that uses HOSTS file services must have the file resident on the disk. Each client and server should be added to the HOSTS file so that every computer can see every other computer by name.*

The syntax of the HOSTS file is: `<name> <type> <data> [<comment>]`

- *name* is the name assigned to a host or domain on the Internet.



*If you do not have a valid domain name, type a fake domain name.*

- *type* is A (address) or CNAME (canonical name).
- *data* is determined by the type specified:
  - If *type* = A, the data field contains an Internet address.
  - If *type* = CNAME, the data field contains the alias name for an Internet address.
- *comment* lets you add a comment to the entry.



*Any combination of tabs and spaces can be used as a delimiter between each item in a line. Lines end with the return and linefeed characters.*

CNAME entries are not required. They might make it easier to access an Internet address by using more common names.

### Example Entries in a HOSTS File (Windows)

`<IP Address> <name1> <name2> <nameN> [# <comment>]`

The IP Address is in the period-delimited format, and spaces separate the name fields as in the following example:

```
192.102.73.6 mycomputer1.xco.com mycomputer1 fred #system in the front office
```

## Updating the HOSTS File (Windows)

Microsoft TCP/IP can be configured to search the local host table file, HOSTS, for mappings of remote host names to IP addresses. For example, the entry for a computer with an address of 192.102.73.6 and a host name of mycomputer1.xco.com looks similar to this:

```
192.102.73.6 mycomputer1.xco.com
```

You can edit the sample HOSTS file that is created when you install TCP/IP to include remote host names and their IP addresses for each computer with which you will communicate. This sample file also explains the syntax of the HOSTS file.

A host name always corresponds to an IP address that is stored in a HOSTS file or a name service such as Media Services. A host name can be used in place of an IP address when using **ping** or other TCP/IP utilities.

A single entry consists of an IP address corresponding to one or more host names.



*You should perform this procedure only if you do not have a DNS on your network.*

### To access the HOSTS file:

1. Double-click the WINNT folder.
2. Double-click the SYSTEM32 folder.
3. Double-click the DRIVERS folder.
4. Double-click the ETC folder.
5. Double-click the HOSTS file.
6. Make the necessary changes to the HOSTS file.

For example, to connect to the mycomputer1.xco.com at the IP address 192.102.73.6, make the entry in the HOSTS file: 192.102.73.6 mycomputer1.xco.com



*You can edit the HOSTS file with any word processor as long as you save it as Text Only without formatting commands. Make sure the HOSTS file does not have a file name extension (such as .txt). The HOSTS file will not work if there is a file name extension.*

## **B** Media Supported by Partial Restore and Partial Delivery

Partial Restore and Partial Delivery supports the following Avid-created media:

- All Avid DNxHD® (except DNxHD 444)
- DNxHD 100
- Avid JFIF
- AVC-Intra
- IMX (MPEG) 30, 40, 50
- Uncompressed SD and HD
- DV 25, DV 50, DV 100
- XDCAM, XDCAM HD
- JPEG 2000 resolutions
- All imported files. Partial restore of imported clips applies only to clips that were archived using Interplay Archive 2.4 or later. Clips archived with earlier version are fully restored.

Partial Restore and Partial Delivery does not support the following Avid-created media:

- MPEG-2 (IPV)
- MPEG-4
- H.264
- MPEG-1 Layer 2 audio
- HDV
- DNxHD 444
- All Long GOP resolutions (except the resolutions listed in the above supported list)
- AVCIBP-BLL (720p proxy)
- Apple ProRes
- All media that includes ancillary data
- All rendered effects

- Stereoscopic 3D media
- All master clips with chunked media files
- All OMF media



*Partial restoring or partial delivery of unsupported media should produce a full restore or delivery.*



## **C** AVC-Intra Resolutions Supported by the Interplay Media Services

AVC-Intra is an intra-frame, H.264 (MPEG-4)-compliant compression codec expressly designed for professional HD production. Interplay version 2.2 and later supports an end-to-end workflow for AVC-Intra resolutions. This means that you can ingest AVC-Intra material, work with it in an Avid editing application, check it in and out of the Interplay database, and use the Interplay Media Services and Interplay Transfer services.

The Interplay Transfer DHM SDK is supported for AVC-Intra, so third party vendors can write plug-ins that perform ingest and playout of the supported resolutions.

The following table lists the resolutions supported by Interplay Media Services and Avid editing systems.

<b>Project</b>	<b>Edit Rate</b>	<b>Resolution Name</b>	<b>MBit/Sec</b>	<b>Raster Size</b>
720p	25	AVC-Intra 50 720p 25	50 MBit	960x720
	25	AVC-Intra 100 720p 25	100 MBit	1280x720
	29.97	AVC-Intra 100 720p 29.97	100 MBit	1280x720
	50	AVC-Intra 50 720p 50	50 MBit	960x720
	50	AVC-Intra 100 720p 50	100MBit	1280x720
	59.94	AVC-Intra 50 720p 60	50 MBit	960x720
	59.94	AVC-Intra 100 720p 60	100 MBit	1280x720
1080i	50	AVC-Intra 50 1080i 50	50 MBit	1440x1080
	50	AVC-Intra 100 1080i 50	100 MBit	1920x1080
	59.94	AVC-Intra 50 1080i 60	50 MBit	1440x1080
	59.94	AVC-Intra 100 1080i 60	100 MBit	1920x1080
1080p	25	AVC-Intra 100 1080p 25	100 MBit	1920x1080
	29.97	AVC-Intra 100 1080p 29.97	100 MBit	1920x1080

The following resolutions are also supported by Media Services, however, the media needs to be acquired in its native format:

- AVC-Intra 50 720p 23.976
- AVC-Intra 100 720p 23.976
- AVC-Intra 50 1080p 23.976
- AVC-Intra 100 1080p 23.976

For more information, see [“HD 23.976p and HD 24p Support”](#) on page 289.



*Performance is limited when you transcode or mix down a sequence to an AVC-Intra resolution. These operations can take up to four times real time to complete (up to four minutes for a one-minute sequence).*

# D Target Resolutions for Media Services Transcode, Version 2.7

The following table lists the resolutions supported as targets when you create an Interplay Media Services Transcode profile.

This list includes target resolutions that are supported in Media Services Transcode version 2.7. Earlier versions do not support all resolutions.

## JFIF

1:1MXF	10:1	3:1
1:1MXF 10bit 1080i	10:1m	3:1 Progressive *
1:1MXF 10bit 1080p	14:1	3:1m
1:1MXF 10bit 720p	15:1s	35:1
1:1MXF 10bit NTSC i	2:1	4:1m
1:1MXF 10bit NTSC p *	2:1s	4:1s
1:1MXF 10bit PAL i	20:1	8:1
1:1MXF 10bit PAL p *	28:1	8:1m
1:1MXF Progressive		
8bit HD Uncompressed 1080i (1:1 MXF in Avid editing systems)	8bit HD Uncompressed 1080p (1:1 MXF in Avid editing systems)	8bit HD Uncompressed 720p (1:1 MXF in Avid editing systems)



*1:1 10-bit HD RGB is supported for check in, check out, and deletion. It is not supported for Media Services operations*

## AVC-Intra

AVC-Intra 50 720p 23.976	AVC-Intra 50 1080p 23.976	AVC-Intra 100 1080i 50
AVC-Intra 50 720p 25	AVC-Intra 100 720p 23.976	AVC-Intra 100 1080i 60
AVC-Intra 50 720p 50	AVC-Intra 100 720p 25	AVC-Intra 100 1080p 23.976

AVC-Intra 50 720p 60	AVC-Intra 100 720p 29.97	AVC-Intra 100 1080p 25
AVC-Intra 50 1080i 50	AVC-Intra 100 720p 50	AVC-Intra 100 1080p 29.97
AVC-Intra 50 1080i 60	AVC-Intra 100 720p 60	

### AVCIBP (720p Proxy)

AVCIBP-BLL3.0 50	AVCIBP-BLL3.0 60
------------------	------------------

### DNxHD

DNxHD 1080 115-120-145	DNxHD 1080 175X-185X-220X	DNxHD 1080p 444
DNxHD 1080 115-120-145 1 Field	DNxHD 1080 175X-185X-220X 1 Field	DNxHD 720 60-75-145
DNxHD 1080 1440	DNxHD 1080 36	DNxHD 720 90-110-220
DNxHD 1080 175-185-220	DNxHD 1080i 100	DNxHD 720 90X-110X-220X
DNxHD 1080 175-185-220 1 Field	DNxHD 1080p 100	DNxHD 720p 100

### DV and HDV

DV 25 411	DV100 HD 1080i 60 (DVCPPro HD)	DV25P 420 *
DV 25 420	DV100 HD 720p 50 (DVCPPro HD)	DV50P *
DV 50	DV100 HD 720p 60 (DVCPPro HD)	HDV 1080i 50
DV100 HD 1080i 50 (DVCPPro HD)	DV25P 411 *	HDV 1080i 60

### H.264

H.264 800Kbps Proxy 525	H.264 800Kbps Proxy 1080p 24	H.264 1500Kbps Proxy 625
H.264 800Kbps Proxy 625	H.264 800Kbps Proxy 720p 59.94	H.264 2.0Mbps Proxy 720p 59.94
H.264 800Kbps Proxy 1080i 29.97	H.264 800Kbps Proxy 720p 50	H.264 2.0Mbps Proxy 720p 50
H.264 800Kbps Proxy 1080i 25	H.264 800Kbps Proxy 720p 23.976	H.264 2.0Mbps Proxy 1080i 29.97
H.264 800Kbps Proxy 1080p 23.976	H.264 1500Kbps Proxy 525	H.264 2.0Mbps Proxy 1080i 25

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**JPEG 2000**

J2K NTSCi 29.97	J2K 720p 50	J2K 1080i 59.94
J2K PALi 25	J2K 720p 59.94	J2K 1080p 24
J2K 720p 23.976	J2K 1080i 50	J2K 1080p 23.976

**MPEG**

MPEG 30	MPEG-4 525 500 60	MPEG2 MPL 352 25i
MPEG 40	MPEG-4 625 500 50	MPEG2 MPL 352 30i
MPEG 50		

**Apple ProRes**

Apple ProRes HQ NTSC	Apple ProRes LT 1080i	Apple ProRes Proxy PAL
Apple ProRes HQ PAL	Apple ProRes LT 1080p	Apple ProRes Proxy 720p
Apple ProRes HQ 720p	Apple ProRes NTSC	Apple ProRes Proxy 1080i
Apple ProRes HQ 1080i	Apple ProRes PAL	Apple ProRes Proxy 1080p
Apple ProRes HQ 1080p	Apple ProRes 720p	Apple ProRes 4444 1080i
Apple ProRes LT NTSC	Apple ProRes 1080i	Apple ProRes 4444 1080p
Apple ProRes LT PAL	Apple ProRes 1080p	
Apple ProRes LT 720p	Apple ProRes Proxy NTSC	

**XDCAM-EX**

XDCAM-EX 35mbps 1080i 50	XDCAM-EX 35mbps 1080p 29.97	XDCAM-EX 35mbps 720p 29.97
XDCAM-EX 35mbps 1080i 60	XDCAM-EX 35mbps 720p 23.976	XDCAM-EX 35mbps 720p 50
XDCAM-EX 35mbps 1080p 23.976	XDCAM-EX 35mbps 720p 25	XDCAM-EX 35mbps 720p 60
XDCAM-EX 35mbps 1080p 25		

<b>XDCAM_HD</b>		
XDCAM-HD 17.5 50i	XDCAM-HD 50mbps 1080i 50	XDCAM-HD 50mbps 1080p 29.97
XDCAM-HD 17.5 60i	XDCAM-HD 50mbps 1080i 60	XDCAM-HD 50mbps 720p 50
XDCAM-HD 35 50i	XDCAM-HD 50mbps 1080p 25	XDCAM-HD 50mbps 720p 60
XDCAM-HD 35 60i	XDCAM-HD 50mbps 1080p 23.976	

\* Frame rates of 23.976 fps and 24 fps are not supported.



*XAVC-Intra resolutions are supported as sources only.*

# **E** Maximum Number of Simultaneous Jobs

The following table lists the default number of simultaneous jobs that can be performed by each Media Services provider. It also lists which services you can modify to change the default setting and the files in which to modify it.



**Contact your Avid representative before changing the default values.**

<b>Media Services Provider</b>	<b>Default Number of Simultaneous Jobs</b>	<b>Supported for Change?</b>	<b>File to Change Documents and Settings\username</b>
Archive	3	Yes	\Avid Archive Service\DMSArchive.ini
Copy	1	Yes	\Copy Service\DMSCopyMedia.ini
Delivery	1	Yes	\Interplay Delivery Service\DMSIDService.ini
Move	1	Yes	\Move Service\DMSMoveMedia.ini
Restore	3	Yes	\Avid Restore Service\DMSRestore.ini
STP Encode	1	No	Not applicable
Stream Publish	4	Yes	\Stream Publish Service\DMSPubService.ini
Transcode	1	No	Not applicable

### **To modify the maximum number of simultaneous jobs:**

1. Locate the appropriate .ini file in Notepad or another text editor.  
For example, open the following file to modify the number of archive jobs:  
Documents and Settings\username\Avid Archive Service\DMSArchive.ini
2. Edit the following line to specify the maximum number of simultaneous jobs:  
@5%?MaxJobs=*n*
3. Save and close the file.

# F Working with the Stream Publish Service



*In Interplay v2.4, the Interplay Stream Server was re-engineered to directly play MPEG-4/H.263 and H.264 video media and MPEG1 Layer 2 audio media. There is no longer any need to use the Publishing service or Workflow Engine to create QuickTime reference movies for streaming play. Double-click a clip that uses proxy media supported for streaming and the clip plays in the Monitor.*

*The information in this chapter is provided for reference only.*

The following topics explain how to set up and use the Stream Publish service:

- [Understanding the Stream Publish Service](#)
- [Workflows for Creating Streaming Media](#)
- [Check List for Stream Publish Workflow](#)
- [Installing and Registering the Stream Publish Service Provider](#)
- [Starting the Stream Publish Provider](#)
- [Creating a Stream Publish Service Profile](#)
- [Manually Creating QuickTime Reference Movies](#)
- [Deleting QuickTime Reference Movies](#)
- [Stream Publishing Media During Ingest](#)
- [Setting the Maximum Number of Concurrent Stream Publish Jobs](#)

For information about automating the Stream Publish service, see “[Automating the Stream Publish Service](#)” on page 346.

## Understanding the Stream Publish Service

The Avid Interplay Stream Publish service is an Interplay Media Services service that creates QuickTime reference movies that refer to proxy video files (MPEG-4 or H.264) and MPEG1 Level 2 audio files. After the service creates a QuickTime reference movie for a selected asset, it checks the file into the Interplay database as part of the selected asset’s metadata. You can then play the asset in the Interplay Access Monitor.



You install and access the Stream Publish service provider like other services available with Interplay Media Services. You must create a profile to use this service.



*You need to create proxy media before you can use the Stream Publish service. For information, see “Part One: Creating Proxy Media” on page 323.*

## Workflows for Creating Streaming Media

To play clips in Interplay Access, the clips you want to play must be associated with low-bandwidth media that can be viewed over the wide-area network, and QuickTime reference movies that point to the media. Currently Interplay supports two formats that can be published as streaming media:

- MPEG-4 video format with MPEG1 Layer 2 audio format
- H.264 video format with MPEG1 Layer 2 audio format

In a dual-ingest workflow, this low-bandwidth media serves as *proxy media* for high-bandwidth media that is captured at the same time as the low-bandwidth media.

Creating master clips that can be played in Interplay Access is a two-part process:

1. Create assets with proxy media and check them into the Interplay database.
2. Use the Stream Publish service to create QuickTime reference movies.

After the Stream Publish service creates the QuickTime reference movies, you can play clips and mixed-down sequences in Interplay Access.



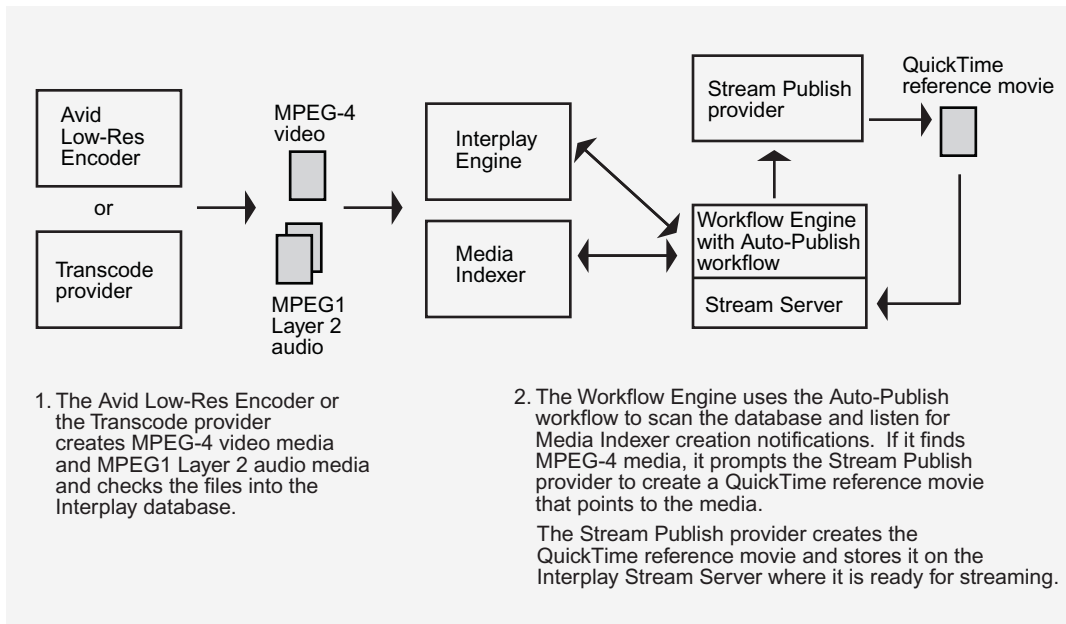
*You can mix published MPEG-4 and H.264 clips in the same shotlist and play the shotlist as streamed media in Interplay Access. Both types of clips can be streamed from the same stream server.*

Workflows for creating streaming media are described in the following topics:

- [Workflow for Creating Streaming Media from MPEG-4 Proxy Media](#)
- [Workflow for Creating Streaming Media from H.264 Proxy Media](#)

## Workflow for Creating Streaming Media from MPEG-4 Proxy Media

The following diagram shows the basic process of creating MPEG-4 proxy media files and automatically creating QuickTime reference movies that can be streamed from the Interplay Stream Server. (You can also manually create QuickTime reference movies, as described later in this topic.)



*You can mix published MPEG-4 and H.264 clips in the same shotlist and play the shotlist as streamed media in Interplay Access. Both types of clips can be streamed from the same stream server. See “Workflows for Creating Streaming Media” on page 321.*

## Part One: Creating Proxy Media

There are two ways to create proxy media (MPEG-4 video and MPEG1 Layer 2 audio):

- Through the Avid Interplay Low-Res Encoder: You use the Low Res Encoder when capturing low-bandwidth media as part of a dual-ingest workflow (capturing low-bandwidth media and high-resolution media at the same time). An Interplay Capture or CaptureManager system controls the operation. For more information, see the Avid Low Res Encode, Interplay Capture, or Avid CaptureManager documentation.



*MPEG-4 video capture requires an updated software bootset on the Avid Low Res Encoder. For more information, see the Interplay v2.0 Readme.*

- Through the Interplay Transcode Service: You need to create a Transcode profile in the Avid Interplay Media Services and Transfer Status window. Then you can use Interplay Access or an Avid editing application to select the items to transcode and the profile to use.
  - To transcode a clip for streaming, create a profile in which you select WHOLE mode, a target video quality (MPEG-4), and a target audio quality (MPEG1 Layer 2).
  - To transcode a sequence for streaming, create a profile in which you select MIXDOWN mode, a target video quality (MPEG-4), and a target audio quality (MPEG1 Layer 2).  
For more information about transcoding and using mixdown mode, see [“Understanding MIXDOWN Mode” on page 101](#).
  - To transcode a sequence to a single master clip with two resolutions, create a profile in which you select DUALMIXDOWN mode, a target video quality (MPEG-4), and a target audio quality (MPEG1 Layer 2). Select a high resolution for the target video quality dual and target audio quality dual settings.

For more information about transcoding and using DUALMIXDOWN mode, see [“Understanding DUALMIXDOWN Mode” on page 103](#).

There are several ways to transcode an asset:

- From Interplay Access, right-click an asset, select Transcode, then select the desired profile.
- From an Avid editing system, select an asset and then select File > Media Services > Avid Interplay Transcode Service > *profile\_name*.
- From Interplay Access, create an auto-transcode folder with a preconfigured profile and drop assets into it.

For more information on creating Transcode profiles, see the [“Creating an Interplay Transcode Service Profile” on page 89](#).



*If you are going to send a sequence to the Media Services Transcode Mixdown service, render any non-real-time effects (blue-dot effects), third-party 3D effects, or Pro Tools effects in your Avid editing application before starting the mixdown. If you revise the sequence, you might need to render the effects again.*

## **Part Two: Creating QuickTime Reference Movies**

To create QuickTime reference movies for streaming MPEG-4 media, you need to publish them through the Stream Publish service. You can send jobs to the Stream Publish service in two ways:

- Automatically, through the Workflow Engine using the Auto Publish flow charts.
- Manually, through Interplay Access or an Avid editing system.

For more information, see [“Automating the Stream Publish Service” on page 346](#) and [“Manually Creating QuickTime Reference Movies” on page 342](#).



*When you delete the MPEG proxy media, the corresponding QuickTime reference movie is also deleted.*

## **Requirements for Streaming Media over a WAN**

If you want to play streaming media over a WAN, your workstation requires a 1 megabit/second or higher connection through a VPN (virtual private network) tunnel. The VPN tunnel needs to be configured for access to the Interplay servers within the Avid network, specifically the Stream Server and Interplay Engine. Security of the VPN and internal network is the responsibility of the customer.

For information on ports used by Interplay and ISIS components, see the *Avid Interplay Software Installation and Configuration Guide*. For Avid security guidelines and best practices, search the Customer Support Knowledge Base

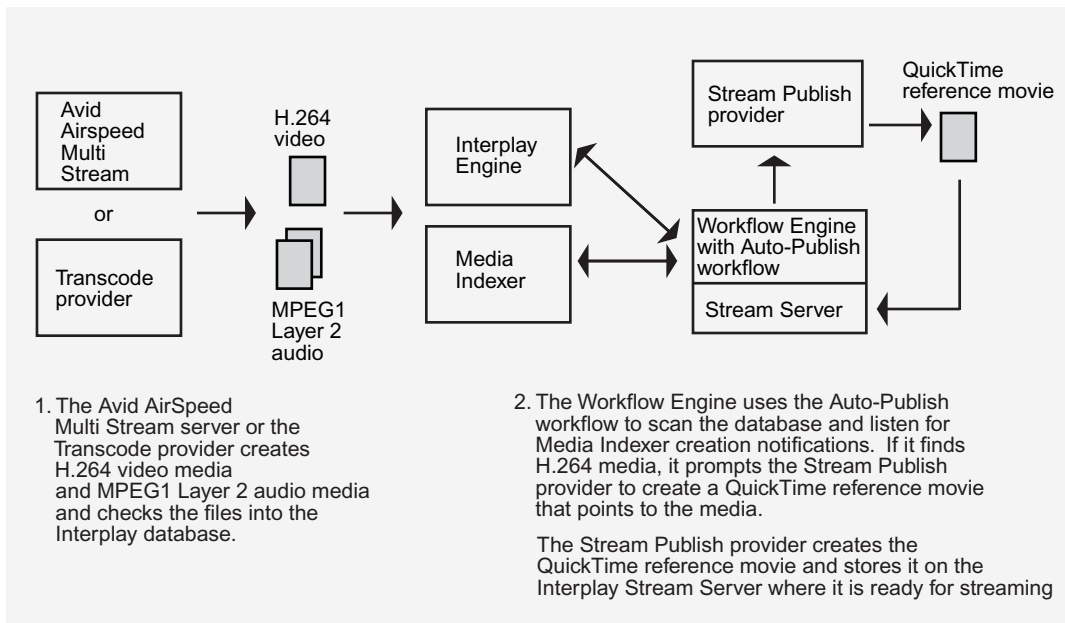
## Resolutions for MPEG Proxy Media

The following table lists the currently supported resolutions for MPEG-4 video and MPEG1 Layer 2 audio. This proxy media can be played in Avid editing applications, Interplay Assist, and iNEWS Instinct, and can be published for streaming play in Interplay Access.

Media	Resolution	Media Services and Access Display	
		Media Services and Access Display	Editor Bin Display
NTSC video	MPEG-4 525 500 Kbps 60 fps (H.263, progressive)	MPEG-4 525 500 60	MPEG-4 525 500 60
PAL video	MPEG-4 625 500 Kbps 50 fps (H.263, progressive)	MPEG-4 625 500 50	MPEG-4 625 500 50
Audio	MPEG1Layer 2 (compressed audio)	MPEG1Layer2	MP2 (MXF)

## Workflow for Creating Streaming Media from H.264 Proxy Media

The following diagram shows the basic process of creating H.264 proxy media files and automatically creating QuickTime reference movies that can be streamed from the Interplay Stream Server. (You can also manually create QuickTime reference movies, as described later in this topic.)





*You can mix published H.264 and MPEG-4 clips in the same shotlist and play the shotlist as streamed media in Interplay Access. Both types of clips can be streamed from the same stream server. See “Workflows for Creating Streaming Media” on page 321.*

## Part One: Creating Proxy Media

There are two ways to create proxy media (H.264 video and MPEG1 Layer 2 audio):

- Through the Avid AirSpeed Multi Stream server: You use the Avid AirSpeed Multi Stream server when capturing low-bandwidth media as part of a dual-ingest workflow (capturing low-bandwidth media and high-resolution media at the same time). An Interplay Capture or CaptureManager system controls the operation. For more information, see the Avid AirSpeed Multi Stream, Interplay Capture, or Avid CaptureManager documentation.
- Through the Interplay Transcode Service: You need to create a Transcode profile in the Avid Interplay Media Services and Transfer Status window. Then you can use Interplay Access or an Avid editing application to select the items to transcode and the profile to use.
  - To transcode a clip for streaming, create a profile in which you select WHOLE mode, a target video quality (H.264), and a target audio quality (MPEG1 Layer 2).
  - To transcode a sequence for streaming, create a profile in which you select MIXDOWN mode, a target video quality (H.264), and a target audio quality (MPEG1 Layer 2).

For more information about transcoding and using mixdown mode, see “[Understanding MIXDOWN Mode](#)” on page 101.

- To transcode a sequence to a single master clip with two resolutions, create a profile in which you select DUALMIXDOWN mode, a target video quality (H.264), and a target audio quality (MPEG1 Layer 2). Select a high resolution for the target video quality dual and target audio quality dual settings.

For more information about transcoding and using dualmixdown mode, see “[Understanding DUALMIXDOWN Mode](#)” on page 103.

There are several ways to transcode an asset:

- From Interplay Access, right-click an asset, select Transcode, then select the desired profile.
- From an Avid editing system, select an asset and then select File > Media Services > Avid Interplay Transcode Service > *profile\_name*.
- From Interplay Access, create an auto-transcode folder with a preconfigured profile and drop assets into it.

For more information on creating Transcode profiles, see the “[Creating an Interplay Transcode Service Profile](#)” on page 89.



*If you are going to send a sequence to the Media Services Transcode Mixdown service, render any non-real-time effects (blue-dot effects), third-party 3D effects, or Pro Tools effects in your Avid editing application before starting the mixdown. If you revise the sequence, you might need to render the effects again.*

## **Part Two: Creating QuickTime Reference Movies**

To create QuickTime reference movies for streaming H.264 media, you need to publish them through the Stream Publish service. You can send jobs to the Stream Publish service in two ways:

- Automatically, through the Workflow Engine using the Auto Publish flow charts.
- Manually, through Interplay Access or an Avid editing system.

For more information, see [“Automating the Stream Publish Service” on page 346](#) and [“Manually Creating QuickTime Reference Movies” on page 342](#).



*When you delete the H.264 proxy media, the corresponding QuickTime reference movie is also deleted.*

## **Requirements for Streaming Media over a WAN**

If you want to play streaming media over a WAN, your workstation requires a 1 megabit/second or higher connection through a VPN (virtual private network) tunnel. The VPN tunnel needs to be configured for access to the Interplay servers within the Avid network, specifically the Stream Server and Interplay Engine. Security of the VPN and internal network is the responsibility of the customer.

For information on ports used by Interplay and ISIS components, see the *Avid Interplay Software Installation and Configuration Guide*. For Avid security guidelines and best practices, search the Customer Support Knowledge Base

## Resolutions for H.264 Proxy Media

The following table lists the currently supported resolutions for H.264 video and MPEG1 Layer 2 audio. This proxy media can be played in Avid editing applications, Interplay Assist, and iNEWS Instinct, and can be published for streaming play in Interplay Access.

<b>Media</b>	<b>Resolution</b>	<b>Media Services and Access Display</b>	<b>Editor Bin Display</b>
NTSC video	H.264 800 Kbps 525 29.97 fps	H.264 800Kbps Proxy 525	Same
	H.264 800 Kbps 720p 59.94 fps	H.264 800Kbps Proxy 720p 59.94	
	H.264 800 Kbps 1080i 29.97 fps	H.264 800Kbps Proxy 1080i 29.97	
PAL video	H.264 800 Kbps 625 25 fps	H.264 800Kbps Proxy 625	Same
	H.264 800 Kbps 720p 50 fps	H.264 800Kbps Proxy 720p 50	
	H.264 800 Kbps 1080i 25 fps	H.264 800Kbps Proxy 1080i 25	
Audio		MPEG1Layer2	MP2 (MXF)

Also see [“Target Resolutions for Media Services Transcode, Version 2.7”](#) on page 315.


## Check List for Stream Publish Workflow

For the stream publish workflow, the following table provides a check list of steps for installing and configuring the Interplay Stream server and the Interplay Stream Publish provider service in an Avid shared-storage environment. The check list assumes the Interplay Media Services Engine and the supporting software are setup and configured in the workgroup. The check list provides references where to find more information about each step.



You can also setup the workgroup to automatically publish assets. For more information, see [“Automating the Stream Publish Service” on page 346.](#)

### Stream Publishing Assets Check List

Task	Section Reference
<p><input type="checkbox"/> Make sure the Interplay Stream Server software and supporting software are installed on the streaming server.</p> <ul style="list-style-type: none"> <li>• Avid Service Framework for Client</li> <li>• Avid Interplay Stream Server</li> <li>• Avid Interplay Access</li> <li>• (Option) Auto Publish Support software that includes the Workflow Engine and auto-publish flow charts</li> </ul> <p>Make sure the Interplay Stream Server application key is connected to the server.</p>	<p>See the <i>Avid Interplay Software Installation and Configuration Guide</i>.</p>
<p><input type="checkbox"/> Make sure the Interplay Media Services Engine software and all the supporting software installed and configured on the Interplay Media Services server or in the workgroup.</p> <ul style="list-style-type: none"> <li>• Avid Service Framework for Client</li> <li>• Avid Interplay Access</li> <li>• Avid Interplay Media Services</li> <li>• Avid Interplay Transcode service</li> <li>• Avid Interplay Stream Publish service</li> </ul> <p> <i>Make sure QuickTime 7.x is installed on the Interplay Stream Publish service provider.</i></p> <p>Make sure the Interplay Media Services application key is connected to the server.</p>	<p>See <i>Avid Interplay Software Installation and Configuration Guide</i> and <a href="#">“Interplay Media Services Engine Installation and Configuration” on page 27.</a></p>
<p><input type="checkbox"/> Install and register the Avid Interplay Stream Publish service provider.</p>	<p>See <a href="#">“Installing and Registering the Stream Publish Service Provider” on page 330.</a></p>
<p><input type="checkbox"/> Connect the Stream Publish service provider to the Media Services Engine.</p>	<p>See <a href="#">“Connecting the Stream Publish Provider to the Media Services Engine” on page 336.</a></p>

**Stream Publishing Assets Check List (Continued)**

Task	Section Reference
❑ Start the Interplay Stream Publish service provider.	See <a href="#">“Starting the Stream Publish Provider” on page 338.</a>
❑ Create a Stream Publish profile.	See <a href="#">“Creating a Stream Publish Service Profile” on page 339.</a>
❑ Publish assets.	See <a href="#">“Manually Creating QuickTime Reference Movies” on page 342.</a>

## Installing and Registering the Stream Publish Service Provider

Before you can use the Stream Publish service provider, you must install the provider software needed by the service from the Avid Interplay Server Installer. Then install the service description in the Media Services Engine, register the provider, and start and connect the service.

These tasks are explained in the following topics:

- [Installing the Stream Publish Service Description](#)
- [Registering the Stream Publish Provider](#)
- [Connecting the Stream Publish Provider to the Media Services Engine](#)

### Installing the Stream Publish Service Description

You use the Media Services and Transfer Status tool to install the Stream Publish service description. For more information, see [“Registering a Service Manually” on page 62.](#)

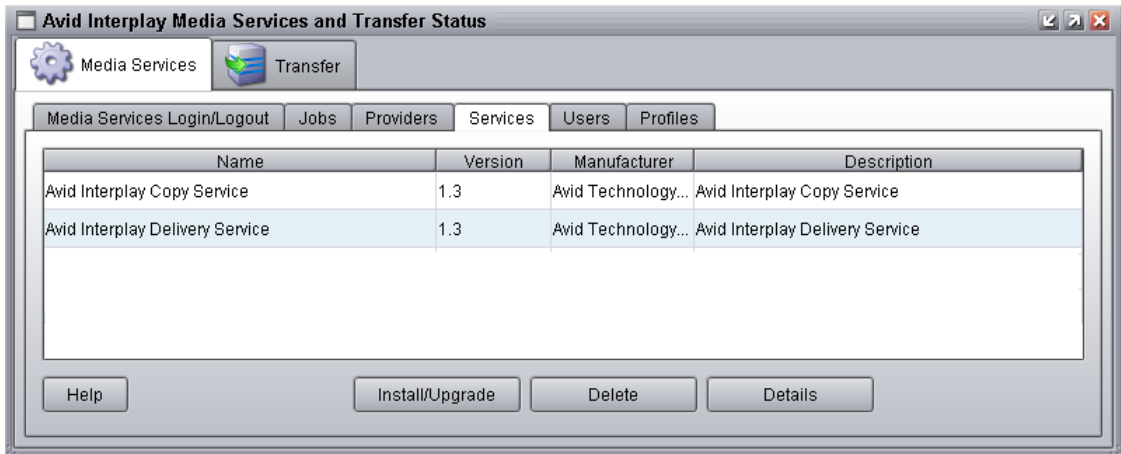
You only need to install a service description once, even if you configure multiple providers.

**To install the Stream Publish service description:**

1. Make sure the Stream Publish provider software is installed.
2. Open the Media Services and Transfer Status tool and log in as administrator, as described in [“Opening the Media Services and Transfer Status Tool” on page 36.](#)

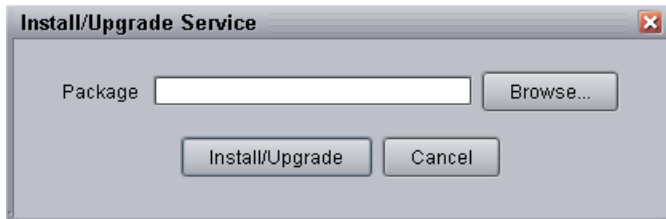
3. Click the Services tab.

The Services page displays the currently configured services.



4. Click Install/Upgrade.

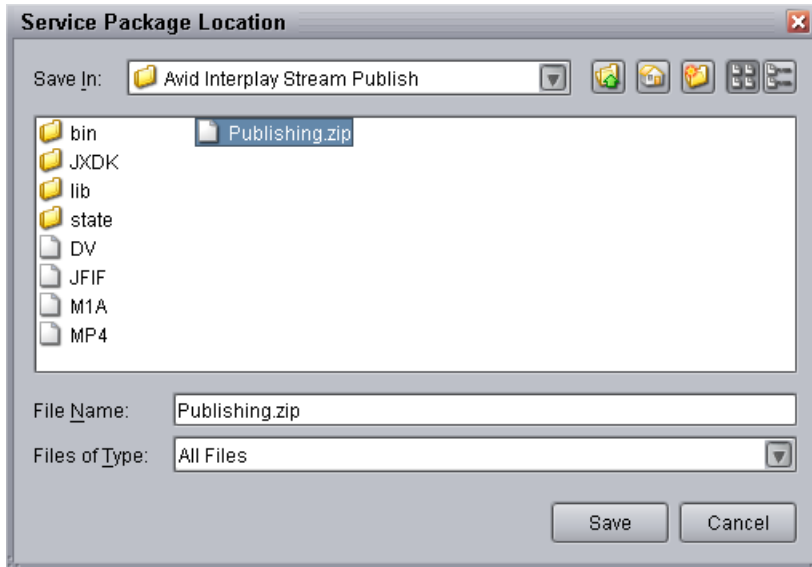
The Install/Upgrade Service dialog box opens.



5. Click Browse and navigate to the folder containing the Stream Publish service package (Publishing.zip file). Make sure you have access to the folder. By default the service package is installed in the following folder:

C:\Program Files\Avid\Interplay Stream Publish

You can use the Microsoft Windows Search tool to help you locate the folder that contains the Publishing.zip file.

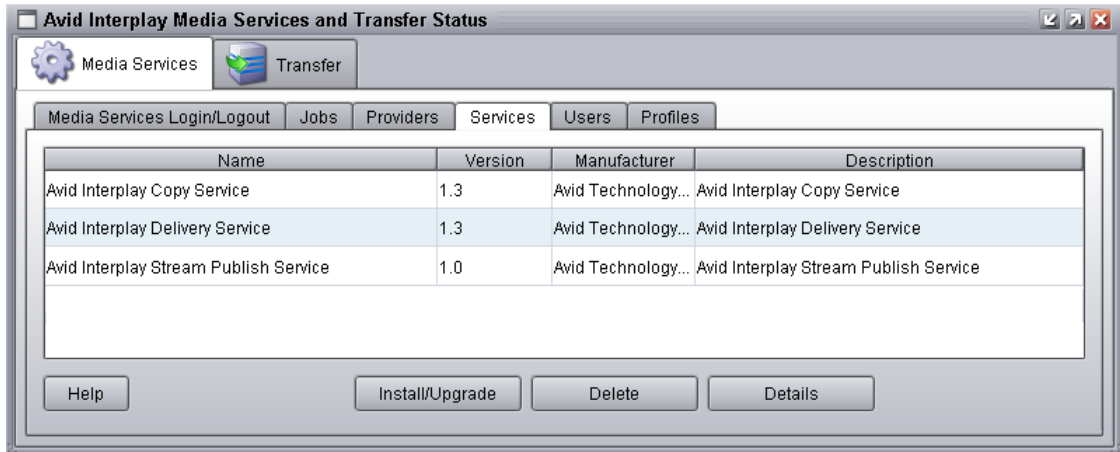


6. Click Save.

The path to the file appears in the Install/Upgrade Service dialog box.

7. Click Install/Upgrade.

The Interplay Stream Publish service appears on the Services page.



## Registering the Stream Publish Provider

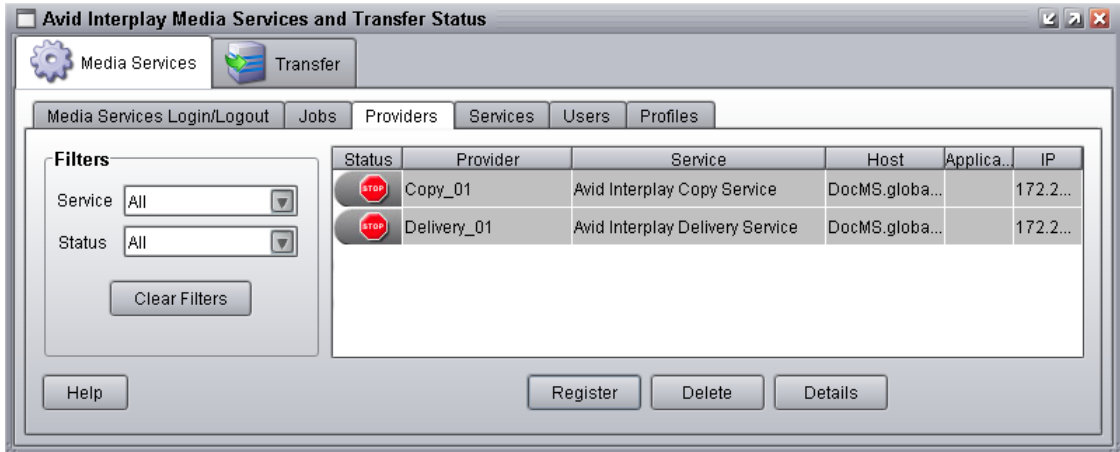
After you install Stream Publish service provider, you need to register the provider with the Media Services Engine.

The Provider page on the Media Services and Transfer Status tool is used to register the provider with service. The provider receives information about jobs and supplies the Media Services Engine with information about the provider, job status, and other information depending on the service. In some cases it passes the information to other applications.

**To register the provider with the Stream Publish service:**

1. Open and log in to the Media Services and Transfer Status tool. See [“Opening the Media Services and Transfer Status Tool”](#) on page 36.
2. Click the Providers tab.

The Providers page displays all of the currently registered providers.



3. Click Register.

The Register Provider dialog box opens.

4. Do the following:

- a. Service menu — select Avid Interplay Stream Publish Service
- b. Provider Name — Type the name that you want to use to identify this particular provider. You can have several providers on your workgroup for the same service, so you should use a meaningful name.

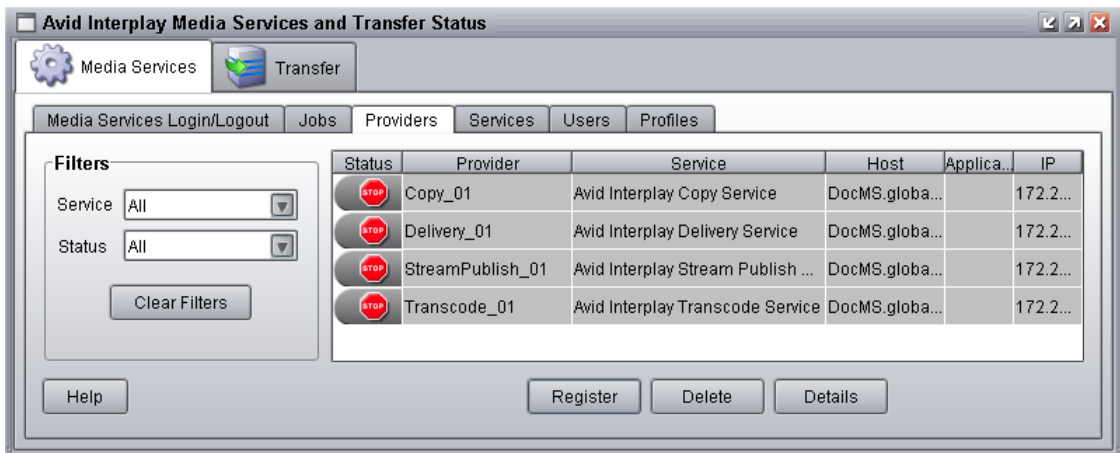
- c. Application Name — For future use. Leave this text box blank.

The following illustration shows the Register Provider dialog box with the values filled in for a Stream Publish Service.



5. Click Register.

The Stream Publish provider appears in the Providers page. If the service is not connected to the Media Services Engine, a Stop icon is displayed in the Status column. In this case, you must connect the Stream Publish provider to the Media Services Engine software. See [“Connecting the Stream Publish Provider to the Media Services Engine” on page 336.](#)



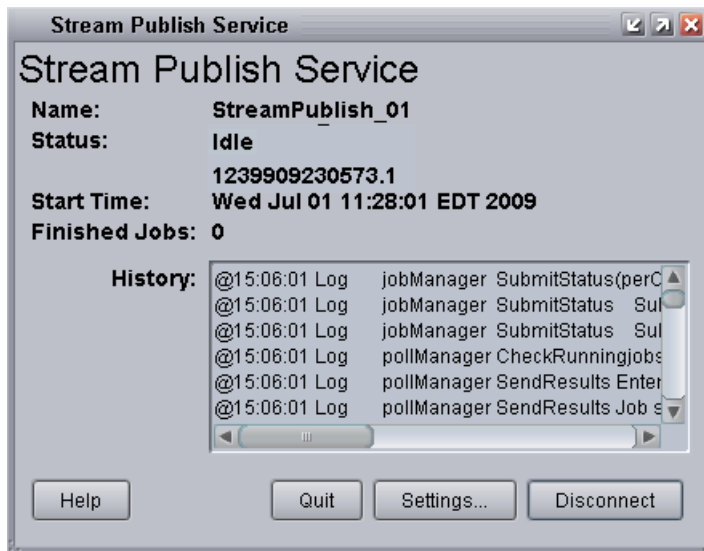
## Connecting the Stream Publish Provider to the Media Services Engine

After you install Stream Publish service description and register the Stream Publish provider, you need to connect the provider to the Media Services Engine.

### To connect the Stream Publish provider to the Media Services Engine:

1. Click Start and select Programs > Avid > Avid Interplay Stream Publish Service.

The Stream Publish Service dialog box opens.



2. Click Settings.

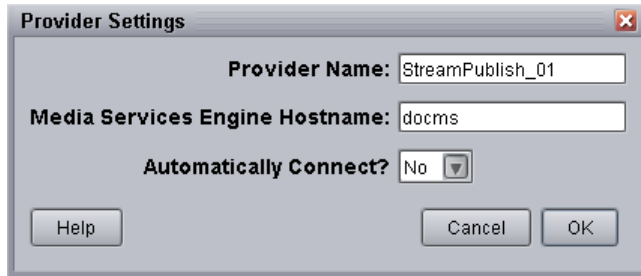
The Provider Settings dialog box opens.

3. Do the following:
  - a. Provider Name — Type the name of the provider you specified in [“Registering the Stream Publish Provider”](#) on page 333. In this example, the name is StreamPublish\_01.
  - b. Media Services Engine Host Name — Type the name of the system running the Media Services Engine application.



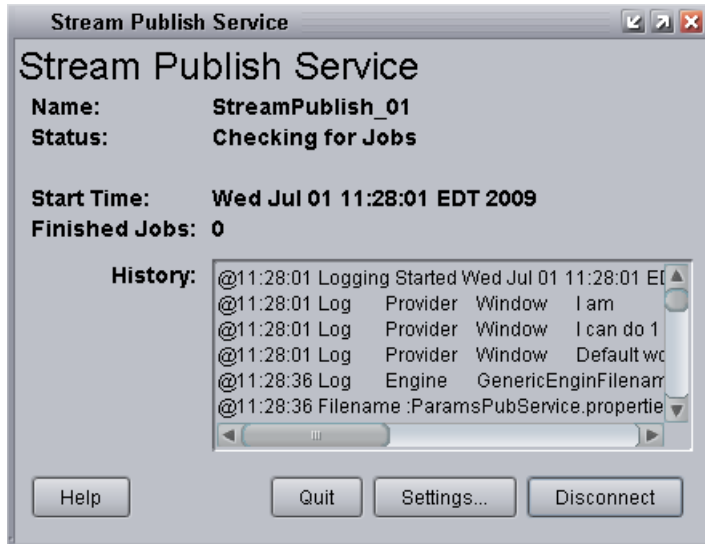
- c. Automatically Connect — Select either Yes or No (default) to automatically connect to the Media Services Engine when the application starts.

The following illustration shows an example of the Provider Settings dialog box with the values filled in for the Stream Publish Service.

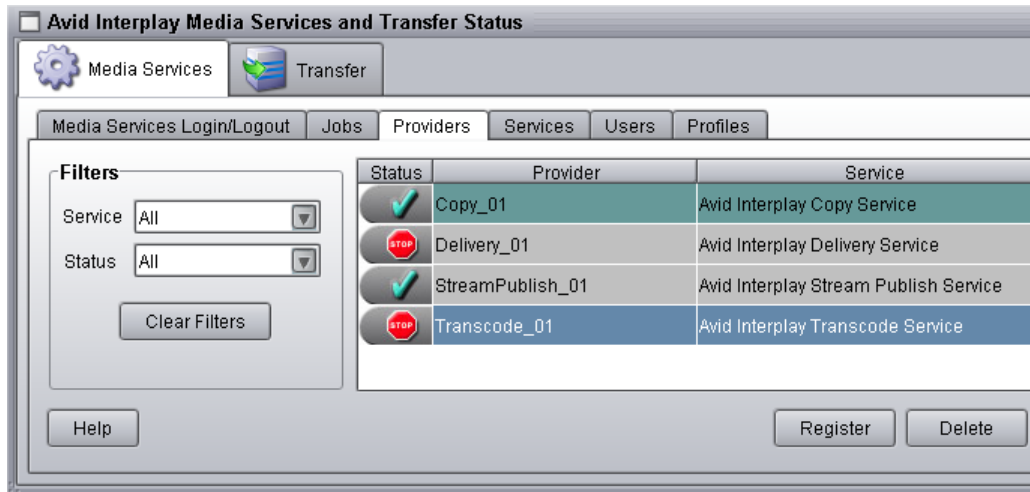


4. Click OK.
5. Click Connect in the Stream Publish Service window.

The Stream Publish Service window now shows that the service is connected and shows the provider you selected to connect to. This example shows StreamPublish\_01 as the provider.



The Provider page in the Media Services and Transfer Status tool now shows that the provider is connected, indicated by a check mark in the Status column.



## Starting the Stream Publish Provider

### To start the Stream Publish service provider:

1. Click Start and select Programs > Avid > Avid Interplay Stream Publish.

Depending on the service settings, one of the following happens:

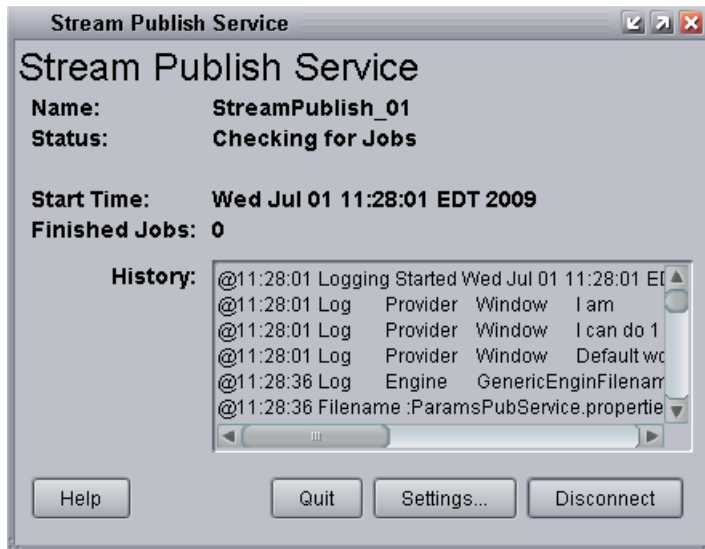
- Automatically Connect—Yes, the service dialog box opens for the service you selected and is connected to the service.
- Automatically Connect—No, the service dialog box opens for the service you selected and displays Idle. Click the Connect button to connect to the service.



*The service provider dialog box displays the start date and start time of the providers based on the Microsoft® Windows® time.*

After the connection is made, the Status line in the service dialog box reads “Checking for Jobs,” and the History window displays the message “Connection Established.” The Connect button changes to a Disconnect button.

The following example shows the Stream Publish Service dialog box as connected.



*If the provider cannot connect to the Media Services Engine, the Status line reads “Connection Error.” Ensure the Media Services Engine is running, the service is installed, the provider is properly registered, and then click Connect again.*

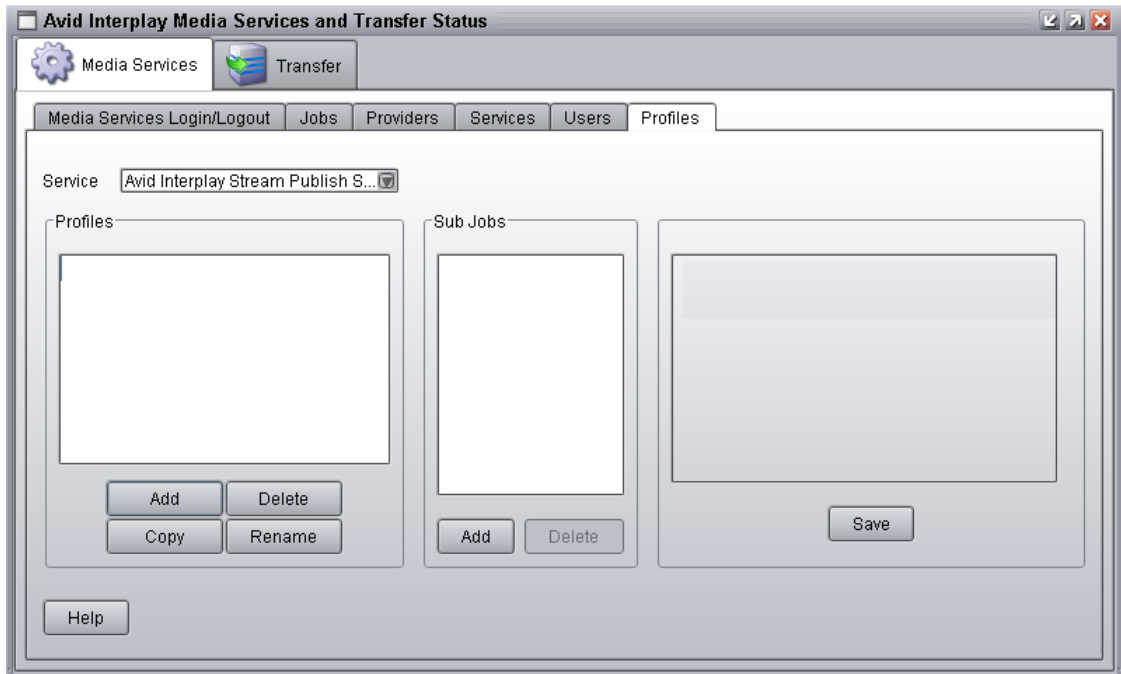
## Creating a Stream Publish Service Profile

Profiles let you set up templates to use when performing an operation.

### To create a Stream Publish profile:

1. Open and log in to the Media Services and Transfer Status tool as described in [“Opening the Media Services and Transfer Status Tool” on page 36](#).
2. Click the Profiles tab.

3. From the Service menu, select Avid Interplay Stream Publish Service.



4. Click Add in the Profiles area.

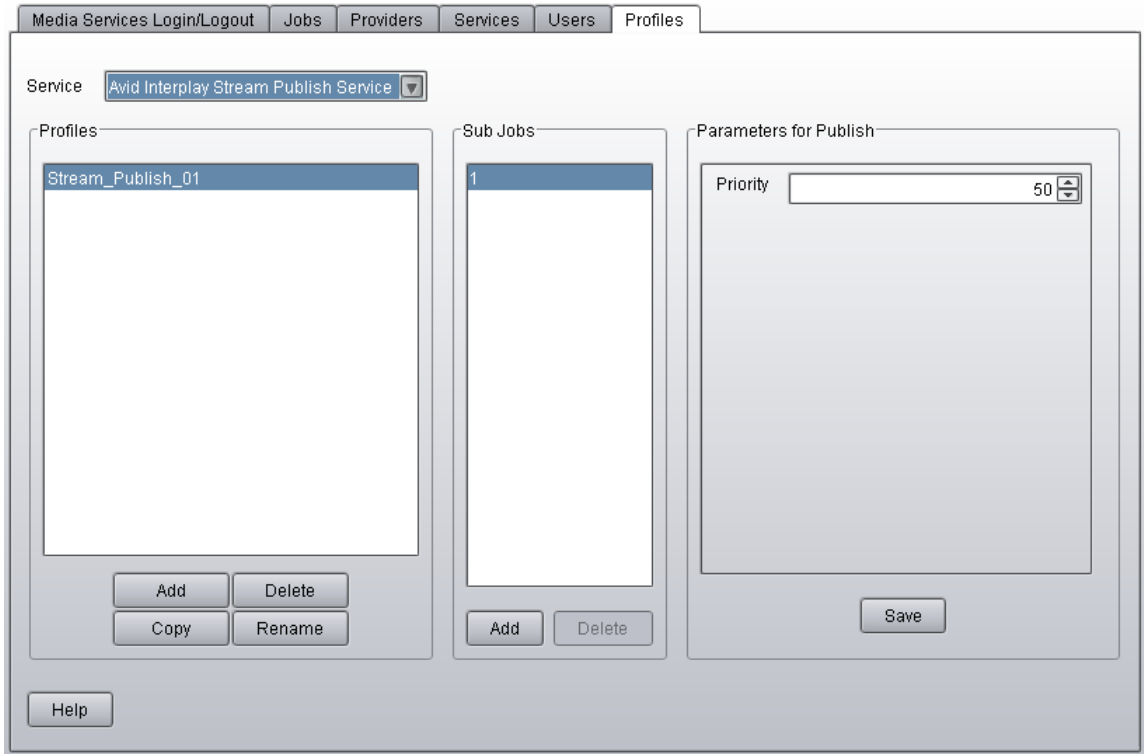
The Add Profile dialog box opens.

5. Type a descriptive name for the new profile in the Add Profile dialog box, for example, Stream\_Publish\_01.

The name you assign to the profile is the name that displays in Interplay Access or in an Avid editing application, when you select an option to create a QuickTime reference movie.

6. Click OK.

The name appears in the Profiles list and an empty template appears in the Parameters area.



7. In the Parameters area, set the desired option.

Option	Description
Priority	Specify the job's priority. Priority numbers range from 1 (highest priority) through 100 (lowest priority). The default priority number assigned to each job is 50.



*In Interplay v2.3, two settings have been removed from the Stream Publish Service profile: "Include ingesting clip" and "Publish ingesting clip interval." These are no longer needed because stream publishing during ingest is automatic. See "Stream Publishing Media During Ingest" on page 343. If you upgrade the Stream Publish software without installing a new service description file, these settings might still appear in the profile. However, they are no longer applicable. For more information, see "Registering a Service Manually" on page 62.*

8. Click Save in the Parameters area.

The Save Profile dialog box opens.

9. Click Yes to save your changes.

You can define several stream publishing operations under one main profile name. For example, you can add subjobs to transfer several resolutions using one profile. The system processes each subjob in turn.

**To add subjobs:**

- ▶ Click Add in the Sub Jobs area.

## Manually Creating QuickTime Reference Movies

After you create a Stream Publish profile, you can use the procedure in this topic to manually create QuickTime Reference movies.



*For information about automating the publication of QuickTime reference movies, see “Stream Publishing Media During Ingest” on page 343 and “Automating the Stream Publish Service” on page 346.*

**To manually create QuickTime Reference movies, do one of the following:**

- ▶ From Interplay Access, right-click an asset, select Stream Publish, then select the desired profile.
- ▶ From an Avid editing application, select an asset and then select File > Media Services > Avid Interplay Stream Publish Service > *profile\_name*.

## Deleting QuickTime Reference Movies

If you no longer need the QuickTime reference movies that are stored on the Interplay Stream Server, delete them by deleting the corresponding MPEG-4 or H.264 proxy media from Interplay Access. The Interplay Engine automatically deletes the proxy media from shared storage and the corresponding QuickTime reference movies from the Stream Server. Any empty folders remain on the Stream Server and are reused as needed.



**Do not delete files or folders directly from the Stream Server unless you are completely removing the Stream Server from a workgroup. For more information, see the *Avid Interplay Software Installation and Configuration Guide*.**

# Stream Publishing Media During Ingest

From Interplay Access, you can publish media for streaming during the ingest process before the ingest is completed. This process is referred to as Stream While Capture (SWC).

There are two different configurations that allow you to stream while capturing:

- Using the Workflow Engine and the Auto Publish workflow to periodically scan and publish media while it is being ingested. See [“Automatically Publishing Streaming Media During Ingest” on page 343](#).
- Using a Stream Publish profile to publish the already ingested portion of a clip while it is being ingested. This is a manual process. See [“Creating a Stream Publish Service Profile” on page 339](#) and [“Manually Publishing Streaming Media During Ingest” on page 345](#).



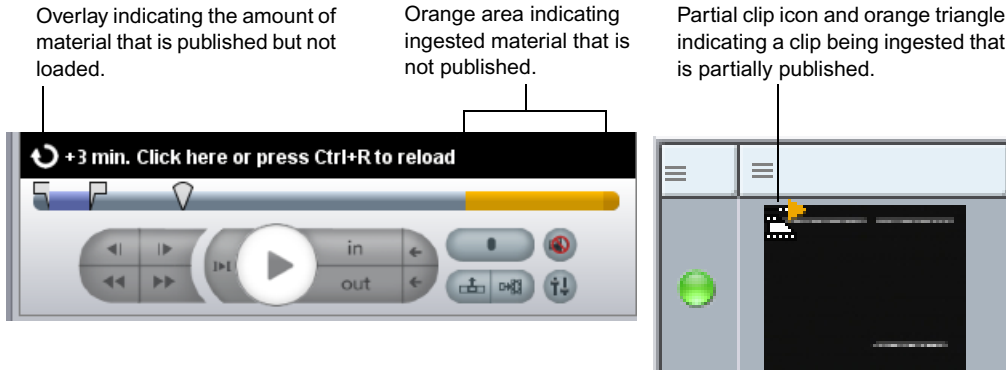
*In Interplay v2.3, two settings have been removed from the Stream Publish Service profile: “Include ingesting clip” and “Publish ingesting clip interval.” If you upgrade the Stream Publish software without installing a new service description file, these settings might still appear in the profile. However, they are no longer applicable. For more information, see [“Registering a Service Manually” on page 62](#).*

## Automatically Publishing Streaming Media During Ingest

After you configure the Workflow Engine and Auto Publish workflow (see [“Automating the Stream Publish Service” on page 346](#)), any clips that are ingested are automatically published and can be streamed. Stream While Capture (SWC) is enabled by default, but you have the option of disabling it (see the procedure later in this topic). If you disable this feature, you can still manually publish clips while they are being ingested (see [“Manually Publishing Streaming Media During Ingest” on page 345](#)).

When SWC is enabled, the Interplay Stream Publish service publishes streamable media approximately every two minutes, based on current system load. For more information, see [“Setting the Maximum Number of Concurrent Stream Publish Jobs” on page 345](#).

After the first portion of the ingesting clip is published, a streamable proxy is created for the available media. To play the published portion of the clip, load the clip into the Interplay Access Monitor. If you are using automatic SWC, an overlay notifies you when additional material is available for streaming. Click the overlay to view the additional material. For more information, see “Playing Clips During Ingest” in the *Avid Interplay Access User’s Guide*.



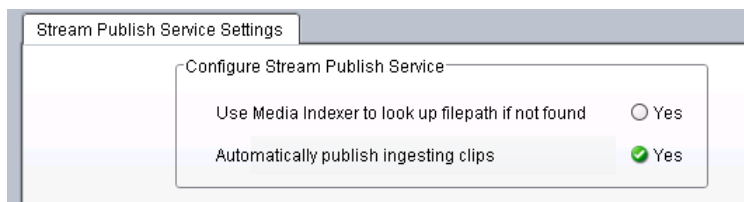
At the end of the ingest, the Auto Publish workflow publishes the final portion of the clip.

You can check the status of the auto-publish process in the Jobs tab of the Avid Interplay Media Services and Transfer Status tool. The entry for the job is persistent and is updated until the capture is completed.

#### To turn off automatic Stream While Capture (SWC):

1. Select Start > Programs > Avid > Avid Framework > Avid Service Configuration.
2. Click the name of the server running the Stream Publish provider and select Avid Stream Publish Service.

The Avid Service Configuration dialog box opens with the Stream Publish Service Settings tab displayed.





3. Deselect “Yes” for the option “Automatically publish ingesting clips.”
4. Click Apply.



*Do not select “Yes” for the option “Use Media Indexer to look up filepath if not found” unless you have moved the location of low-resolution files and plan to republish many of those clips.*

## Manually Publishing Streaming Media During Ingest

In addition to automatically publishing clips during ingest, you can manually publish clips for the already ingested portion of a clip while it is being ingested. This process requires an Interplay Stream Publish Service profile (see [“Creating a Stream Publish Service Profile” on page 339](#)).

### **To manually publish streaming media for an already ingested portion of a clip:**

1. In Interplay Access, navigate to the clip that is being ingested.
2. Right-click the clip and select Stream Publish > *profile*.

A streamable proxy is created for the media already ingested. To play the published portion of the clip, load the clip into the Monitor. To create a proxy for additional media, repeat this procedure.

## Setting the Maximum Number of Concurrent Stream Publish Jobs

Starting with Interplay v2.3, performance of the Stream Publish service is designed to take advantage of multiple processors. If you upgrade from an earlier version of the Stream Publish service, you will need to modify a setting in the DMSPubService.ini file to take advantage of this feature.



*For a new installation, the DMSPubService.ini file is not created until the Stream Publish service is fully configured and started.*

### **To set the maximum number of stream publish jobs:**

1. On the Stream Publish provider, open the following file in Notepad or another text editor:  
C:\Documents and Settings\user\_name\Stream Publish Service\DMSPubService.ini
2. Edit the following line to specify the maximum number of jobs:

@5%?MaxJobs=4

The default is 4. Avid recommends that you specify a number that matches the number of processors in your Stream Publish provider.

# **G** Automating the Stream Publish Service



*In Interplay v2.4, the Interplay Stream Server was re-engineered to directly play MPEG-4/H.263 and H.264 video media and MPEG1 Layer 2 audio media. There is no longer any need to use the Publishing service or Workflow Engine to create QuickTime reference movies for streaming play. Double-click a clip that uses proxy media supported for streaming and the clip plays in the Monitor.*

*The information in this chapter is provided for reference only.*

The following topics describe how to set up and use the Auto Publish workflow:

- [Understanding the Auto Publish Workflow](#)
- [Check List for Auto Publish Workflow](#)
- [Verifying the Workflow Engine Database](#)
- [Importing Auto-Publish Flow Charts](#)
- [Modifying the Flow Chart Settings](#)

## Understanding the Auto Publish Workflow

The Auto Publish workflow automates the Stream Publish service through software called the Avid Interplay Workflow Engine. After you install and configure the Workflow Engine, it periodically scans the Interplay database and listens for Media Indexer creation notifications. If it finds proxy media, it prompts the Stream Publish provider to create a QuickTime reference movie that points to the media.

The Auto Publish workflow also automates stream publishing during ingest. See [“Stream Publishing Media During Ingest” on page 343](#).

The Auto Publish workflow is supported by three flow charts in the Avid Interplay Workflow Engine. The Workflow Engine uses defined tasks in these flow charts that execute appropriate actions. Avid provides pre-configured flow charts that consist of triggers, actions, and flows to complete a particular job.

The Avid Service Configuration in the Avid Service Framework tool lets you set up these pre-configured flow charts.



To use the Auto Publish workflow you need to create a Avid Interplay Stream Publish profile. See “Creating a Stream Publish Service Profile” on page 339.

### Changing the Hostname of the Workflow Engine System

If the hostname of the Workflow Engine system is changed, then the Avid Service Configuration tool will fail to connect to the Workflow Engine. You need to remove the following files, and then restart the Avid Service Configuration tool to allow it to connect to the Workflow Engine.

```
C:\Documents and Settings\username\.fluxwebapp.properties
C:\Windows\System32\config\systemprofile\.fluxwebapp.properties
```

## Check List for Auto Publish Workflow

The following table provides a check list for installing and configuring the Interplay Workflow Engine service in an Avid shared-storage environment for performing the auto publish process. The check list provides references where to find more information about each step.



Do not install the Interplay Workflow Engine on the same system as the Avid Interplay Media Services Engine, because each engine requires its own Microsoft SQL Server 2005 Express database.

### Automatically Publishing QuickTime Reference Movies Check List

Task	Section Reference
<input type="checkbox"/> Make sure the Interplay workgroup is setup for Avid Interplay Stream Publish service and Avid Interplay Auto Publish support software.	See the <i>Avid Interplay Software Installation and Configuration Guide</i> and “Check List for Stream Publish Workflow” on page 328.
<input type="checkbox"/> Configure the Workflow Engine database.	See “Verifying the Workflow Engine Database” on page 348.
<input type="checkbox"/> Import the Auto-Publish flow charts using the Workflow Engine Repository.	See “Importing Auto-Publish Flow Charts” on page 351.
<input type="checkbox"/> Set the Action properties for the Auto-Publish flow charts.	See “Modifying the Flow Chart Settings” on page 355.
<input type="checkbox"/> (Option) Monitor the workflow using the Avid Service Diagnostic tool.	For more information about Avid Service Framework, see the <i>Avid Service Framework User’s Guide</i> .

# Verifying the Workflow Engine Database

Before you can use the Workflow Engine you need to verify the SQL database settings. The Avid Service Configuration in the Avid Service Framework tool provides settings for configuring the database.

## To verify the Workflow Engine database settings:

1. Open the Avid Service Configuration tool.
  - ▶ Click Start and select Programs > Avid > Avid Service Framework > Avid Service Configuration.

The Select Workgroup dialog box opens.



*The Select Workgroup dialog box does not open if you previously selected the option to “Always select and use this workgroup.” When you select this option, the Select Workgroup dialog box no longer opens when you start the application. The default workgroup is selected, and the Avid Diagnostics window opens. To change this option and display the Select Workgroup dialog box, click the Login tab of the Avid Framework Workgroup Properties application and clear the check box for the option.*

2. (Option) If the Select Workgroup dialog box opens, select the workgroup you want to connect to and click Select.

The Avid Service Configuration window opens.

3. From the Directory pane, click the Hosts tab and click *workflowsystem* > Avid Interplay Workflow Engine.


The Administrator Password Needed dialog box opens.

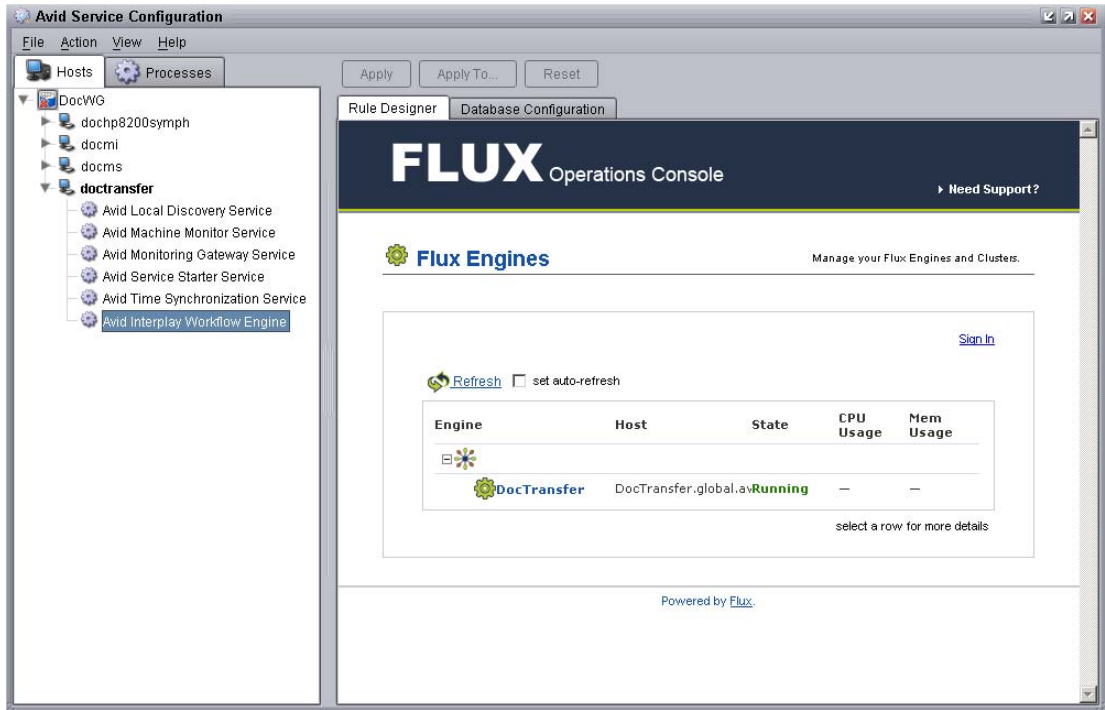
4. Type the Avid Service Framework Administrator password and click OK.



*By default, Avid Service Framework does not require a password. When a password is used, it is set through the System Configuration Service. Check with your system administrator for the correct password.*

The following illustration shows the Workflow Engine with the default window.

 *If an Internet Explorer message box opens instead of the Workflow Engines default window, see “Allowing Internet Explorer to Access the Avid Interplay Workflow Engine Server” on page 350.*



5. Click the Database Configuration tab in the Configuration pane.

The SQL database settings display. This graphic shows the default settings. You should not have to change these settings.



## Allowing Internet Explorer to Access the Avid Interplay Workflow Engine Server

When configuring the Avid Interplay Workflow Engine from a system running the Microsoft Windows 2003 Server operating system, you need to change the Internet Explorer security settings to allow access to the system with the Avid Interplay Workflow Engine.

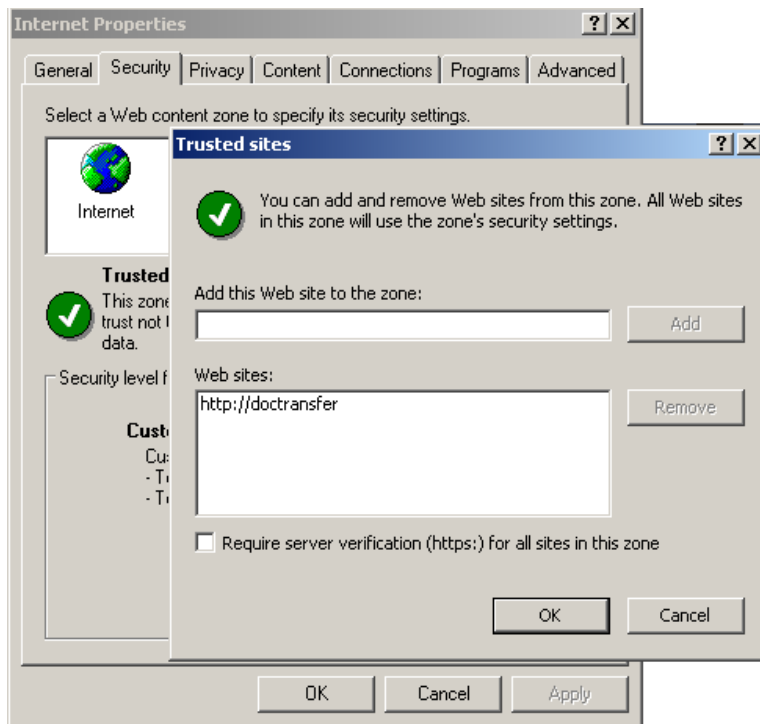
By default, this Internet Explorer message displays when you try to access the Avid Interplay Workflow Engine from the Avid Service Configuration tool. You can use the procedure in this section to change the Internet Explorer security level to allow access to the Avid Interplay Workflow Engine server.



### To allow access to the Avid Interplay Workflow Engine server:

1. Click Start and select Settings > Control Panel > Internet Options.
2. Click the Security tab and click Trusted Sites.

3. Click Sites.
4. In the Trusted Sites dialog box, do the following:
  - a. In the Add this Web site to the zone text box, type the hostname of the Avid Interplay Workflow Engine server using a url format, `http://hostname`.
  - b. Click Add.
  - c. Deselect “Require server verification (https:) for all sites in this zone.”
  - d. Click OK.



## Importing Auto-Publish Flow Charts

Avid provides pre-configured flow charts that are required for automating the Stream Publish workflow process. You use the Repository of the Workflow Engine to import the Auto-Publishing flow charts.

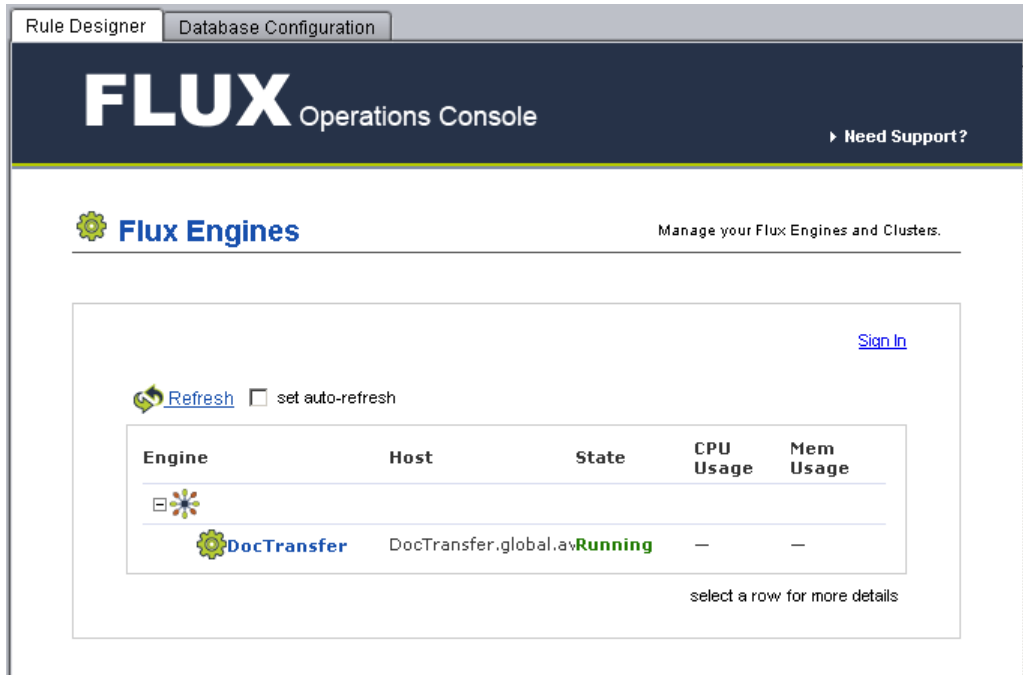
There are three flow charts needed for the Auto-Publishing workflow:

- MIMediaAdded flow chart— This flow chart listens to the Interplay Media Indexer’s media creation notification and forwards media that is appropriate for WAN Publishing to the AutoPublishing flow chart.
- ScanClipsForPublishing—This flow chart scans the Interplay database for clips that are appropriate for WAN Publishing and forwards the results to the AutoPublishing flow chart.
- AutoPublishing—This flow chart accepts media files and clips from the MIMediaAdded and the ScanClipsForPublishing flow charts. The media and clips received are sent to the Interplay Publishing service for processing. After the request is completed the request is removed from the Media Services Status window. Failed requests remain in the Media Services status window.

**To import Auto-Publishing flow charts:**

1. Open the Avid Service Configuration window and select the Avid Interplay Workflow Engine.
2. Click the Rule Designer tab.

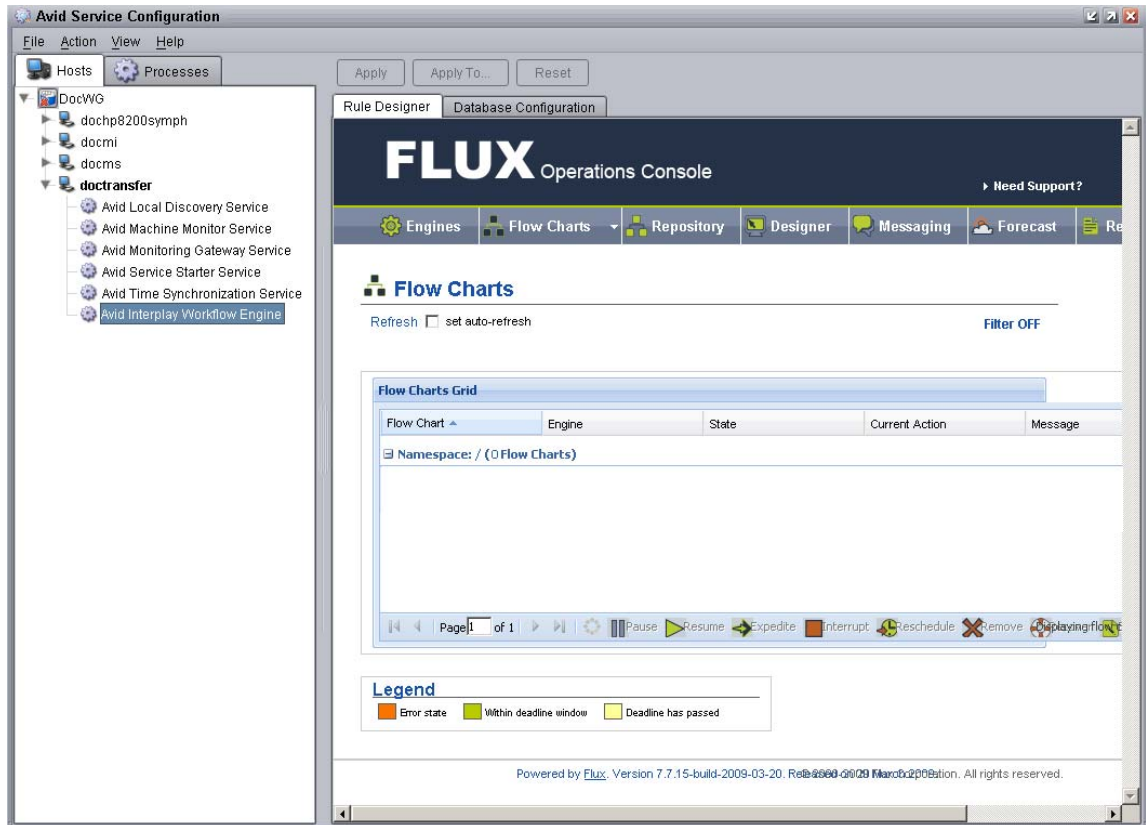
The default Avid Interplay Workflow Engine page opens displaying the name of the system running the Avid Interplay Workflow Engine and its status.





3. Click the Interplay Workflow Engine computer name. In this example the computer name is DocTransfer.

The Flow Charts page opens.



4. Click Repository.

The Repository page opens.

5. Click Add to Repository and browse for the flow chart you need to import:

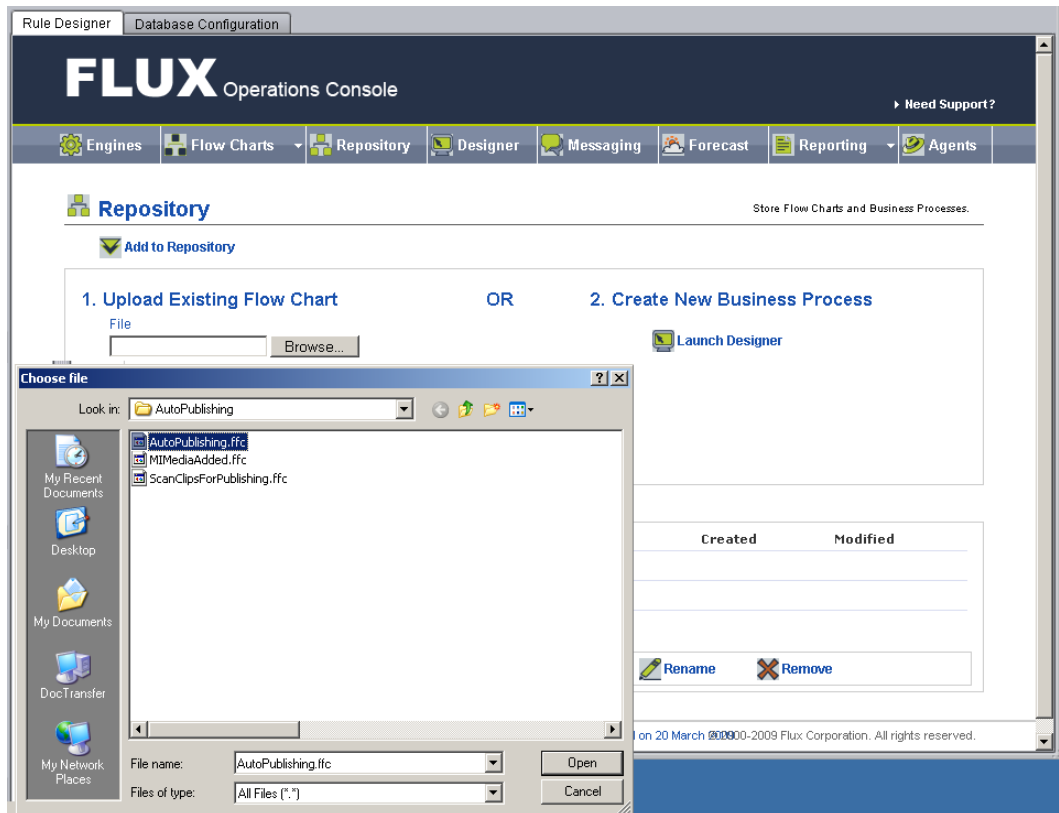
- MIMediaAdded.ffc
- ScanClipsForPublishing.ffc
- AutoPublishing.ffc

The default location for the flow charts is:

C:\Program Files\Avid\InterplayWorkflowEngine\WorkflowEngineService\state\plugins\flowcharts\AutoPublishing

This example shows the Auto-Publishing flow chart selected.

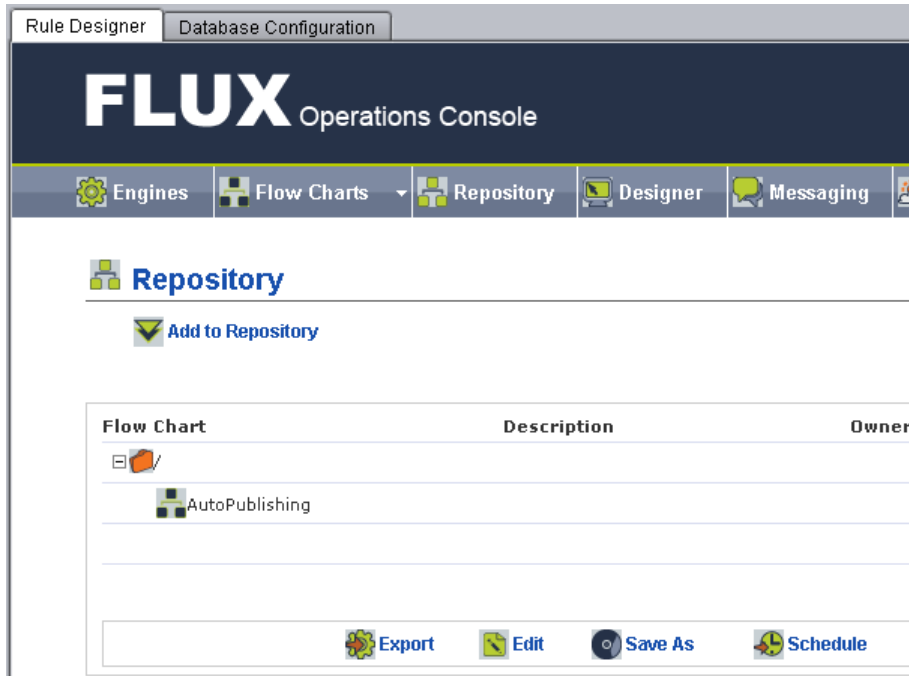
 *The flow chart files use the .ffc file extension.*



6. Click Open.

7. Click Upload.

This example shows the AutoPublishing flow chart is now available in the Repository.



8. Repeat this procedure until all three Auto-Publishing flow charts are imported.

## Modifying the Flow Chart Settings

The Auto-Publishing flow charts have their actions, flows and executions configured. However, you need to configure the first action of the ScanClipsForPublishing and AutoPublishing flow charts with specific information about your workgroup environment. After you modify the first action's settings, the other actions and triggers in the flow chart update automatically with the setting values from the first action.



*Avid recommends not changing settings in any actions or triggers, other than the first action.*

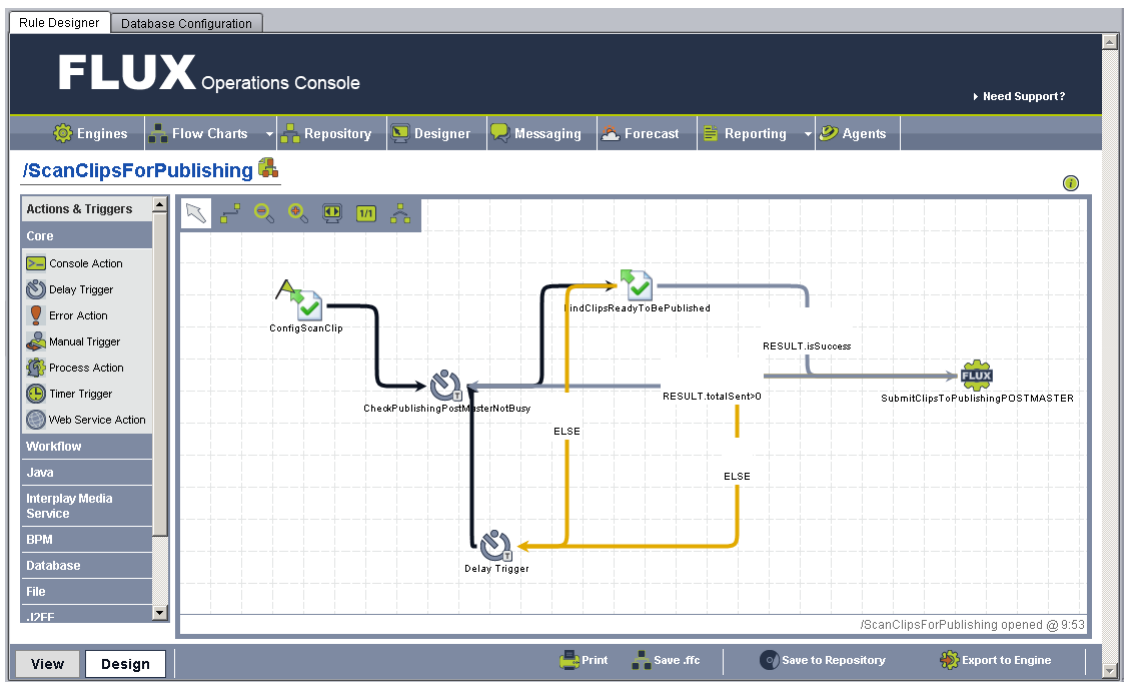
**To modify settings in the Auto-Publishing flow charts:**

1. On the Workflow Engine Repository page, select a flow chart from the Flow Chart list.
  - ▶ ScanClipsForPublishing flow chart
  - ▶ AutoPublishing flow chart

The MIMediaAdded flow chart does not require any changes to its configuration.

2. Click Edit.

The Repository page changes to display the flow chart. This example shows the ScanClipsForPublishing flow chart.



3. Right-click the first action in the flow chart and select Action Properties. In this example, the first action is named ConfigScanClip.

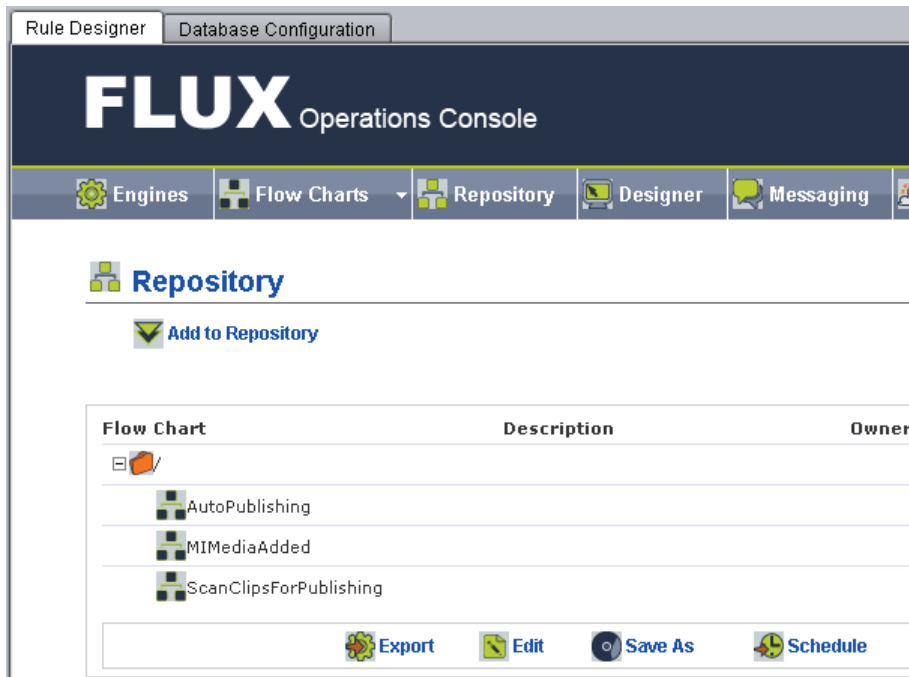
The Action Properties dialog box opens.

4. Type the information for your workgroup environment in the various properties text boxes.

Properties Name	Description
Name	Do not change the default setting.
InterplayEngineHostname	Type the host name of the Interplay Engine server.
MediaServiceHostname	Type the host name of the Interplay Media Services server.
MediaServiceProfile	Type the name of the Interplay Media Services Stream Publish profile for this action. See <a href="#">“Creating a Stream Publish Service Profile” on page 339</a> .
MediaServiceUserName	Type the user name of the account you use to log into the Interplay Administration tool.
MediaServiceUserPassword	Type the password for the user name of the account you use to log into the Interplay Administration tool.
WorkflowEnginePublisher	Do not change the default setting. Displays the name of the postmaster. This value is the location where the Workflow Engine looks for new jobs.

5. Click OK.
6. Click “Save to Repository” to save the Repository to the database.

7. Repeat this procedure for the other flow chart for the Auto-Publishing workflow.
8. Click Repository to open the Repository page.



9. To export the flow chart to the Workflow Engine, do the following for each flow chart:
  - ▶ Select a flow chart and click Export.

After you export the three flow charts, they begin to run and the Auto Publish workflow begins.
10. Click Flow Charts to open the Flow Charts page and verify the three flow charts are running.
11. (Option) To see the interactions of the flow charts, use the Avid Service Diagnostic tool.

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