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

Version 2.2

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Contents

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.
Bold font	Bold font is primarily used in task instructions to identify user interface items and keyboard sequences.
Italic font	Italic font is used to emphasize certain words and to indicate variables.
`Courier Bold font`	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 CD or DVD 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/readme.

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/onlinesupport. 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 User Guides on the Interplay Portal

You can quickly access the Interplay user guides from any system in the Interplay environment.

To open the Interplay Portal web page:

1. Type the following line in your 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 page.

Avid Training Services

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For information on courses/schedules, training centers, certifications, courseware, and books, please visit 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

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.
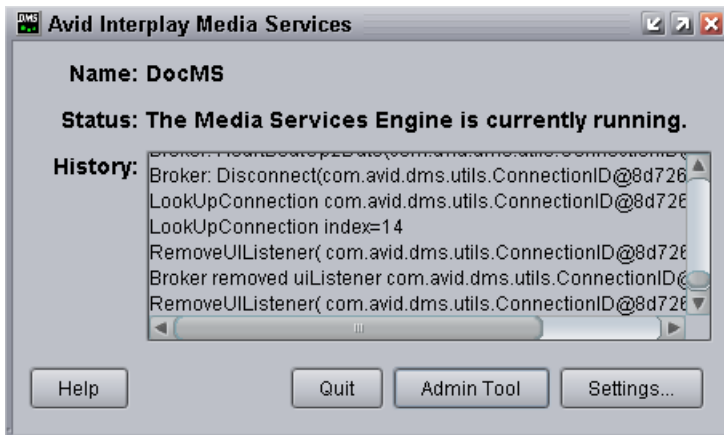
The Avid Interplay Media Services window provides access to the Media Services and Transfer Status tool through the Admin Tool button. See "Understanding the Avid Interplay Media Services and Transfer Status Tool" on page 23.

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 33.

For information on starting the Interplay Media Services Engine, see "Starting the Interplay Media Services Engine" on page 36.

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*.
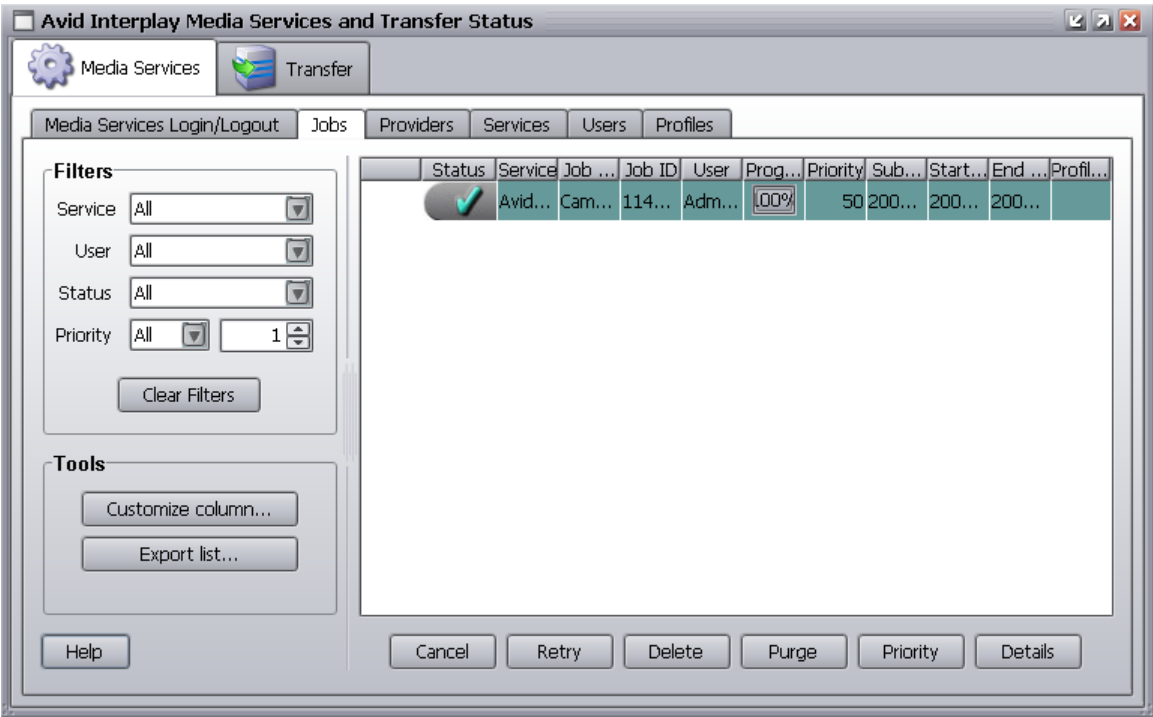
The Media Services and Transfer Status tool is installed with the Media Services Engine. You can install it on another computer from the Individual Optional Installers page of the Interplay Installation DVD, so that you can manage Interplay Media Services from that computer. The tool is also installed 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 37.

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 "Working with the Transcode Service" on page 81.
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 "Working with the Archive and Restore Services" on page 117.
Avid Interplay Stream Publish service	Lets you create QuickTime reference movies that refer to MPEG-4 video files 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 "Working with the Stream Publish Service" on page 171 and "Automatically Publishing QuickTime Reference Movies" on page 191.
Avid Interplay Copy service	Lets you copy assets (metadata) and their media files from one workgroup to another. For more information, see "Working with the Copy Service" on page 205.
Avid Interplay Move service	Lets you move media files from one Avid Unity ISIS workspace to another. For more information, see "Working with the Move Service" on page 249.
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 "Working with the Delivery Service" on page 269.

Interplay Media Services Service Providers (Continued)

Service	Description
Avid Interplay Auto Media Service • Auto Archive • Auto Transcode • Auto Transfer • Auto Copy	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. *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.* For installation instructions, see the *Avid Interplay Software Installation and Configuration Guide*.
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. For more information, see "Exporting and Transferring Long GOP OP1a Media in the Background" on page 291.
Avid Interplay ProEncode™ service	Provides integration to AnyStream™ and Telestream for non-Avid format transcode services (for example, transcoding from an Avid resolution to Windows Media File format). For more information, see "Working with the ProEncode Service" on page 311.

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 29.

Media Services Service Provider	Documentation
Interplay Transcode service	"Check List for Transcoding Assets" on page 82
Interplay Archive service Interplay Restore service	"Check List for Archiving and Restoring Assets" on page 119
Interplay Stream Publish service	"Check List for Stream Publish Workflow" on page 175 and "Check List for Auto Publish Workflow" on page 192.
Interplay Copy service	"Check List for Copying Assets to Another Workgroup" on page 209
Interplay Move service	"Check List for Moving Assets to Another Workspace" on page 252
Interplay Delivery service	"Check List for the Delivery Service" on page 270
Interplay STP Encode service	"Check List for Transferring Long GOP OP1a Media in the Background" on page 295
Interplay ProEncode Provider	"Check List for Using ProEncode" on page 312

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.

1 **Working with the Avid Interplay Media Services System**

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
☐ Add the Interplay Media Services server to the Interplay workgroup.	See the *Avid Interplay Software Installation and Configuration Guide*.
☐ Make sure an Interplay Media Services administrator account is set up on Avid Unity.	See the *Avid Interplay Software Installation and Configuration Guide*.
☐ 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
☐ Install the Interplay Media Services Engine software and the supporting software. • Avid Service Framework for Client • Avid Interplay Access • Avid Interplay Media Services	See the *Avid Interplay Software Installation and Configuration Guide*.
☐ Configure the SQL Server.	See "Configure Microsoft SQL Server 2005" on page 359
☐ Register the Media Services Engine in the Interplay workgroup.	See "Registering the Media Services Engine in an Avid Interplay Workgroup" on page 30.
☐ Configure the Media Service Engine. • Setup e-mail notifications • Identify the workgroup's Interplay Engine system • Setup auto-purging of jobs	See "Configuring the Media Services Engine" on page 33.
☐ Start the Avid Interplay Media Services Engine software.	See "Starting the Interplay Media Services Engine" on page 36.
☐ Install and configure any Media Services service providers.	See "Check Lists for Setting Up and Using Service Providers" on page 27.

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 27.

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.
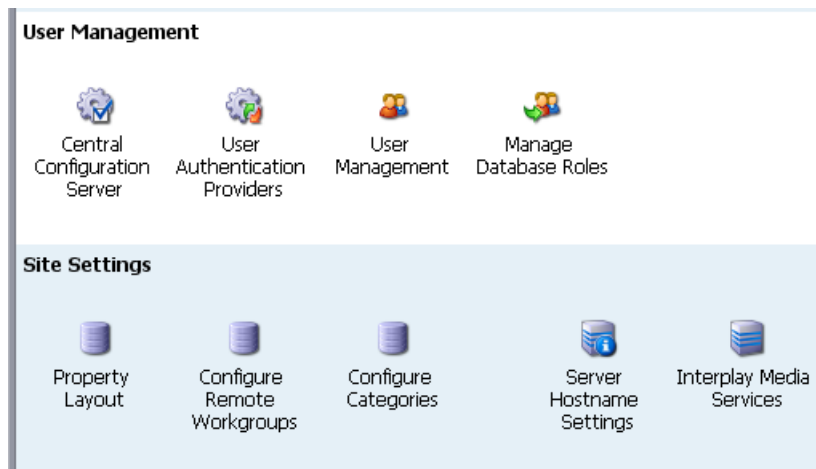
    The Server Hostname Settings window opens.

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 272.*
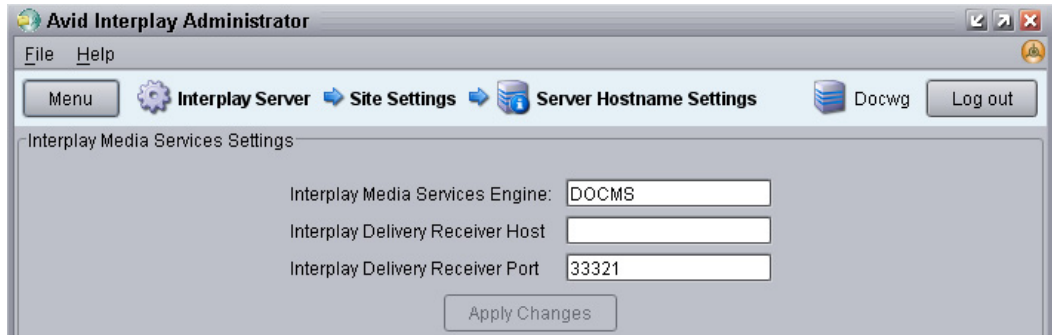
5. (Option) While you have the Server Hostname Settings window open, it is a good time to check whether you have entered the name of the workgroup in the Workgroup and MediaIndexer Settings area of the window. The Avid Instinct and Avid Interplay Assist applications use this setting to locate the Media 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. The auto-purge settings take effect immediately, you do not have to restart the Interplay Media Services Engine.

 - You can set a start time for the auto purge to begin within 15 minute intervals.

 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.

 - You can choose to purge pending jobs, cancelled jobs, completed jobs, and error jobs. For the chosen jobs type, all jobs for all services for all users are purged.

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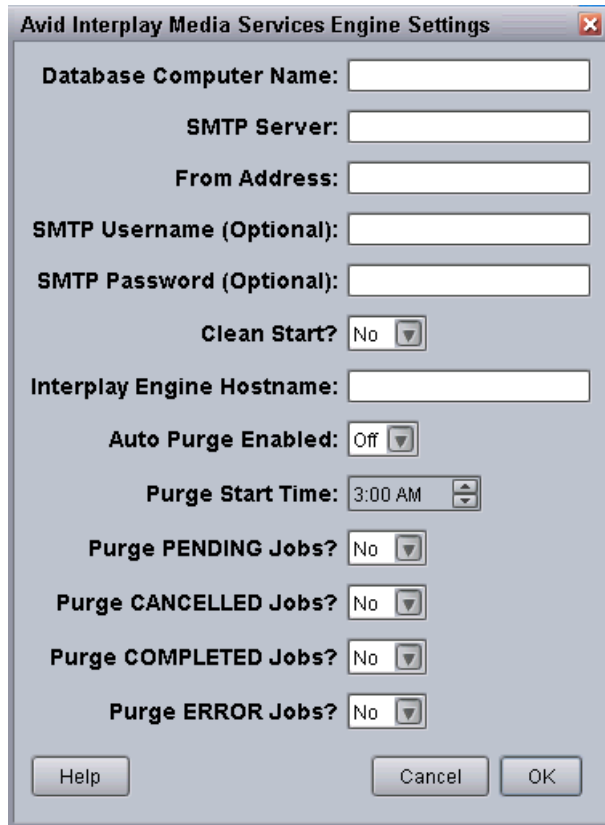
📄 *The History area on the Avid Interplay Media Services Engine window provides information about the auto purge settings, such as any changes made to the settings.*

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.

3. Type localhost 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 is 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) From the Auto Purge Enabled menu, select On.

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.

   Jobs are automatically purged depending on 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.

9. 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.
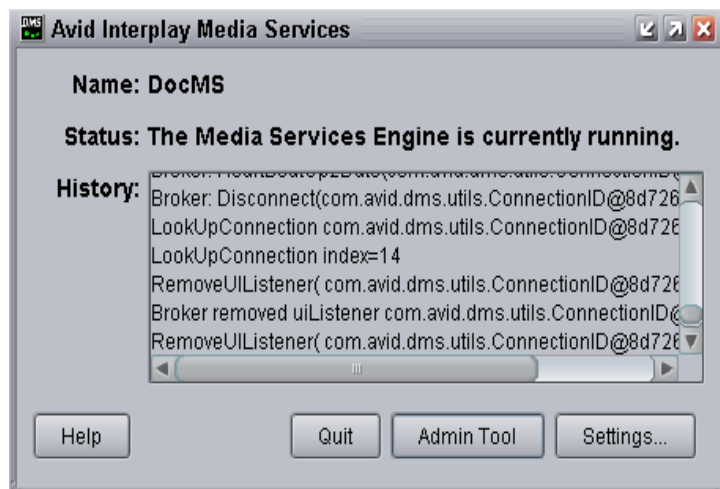
3 Using the Media Services and Transfer Status Tool

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

For an overview of the Media Services and Transfer Status tool, see "Understanding the Avid Interplay Media Services and Transfer Status Tool" on page 23.

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 Installation DVD. 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:

Media Services Status Administration Tool Pages

Page	Description	Section Reference
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 "Using the Jobs Page" on page 40.
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 "Using the Providers Page" on page 51.
Services	Displays a list of services and service information. Lets you install and delete services.	See "Using the Services Page" on page 54.
Users	Displays a list of user accounts. Lets you create and delete accounts, depending on your level of privilege.	See "Using the Users Page" on page 57.
Profiles	Lets you create templates to use when performing an operation.	See "Working with Media Services Profiles" on page 75.

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

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 42.

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

Jobs Page Column	Description
Status	The colors and icons in the display indicate the status of the job: • Yellow bar with no icon = Job is processing. • Green bar with Check Mark icon = Job is completed. • Gray bar with Stop icon = Job has been canceled. • Caution icon = Job has failed with an error. • Gray bar with no icon = Job is pending or is in a queue. For information on changing the status reporting of jobs, see "Customizing the Reporting of Service Job Status" on page 42.
Service	The name of the service to which the job was sent.
Job Name	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. *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.*
Job ID	A number automatically generated by the Media Services Engine.
User	The name of the user who submitted the job. *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.*
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.

Jobs Page Column	Description
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:

Job Status Display	Description
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 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 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.
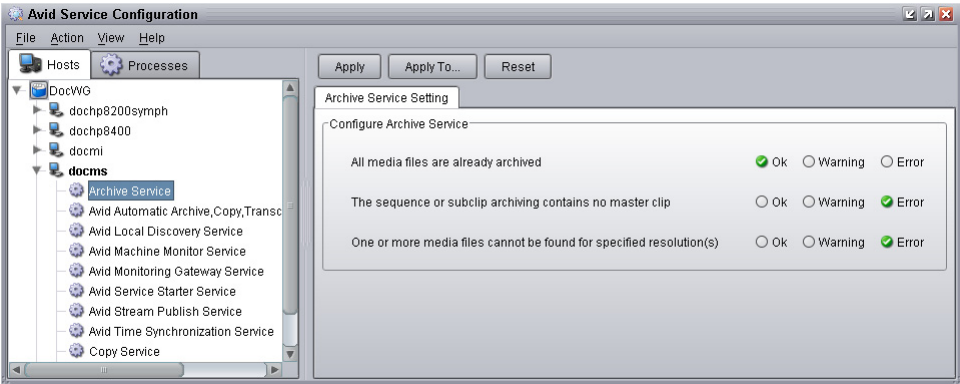
7. Select the type of status you want to display for each job condition.

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 37.

   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 37.

   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 37.

2. On the Jobs page, select the job that you want details about.

3. Click the Details button.

   The Job Details window opens.
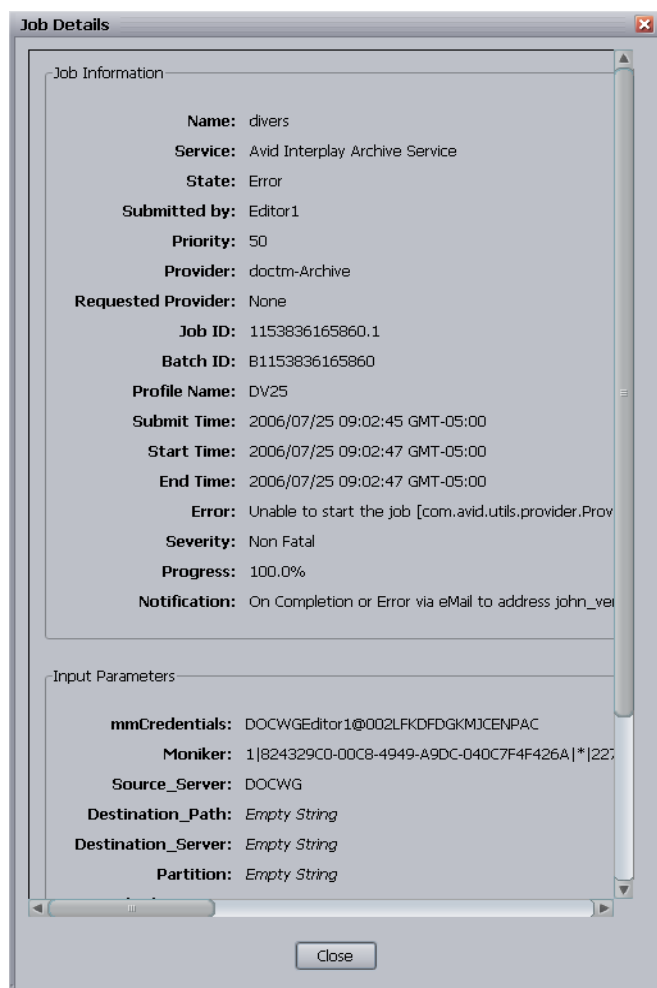
Job Details Window

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

Entry	Description
Job Information	
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, if one was specified.
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 33.

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 37.

2. On the Jobs page, click the Purge button.

   The Purge Jobs dialog box opens.
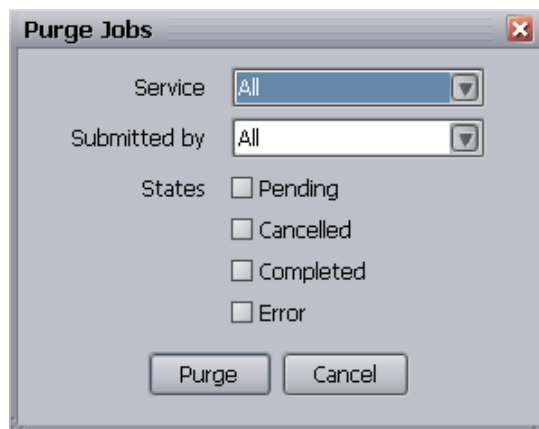
3. Click the Service menu, and select the applicable service.

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 37.

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 37.

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 37.

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 37.

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 37.

   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

For information about using the Providers page to register a provider, see "Registering the Provider" on page 65.

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 37.

2. Click the Providers tab.

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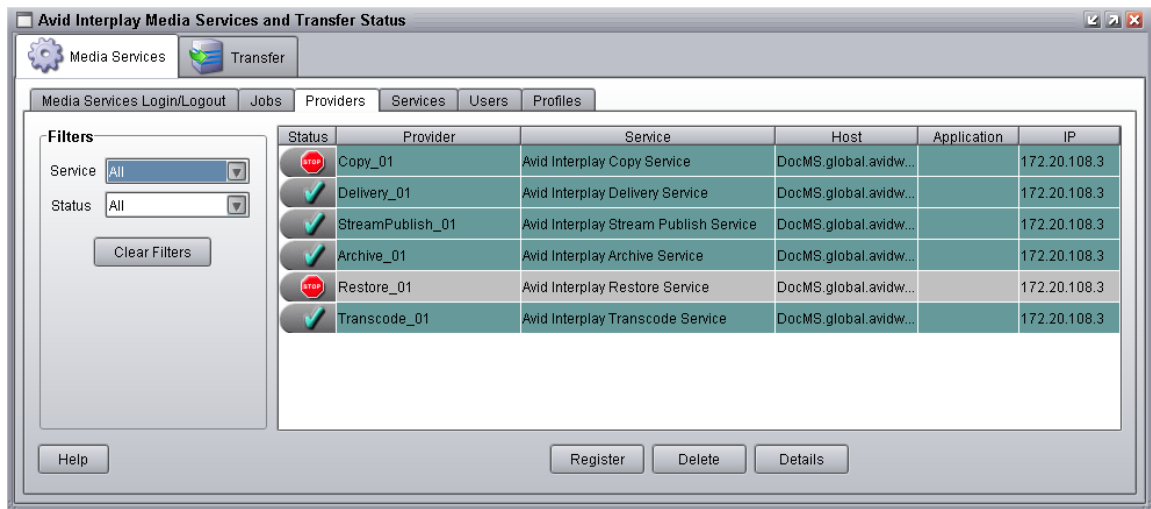
The following table describes the information displayed on the Providers page.

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 37.

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 37.

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.

Providers Page	Description
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 37.

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 "Registering the Provider" on page 65.

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 "Installing a Service Description" on page 62.

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 37.

2. Click the Services tab.

   The Services page opens.
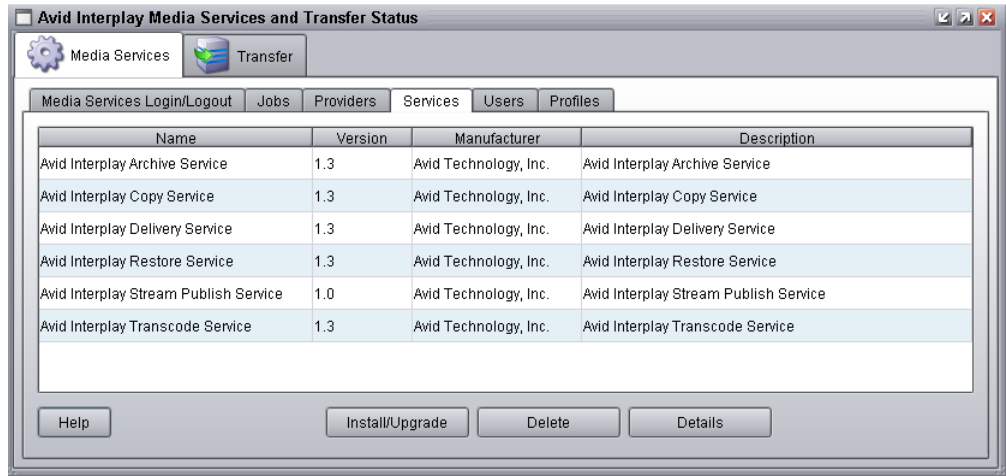
Displaying Details About a Service

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 37.

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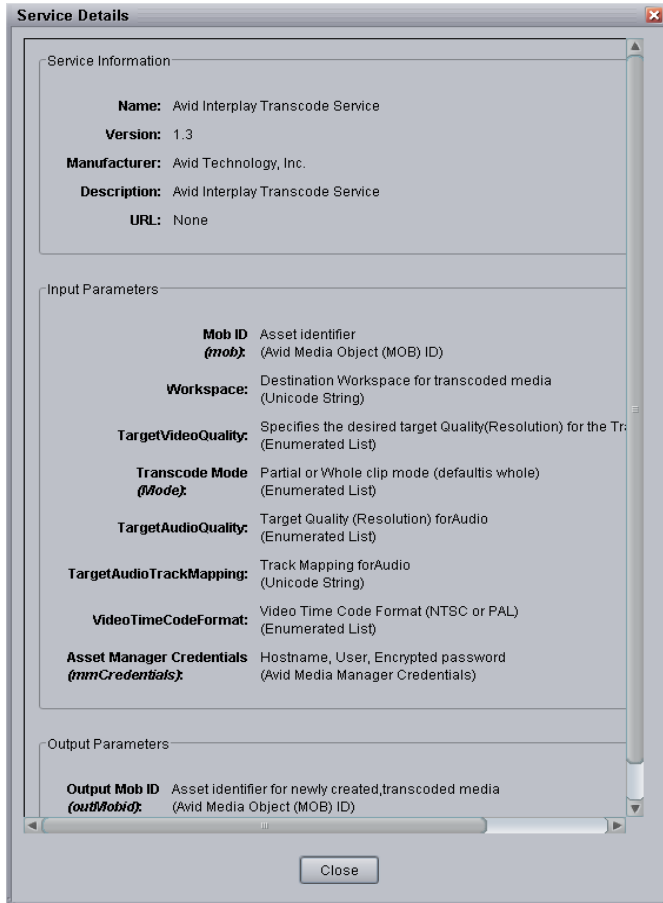
The specific information displayed on the Service Details page differs for each installed service.

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 53.

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 37.

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 53.

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 "Installing a Service Description" 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 33). 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 37.

2. Click the Users tab.

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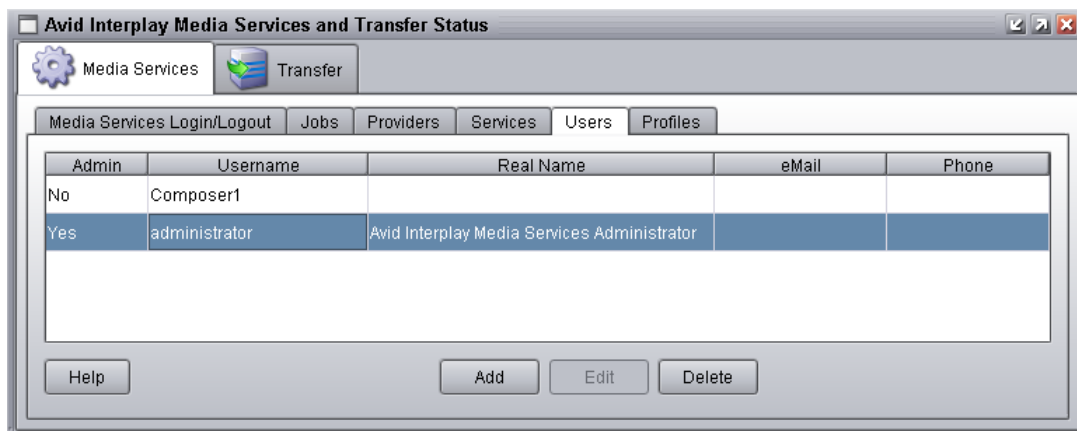
Setting Up User Accounts

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 37.

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 37.

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 37.

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 a service, 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 24 and the chapter that provides information about the service.

The following topics provide information about the required tasks:

- Understanding Service Descriptions and Service Packages
- Installing a Service Description
- Registering the Provider
- 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

Understanding Service Descriptions and Service Packages

Before you can use a service or register a provider, you must install the service description. When you install the provider software on a provider system, a .zip file is also installed. This .zip file (or *service package*) contains a service description file, which tells the Media Services Engine the parameters for a given service and allows providers to be configured. In some cases it may also contain other supporting files for the service.

You only need to install the service description once for each service, even if you are configuring multiple providers.

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

Service	File Name of Service Package
Avid Interplay Transcode	TranscodeService.zip
Avid Interplay Archive	Archive.zip
Avid Interplay Restore	Restore.zip
Avid Interplay Stream Publish	Publishing.zip
Avid Interplay Copy	CopyMedia.zip
Avid Interplay Move	MoveMedia.zip
Avid Interplay Delivery	PTFService.zip
Avid Interplay ProEncode	ProEncode.zip
Avid Interplay STP Encode	LongGOPExport.zip

> *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 153.*

Installing a Service Description

You use the Media Services and Transfer Status tool to install the service description (see "Understanding Service Descriptions and Service Packages" on page 61).

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

> *Before you upgrade a service, see "Rules for Upgrading a Service and Preserving Profiles" on page 72*

> *For the Avid Interplay ProEncode service installation, you must install the service description using the Media Services and Transfer Status tool on the Interplay Media Services server. You cannot use a remote system. This allows the appropriate files that are needed for communication through port 8080 and http to be placed on the Interplay Media Services server. You can install the Interplay ProEncode provider software on a server other than the Media Services server. You must, however, have access to the location of the*

ProEncode.zip file, which is installed with the provider software. You can also copy the ProEncode.zip file from the provider system to the Interplay Media Services server before you install the ProEncode service.

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 37.

2. Click the Services tab.

   The Services page displays the currently configured services.
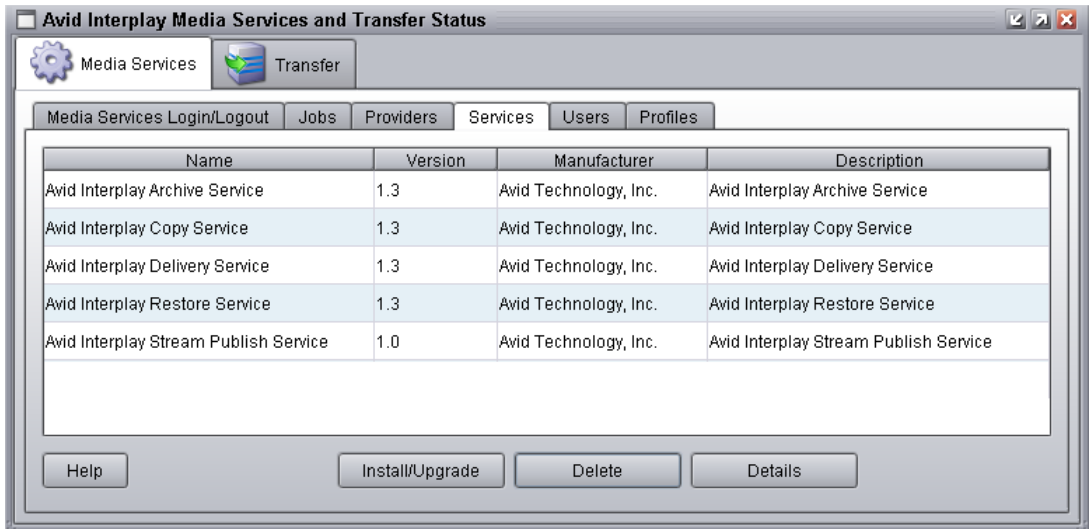
3. Click Install/Upgrade.

   The Install/Upgrade Service dialog box opens.
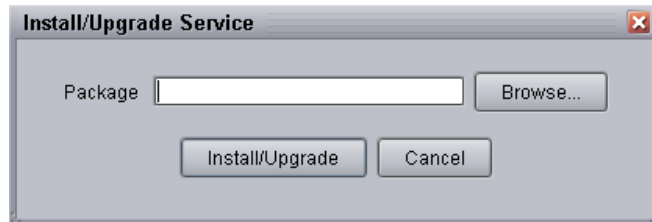
4. Click the Browse button and navigate to the folder containing the service package (.zip file). Make sure you have access to the folder.

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\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 "Understanding Service Descriptions and Service Packages" on page 61.

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

The following illustration shows the TranscodeService.zip file selected.
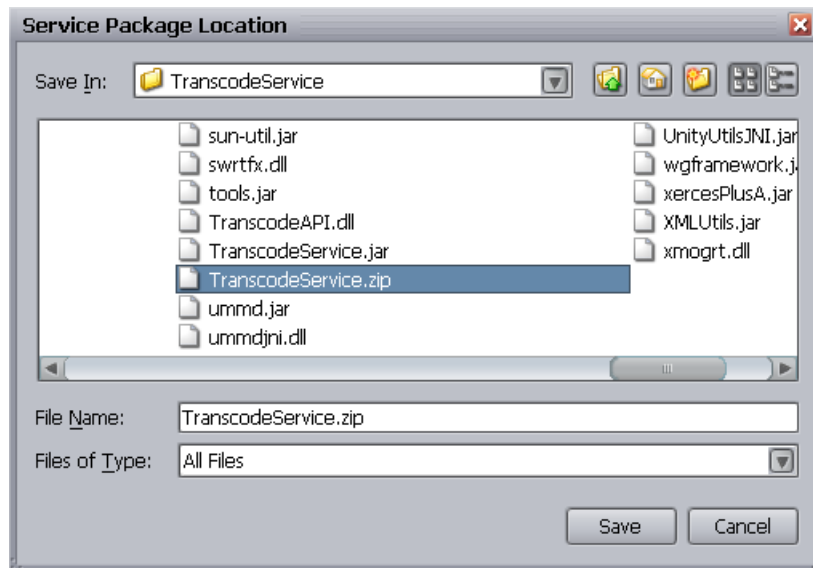
6. Click Save.

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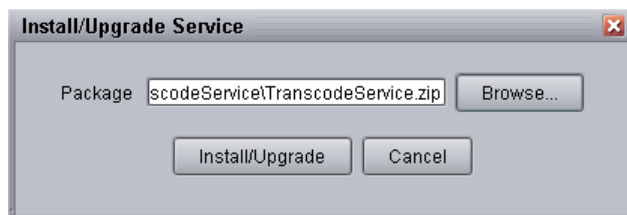
7. Click Install/Upgrade.

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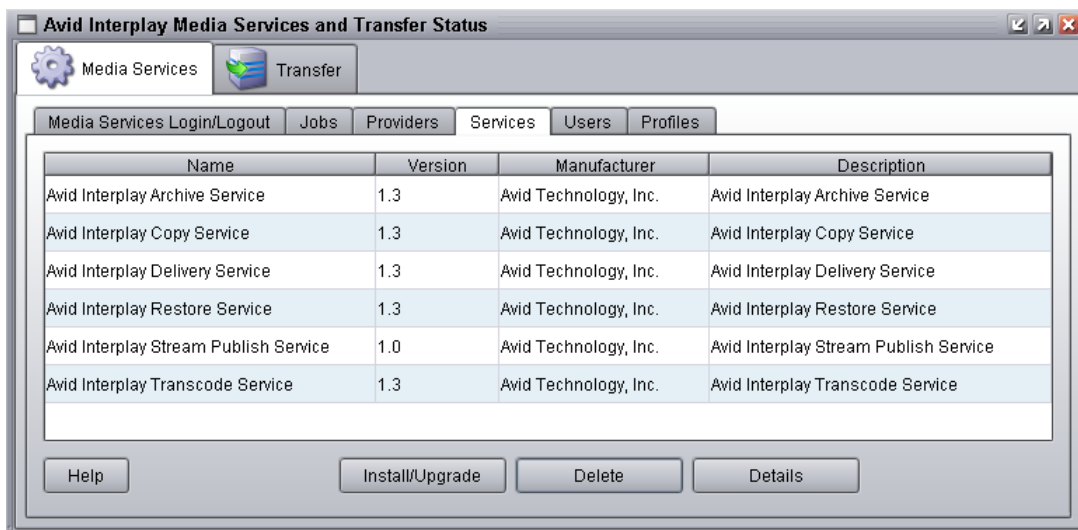
Registering the Provider

After you install a service description, you need to register the 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. In some cases it passes the information to other applications.

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 37.

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. For a list of services, see "Understanding Service Descriptions and Service Packages" on page 61.

   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.
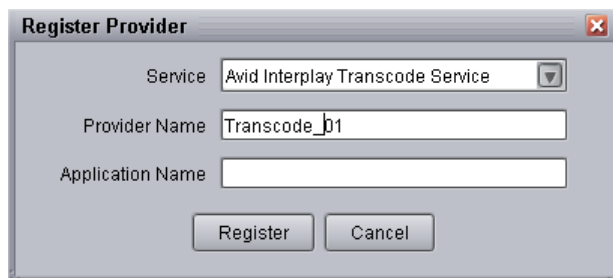
5. Click Register.

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 67.
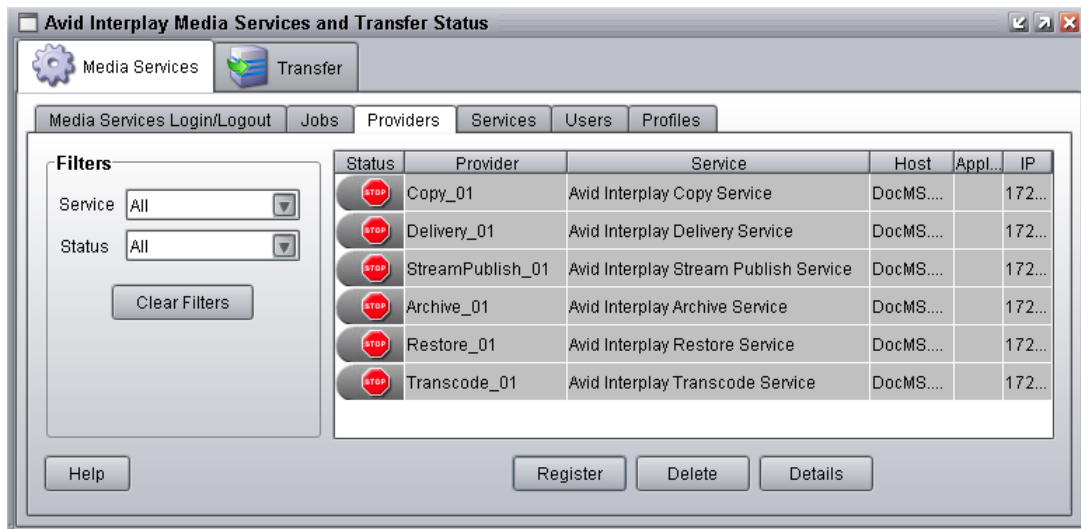
Connecting a Provider to the Media Services Engine

After you install a service description and register the provider, you need to connect the provider to the Media Services Engine. You can use the following procedure as an example. For specific procedures for the various services, see "Understanding the Various Media Services" on page 24.

The following procedure uses the Transcode service as an example.

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 — Type the name of the provider you specified in "Registering the Provider" on page 65. 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 either Yes or No (default) to automatically connect to the Media Services Engine when the application starts.

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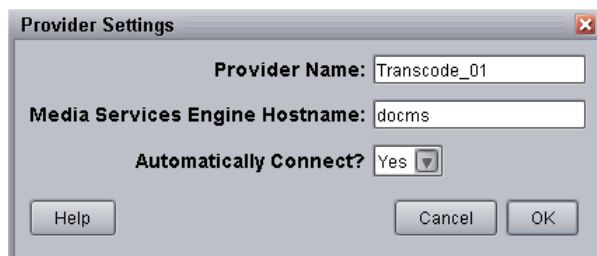
4. Click OK.

5. Click Connect in the service dialog box.

   The following example shows the Transcode Service.

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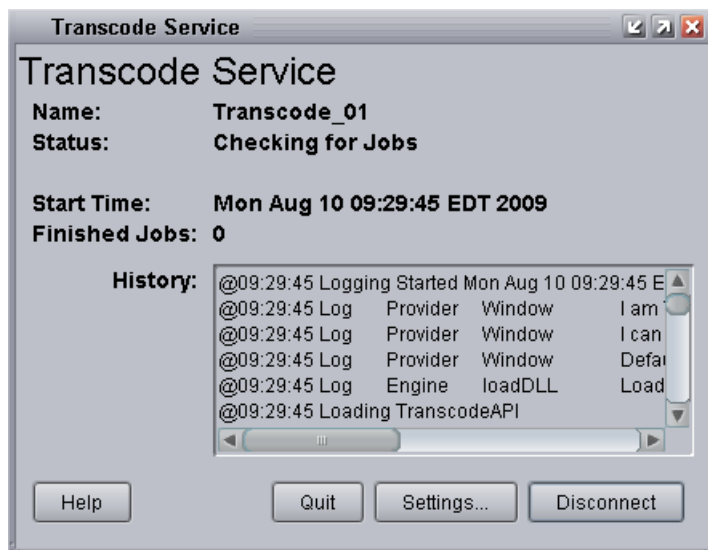
   The Provider page in the Media Services and Transfer Status tool now shows that the service is connected, indicated by a check mark in the Status column.
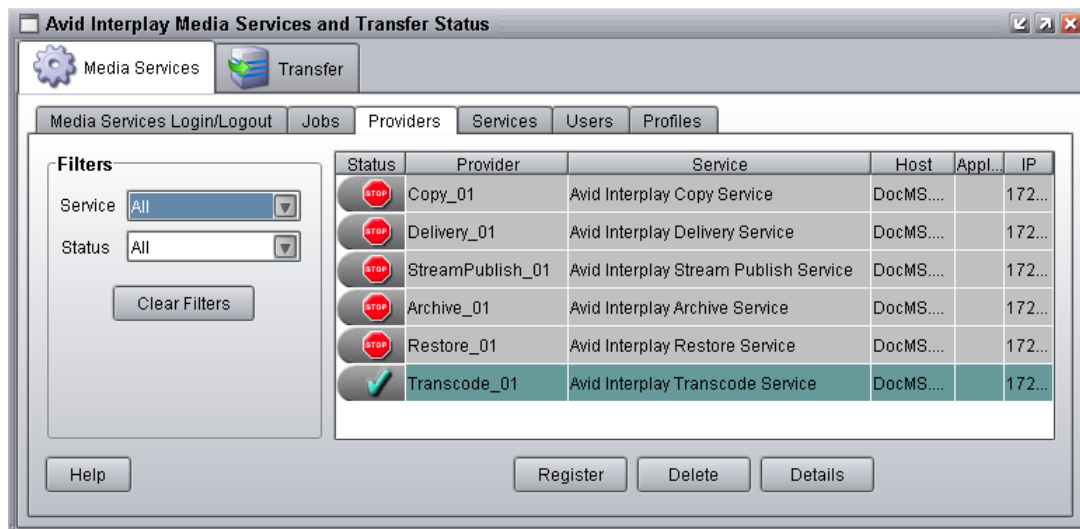
Starting the Service Provider

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 37.

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 70.
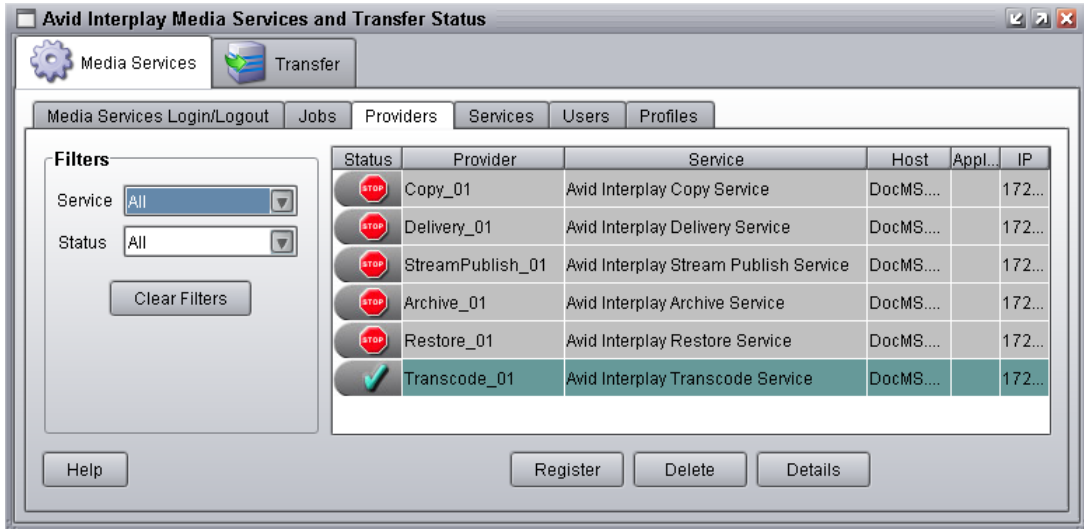
Auto services, such as Auto Archive, do not appear in this list. Use the Avid Service Framework Configuration window to verify that an Auto service is running. See "Verifying That the Auto Archive Service is Running" on page 156.

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.

• When upgrading a the ProEncode service, you must install the service using the Media Services and Transfer Status tool on the Interplay Media Services server. For other services, you can use the tool remotely. See "Installing a Service Description" on page 62.

- 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 75.

> *You can modify multiple profile setting values using the Profiles page. For information, see "Modifying Multiple Profiles" on page 78.*

- 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.

4 **Installing Services and Registering Providers**

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

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 78.

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 72.

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	"Creating a Interplay Transcode Service Profile" on page 92
Interplay Archive Service Interplay Restore Service	"Creating an Interplay Archive or Interplay Restore Profile" on page 141
Interplay Copy Service	"Using an Interplay Copy Service Profile" on page 220
Interplay Move Service	"Creating a Avid Interplay Move Service Profile" on page 262
Interplay Stream Publish Provider	"Creating a Stream Publish Service Profile" on page 185
Interplay Delivery Provider	"Creating an Avid Interplay Delivery Profile" on page 282
Interplay ProEncode Provider	"Creating an Interplay ProEncode Provider Profile" on page 316

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 37.

2. Click the Profiles tab.

3. In the Service menu, select a service, for example, Avid Interplay Transcode Service.
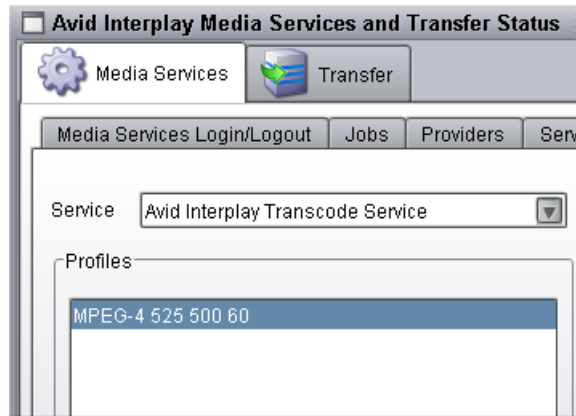
4. Click Add in the Profiles area.

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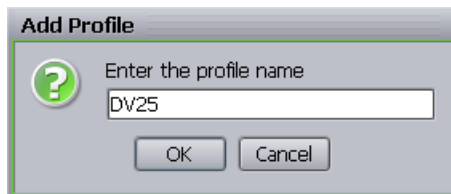
5. Type a descriptive name for the new profile in the Add Profile dialog box. This is the name that users see when they right-click an asset and select a service, for example Transcode.

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.
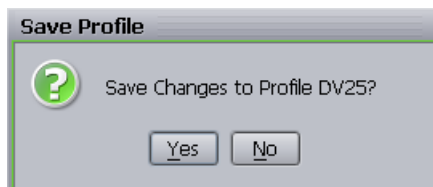
9. Click Yes to save your changes.

   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.

4. 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.
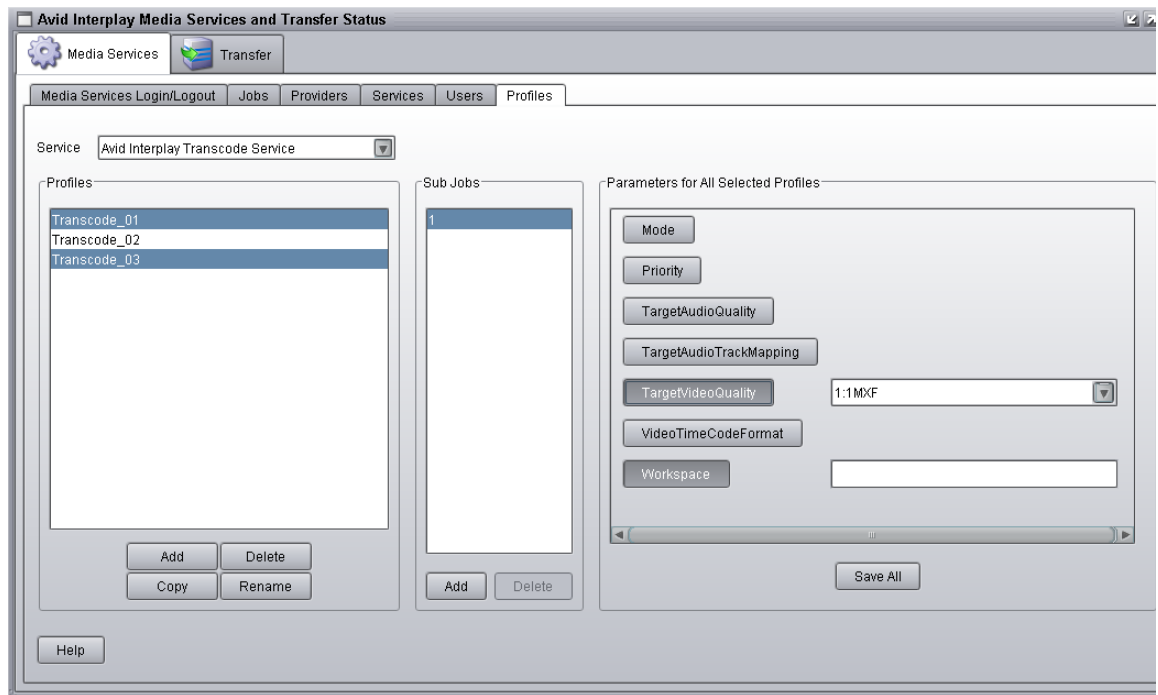
5. In the Parameters for All Selected Profiles area, click the option with the value you want to change.

   The option's value field displays.

6. Type or select a new value for the option.

7. Click Save All.

   Only the options displaying their value field are updated for all of the selected profiles.

5 **Working with Media Services Profiles**

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
- Installing and Registering the Transcode Service Provider
- Starting the Transcode Provider
- Creating a Interplay Transcode Service Profile
- Understanding the Transcode Services Modes
- Transcoding an Asset from Avid Interplay Access
- Transcoding an Asset from an Avid Editing Application
- Working with an Auto Transcode Folder

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.

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 82.

> *To transcode non-Avid assets, use the Avid Interplay ProEncode provider. For more information, see "Working with the ProEncode Service" on page 311.*

> *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 Unity™ environment, and configuring an Avid editing system. The check list also provides references where to find more information about each step.

Transcoding Assets Check List

Task	Section Reference
❑ Check your configuration.	See "Configuration Requirements" on page 27.
❑ 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.	
❑ Make sure the Interplay Media Services Engine software and the supporting software are installed and configured in the workgroup. • Avid Service Framework for Client • Avid Interplay Access • Avid Interplay Media Services • Avid Interplay Transcode service (install this on each server used as a provider)	See *Avid Interplay Software Installation and Configuration Guide* and "Interplay Media Services Engine Installation and Configuration" on page 29.
❑ (Option) Install the Interplay Auto Media Services service, which includes the Interplay Auto Transcode software.	See "Preparing the Workgroup for Auto Transcode" on page 110.
❑ Install and register the Interplay Transcode service provider.	See "Installing and Registering the Transcode Service Provider" on page 83.
❑ Connect the Interplay Transcode service provider to the Media Service Engine.	See "Connecting the Transcode Provider to the Media Services Engine" on page 88.
❑ Start the Interplay Transcode service provider.	See "Starting the Transcode Provider" on page 91.
❑ Verify the Interplay Transcode service is connected.	See "Verifying That a Service Provider Is Connected" on page 71.

Transcoding Assets Check List (Continued)

Task	Section Reference
❑ (Option) Create a Interplay Transcode profile.	See "Creating a Interplay Transcode Service Profile" on page 92.
❑ Perform a transcode using Interplay Access.	See "Transcoding an Asset from Avid Interplay Access" on page 107.
❑ Perform a transcode using an Avid editing system.	See "Transcoding an Asset from an Avid Editing Application" on page 109.

Installing and Registering the Transcode Service Provider

Before you can use the Transcode service provider, you must install the provider software needed by the service from the Avid Interplay installation DVD. 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 Transcode Service Description

• Registering the Transcode Provider

• Connecting the Transcode Provider to the Media Services Engine

> *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 111.*

Installing the Transcode Service Description

You use the Media Services and Transfer Status tool to install the Transcode service description. For more information, see "Understanding Service Descriptions and Service Packages" on page 61.

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

To install the Transcode service description:

1. Make sure the Interplay Transcode provider software is installed.

2. Open the Media Services and Transfer Status tool and log in as an administrator, as described in "Opening the Media Services and Transfer Status Tool" on page 37.

3. Click the Services tab.

   The Services page displays the currently configured services.
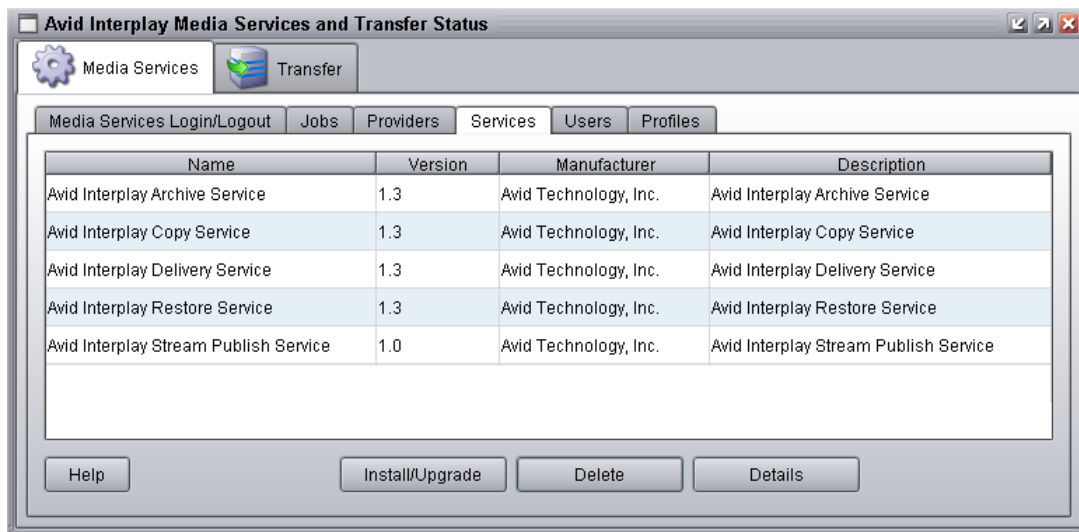
4. Click Install/Upgrade.

   The Install/Upgrade Service dialog box opens.

5. Click the Browse button and navigate to the folder containing the Transcode service package (TranscodeService.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\Avid Interplay Transcode\TranscodeService

You can use the Microsoft Windows Search tool to help you locate the folder that contains the TranscodeService.zip file. Make sure you have access to the folders.

6. In the folder, select the TranscodeService.zip file.

The following illustration shows the TranscodeService.zip file selected.
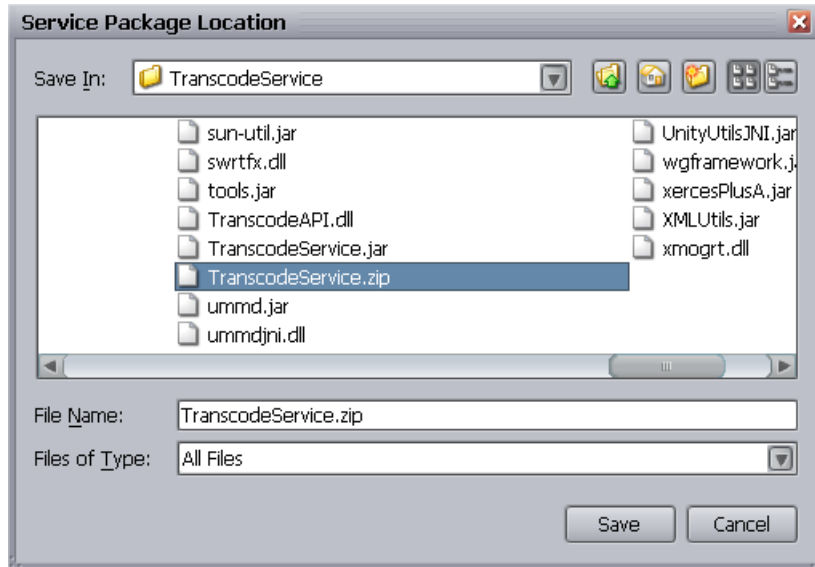
7. Click Save.

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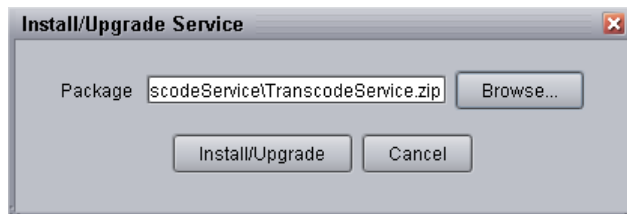
8. Click Install/Upgrade.

The Avid Interplay Transcode Service appears on the Services page.
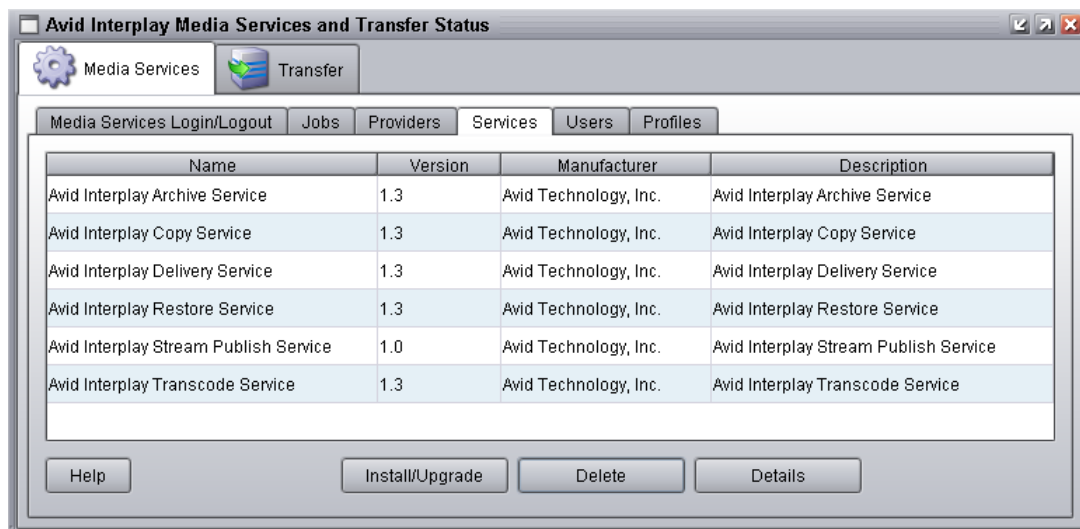
Registering the Transcode Provider

After you install the Transcode service description, you need to register the Transcode provider with the Media Services Engine. If you are configuring multiple providers, you need to register each provider.

The Provider page on the Media Services and Transfer Status tool is used to register the Transcode provider for the Transcode 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 Transcode provider with the Media Services Engine:

1. Open the Media Services and Transfer Status tool and log on as an administrator, as described in "Opening the Media Services and Transfer Status Tool" on page 37.

2. Click the Providers tab.

   The Providers page displays all of the currently registered providers.

3. Click the Register button.

   The Register Provider dialog box opens.

4. Do the following:

   a. Service menu — Select Avid Interplay Transcode Service

   b. Provider Name — Type the name that you want to use to identify this particular provider. You can have multiple 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 Transcode service.

5. Click Register.

The Transcode 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 Transcode provider to the Media Services Engine software. See "Connecting the Transcode Provider to the Media Services Engine" on page 88.
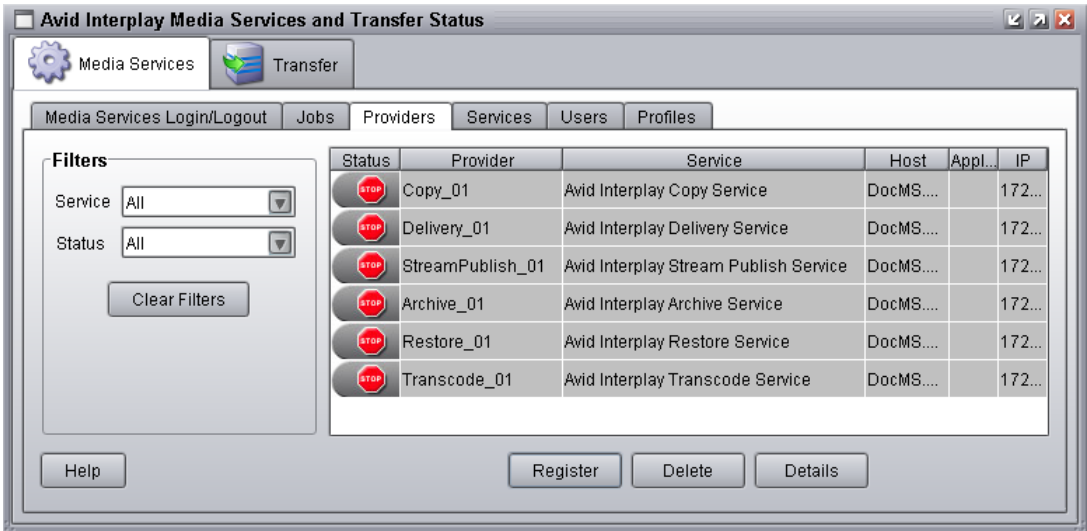
Connecting the Transcode Provider to the Media Services Engine

After you install the Transcode service description and register the Transcode provider, you need to connect the Transcode provider to the Media Services Engine software.

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.
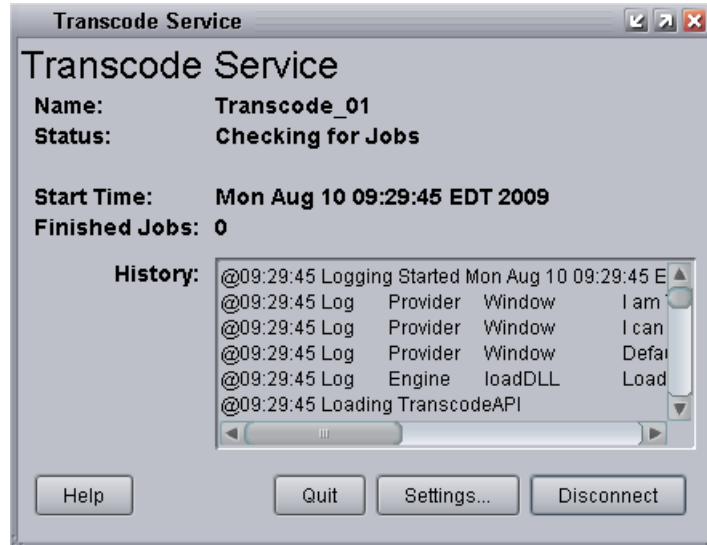
2. Click Settings.

   The Provider Settings dialog box opens.

3. Do the following:

   a. Provider Name — Type the name of the provider you specified in "Registering the Transcode Provider" on page 86. 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 either Yes or No (default) to automatically connect to the Media Services Engine when the application starts.

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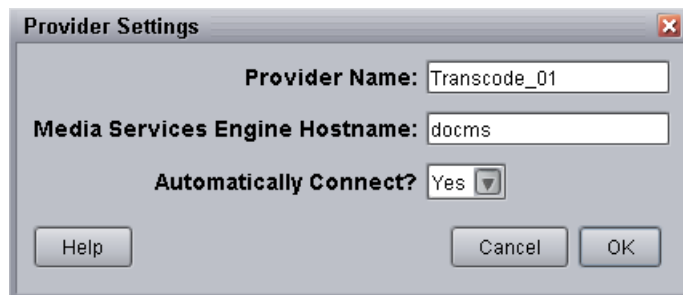
4. Click OK.

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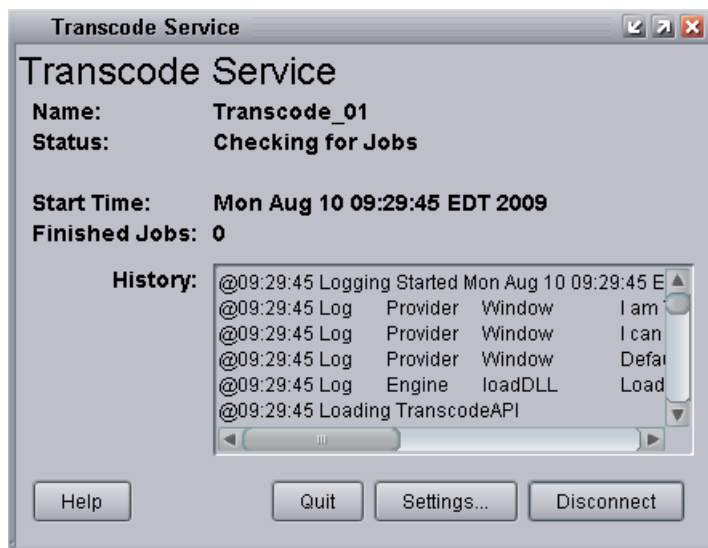
The Provider page in the Media Services and Transfer Status tool now shows that the
service is connected, indicated by a check mark in the Status column.
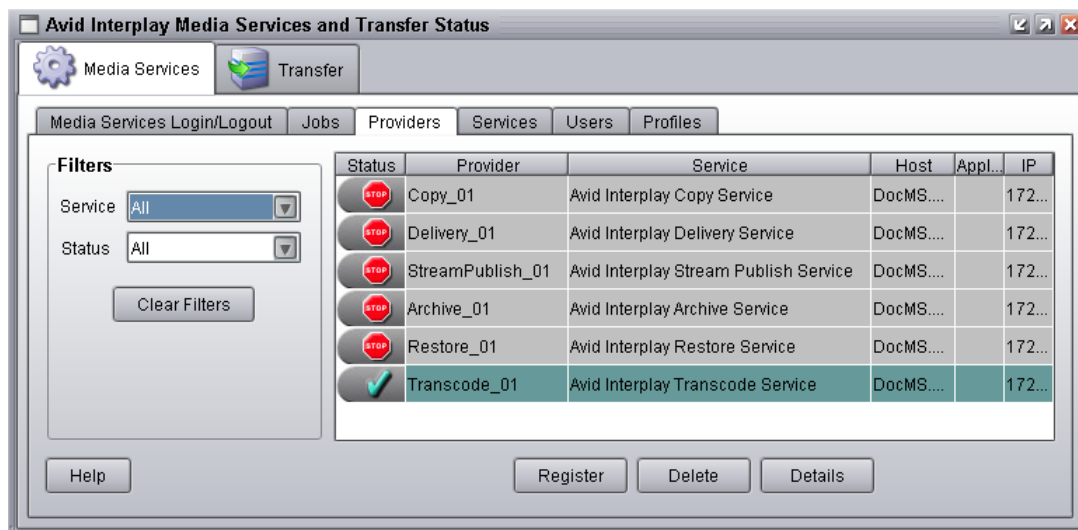
Starting the Transcode Provider

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 description is installed, the provider is properly registered, and then click Connect again.

Creating a 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

For information on transcoding MultiRez clips, see the "Using MultiRez and Dynamic Relink" chapter in the Interplay Help or the Help for your Avid editing application.

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 37.

2. Click the Profiles tab.

3. In the Service menu, select Avid Interplay Transcode Service.
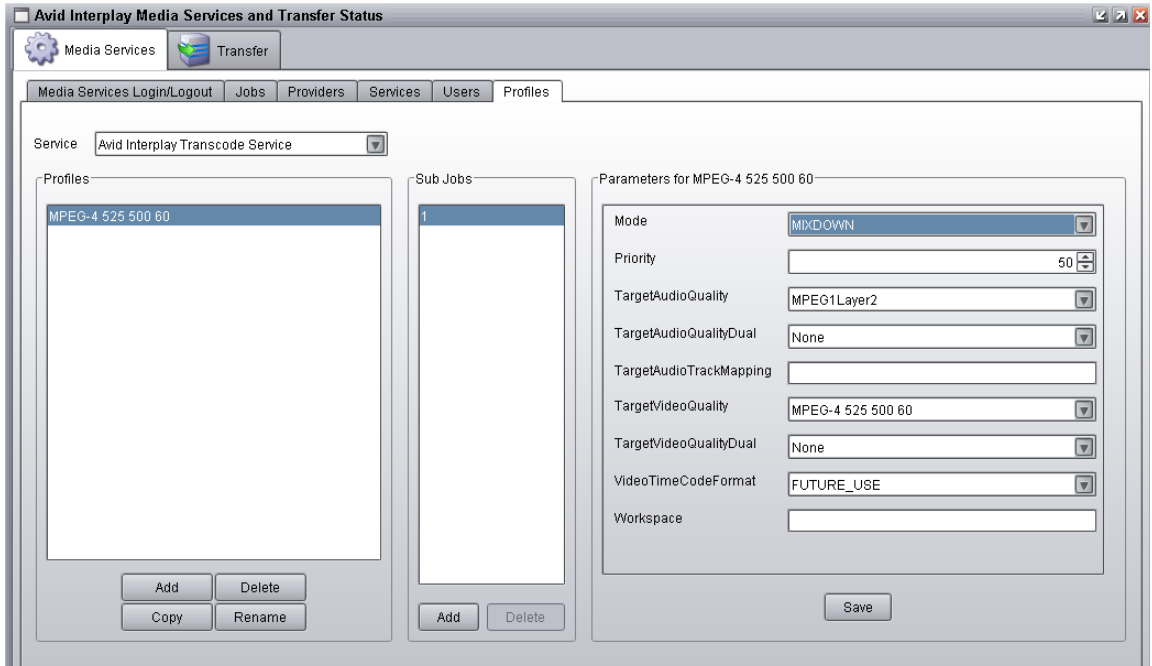
4. Click Add in the Profiles area.

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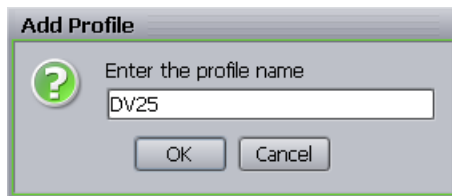
5. Type a descriptive name for the new profile in the Add Profile dialog box. This is the name that users see when they right-click an asset and select Transcode.

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. For sequences, the full source clips that make up the sequence are transcoded. For subclips, the full source clip that makes up the subclip is transcoded.

- CONSOLIDATE — For subclips, transcodes only the portion of the clip that makes up the subclip. For sequences, transcodes only the portion of the clips that are contained in the sequence. This creates partially online media for the related clips.

- MIXDOWN — During the transcode, the video and audio are mixed down, as specified in the profile, to create one master clip. See "Understanding MIXDOWN Mode During the Transcode Process" on page 105.

- DUALMIXDOWN — Performs two transcodes of the selected asset, to create a single master clip with two resolutions associated with it. See "Understanding the DUALMIXDOWN Mode During the Transcode Process" on page 106.

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

See "Transcode Profile Parameters" on page 94.

9. Click Save in the Parameters area.

The Save Profile dialog box opens.
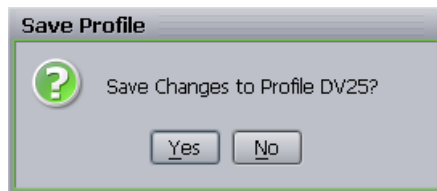
10. Click Yes to save your changes.

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

The parameters available in a transcode profile depends on the Mode setting.

• WHOLE—see "WHOLE Mode - Transcode Profile Settings" on page 95

• CONSOLIDATE—see "CONSOLIDATE Mode - Transcode Profile Settings" on page 96

• MIXDOWN—see "MIXDOWN Mode - Transcode Profile Settings" on page 97

• DUALMIXDOWN—see "DUALMIXDOWN Mode - Transcode Profile Settings" on page 98

📄 *Avid Interplay Access v1.6 or higher is required to use some XDCAM HD resolutions in the TargetVideoQuality menu.*

WHOLE Mode - Transcode Profile Settings

WHOLE Mode Transcode Profile Settings

Parameter	Description
Mode	Select WHOLE
	The WHOLE mode transcodes the entire clip. For sequences, the full source clips that make up the sequence are transcoded. For subclips, the full source clip that makes up the subclip is transcoded.
Priority	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.
TargetAudioQuality	Select an audio resolution for the transcode or select None.
TargetAudioQualityDual	Not used in WHOLE mode, only available with DUALMIXDOWN mode.
TargetAudioTrackMapping	Not used in WHOLE mode, only available with MIXDOWN and DUALMIXDOWN mode.
TargetVideoQuality	Select a video resolution for the transcode or select None.
TargetVideoQualityDual	Not used in WHOLE mode, only available with DUALMIXDOWN mode.
VideoTimeCodeFormat	Not used - for future use.
Workspace	Type the name of the Avid Unity workspace that will hold the new media files.

CONSOLIDATE Mode - Transcode Profile Settings

CONSOLIDATE Mode Transcode Profile Settings

Parameter	Description
Mode	Select CONSOLIDATE
	For subclips, transcodes only the portion of the clip that makes up the subclip. For sequences, transcodes just the portion of the clips that are contained in the sequence. This creates partially online media for the related clips.
Priority	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.
TargetAudioQuality	Select an audio resolution for the transcode.
TargetAudioQualityDual	Not used in CONSOLIDATE mode, only available with DUALMIXDOWN mode.
TargetAudioTrackMapping	Not used in CONSOLIDATE mode, only available with MIXDOWN mode and DUALMIXDOWN mode.
TargetVideoQuality	Select a video resolution for the transcode.
TargetVideoQualityDual	Not used in CONSOLIDATE mode, only available with DUALMIXDOWN mode.
VideoTimeCodeFormat	Not used - for future use.
Workspace	Type the name of the Avid Unity workspace that will hold the new media files.

MIXDOWN Mode - Transcode Profile Settings

See also

MIXDOWN Mode Transcode Profile Settings

Parameter	Description
Mode	Select MIXDOWN
	The MIXDOWN mode sets the transcode process to mix down the audio and video. You can control whether the audio or video is included in the mixdown by using the TargetAudioQuality and TargetVideoQuality settings.
Priority	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.
TargetAudioQuality	Select an audio resolution for the transcode.
	• None - 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.
	• MPEG1 Layer 2 - digital audio compressed to the MPEG1 Layer 2 specification at 96 Kb/s.
	• Uncompressed PCM - uncompressed digital audio (standard Avid audio).
TargetAudioQualityDual	Not used in MIXDOWN mode, only available with DUALMIXDOWN mode.
TargetAudioTrackMapping	This text box lets you identify the mapping of source audio tracks to the output (target) audio tracks. See "Mapping of Audio Tracks in MIXDOWN and DUALMIXDOWN Modes" on page 100.

MIXDOWN Mode Transcode Profile Settings (Continued)

Parameter	Description
TargetVideoQuality	Select a video resolution for the transcode. • None - the mixed-down clip does not include the video tracks. For example, if you select None from the TargetVideoQuality menu, then the video tracks are not mixed down during the Interplay Transcode operation. • Select the video resolution for the mix down.
TargetVideoQualityDual	Not used in MIXDOWN mode, only available with DUALMIXDOWN mode.
VideoTimeCodeFormat	Not used - for future use.
Workspace	Type the name of the Avid Unity workspace that will hold the new media files.

DUALMIXDOWN Mode - Transcode Profile Settings

DUALMIXDOWN Mode Transcode Profile Settings

Parameter	Description
Mode	Select DUALMIXDOWN The DUALMIXDOWN mode sets the transcode process to mix down the two sets of video and audio tracks to different resolutions. A single master clip is created with both resolutions. You can control whether the audio or video are included in each mixdown by using the TargetAudioQuality. TargetAudioQualityDual, TargetVideoQuality and TargetVideoQualityDual settings.
Priority	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.

DUALMIXDOWN Mode Transcode Profile Settings (Continued)

Parameter	Description
TargetAudioQuality	Select an audio resolution for the first (primary) transcode. • None - 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. • MPEG1 Layer 2 - digital audio compressed to the MPEG1 Layer 2 specification at 96 Kb/s. • Uncompressed PCM - uncompressed digital audio (standard Avid audio).
TargetAudioQualityDual	Select an audio resolution for the second transcode. • None - 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. • MPEG1 Layer 2 - digital audio compressed to the MPEG1 Layer 2 specification at 96 Kb/s. • Uncompressed PCM - uncompressed digital audio (standard Avid audio). *If you select a dual target, you should also select a primary target.*
TargetAudioTrackMapping	This text box lets you identify the mapping of source audio tracks to the output (target) audio tracks. See "Mapping of Audio Tracks in MIXDOWN and DUALMIXDOWN Modes" on page 100.
TargetVideoQuality	Select a video resolution for the first (primary) transcode. • None - the mixed-down clip does not include the video tracks. For example, if you select None from the TargetVideoQuality menu, then the video tracks are not mixed down during the Interplay Transcode operation. • Select the video resolution for the mix down.

DUALMIXDOWN Mode Transcode Profile Settings (Continued)

Parameter	Description
TargetVideoQualityDual	Select a video resolution for the second transcode.
	• None - the mixed-down clip does not include the video tracks.
	For example, if you select None from the TargetVideoQualityDual menu, then the video tracks are not mixed down during the Interplay Transcode operation.
	• Select the video resolution for the mixdown.
	If you select a dual target, you should also select a primary target.
VideoTimeCodeFormat	Not used - for future use.
Workspace	Type the name of the Avid Unity workspace that will hold the new media files.

Mapping of Audio Tracks in MIXDOWN and DUALMIXDOWN Modes

When you create a Avid Interplay Transcode profile for mixing down the source audio, 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:

TargetAudioTrackMapping Text Box	Rule
AudioMode	Type S for stereo mode that uses two target audio tracks and applies balancing.
	Type A for mono mode that uses one target audio track and does not include balancing.
	The S and A are not case sensitive.
TargetAudioTrack	Type the target audio track number.
	• 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.
=	You must type an equal sign after the Target Audio Track before specifying the source audio tracks.
SourceAudioTrack	Type a source audio track number.
	• Type a specific source audio track number or a series of track numbers separated by a + (plus sign).
	• Type **0** to include all available source audio tracks.
	• Type **-1** to include all odd numbered source audio tracks.
	• Type **-2** to include all even numbered source audio tracks.
;	You must type a ; (semicolon) as a terminator after the source audio track numbers.

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

TargetAudioTrackMapping Text Box	Explanation
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.

Source Audio Tracks	TargetAudioTrackMapping text box	Results
Track 1 and 2 - music	S1=1+2+3+4;	Stereo mode
Track 3 and 4 - English voice over		• source audio track 1 is mapped to target audio tracks 1 (music odd track)
Track 5 and 6 - French voice over		• source audio track 2 is mapped to target audio tracks 2 (music even track)
		• source audio track 3 is mapped to target audio target track 1 (English odd track)
		• source audio track 4 is mapped to target audio track 2 (English even track)

Source Audio Tracks	TargetAudioTrackMapping text box	Results
	S3=1+2+5+6;	Stereo mode
		• source audio track 1 is mapped to target audio track 3 (music odd track)
		• source audio track 2 is mapped to target audio track 4 (music even track)
		• source audio track 5 is mapped to target audio track 3 (French odd track)
		• source audio track 6 is mapped to target audio track 4 (French even track)

Mapping Multichannel Audio Tracks in Transcode Mixdown

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 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:
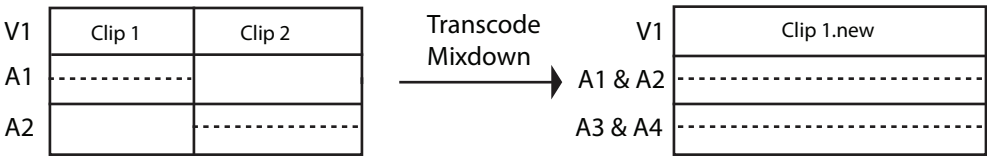
Other mappings will combine the stereo pair to a single track. For example, A0 = 0 will create two mono tracks, as shown in the following illustration.
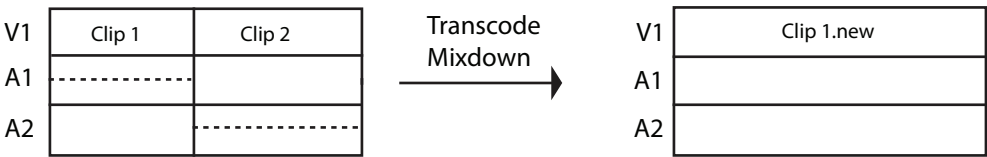
⚠ **If you are using the Transcode Mixdown option with stereo tracks, make sure that your audio track mapping is correct for the output that you want. The Transcode Mixdown service uses the track information as labeled in the sequence, not as labeled in the original master clips.**

Understanding the Transcode Services Modes

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

- WHOLE — Transcodes the entire clip. For sequences, the full source clips that make up the sequence are transcoded.

- CONSOLIDATE — For subclips, only the portion of the clip that makes up the subclip is transcoded. For sequences, only the portion of the clips that are contained in the sequence are transcoded. This creates partially online media for the related clips.

- MIXDOWN — The transcode process mixes down the audio and video. Profile settings let you control if the audio and video are included in the mixed-down master clip. See "Understanding MIXDOWN Mode During the Transcode Process" on page 105.

- DUALMIXDOWN — The transcode process creates one master clip with two resolutions. Profile settings let you control if audio and video are included during each of the mixed-down processes. See "Understanding the DUALMIXDOWN Mode During the Transcode Process" on page 106.

Understanding MIXDOWN Mode During the Transcode Process

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 and all Avid effects. Audio mixdown supports target formats MPEG1 Layer 2 and Uncompressed PCM audio. Audio plug-in effects are not supported.

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 of Audio Tracks in MIXDOWN and DUALMIXDOWN Modes" on page 100.

📖 *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.*

For information about the Interplay Transcode profile settings used for mixing down the audio and video, see "MIXDOWN Mode - Transcode Profile Settings" on page 97.

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.

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.*

	Interplay Transcode Mixdown mode	**Avid editing application Mixdown feature**
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: Video effects—All Avid video effects are supported, including 3-D video effects. Audio plug-in effects are not supported.	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 the DUALMIXDOWN Mode During the Transcode Process

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 *

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 video resolutions and all Avid effects. Audio mixdown supports target formats MPEG1 Layer 2 and Uncompressed PCM audio. Audio plug-in effects are not supported.

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 of Audio Tracks in MIXDOWN and DUALMIXDOWN Modes" on page 100.

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.

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 110.

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.
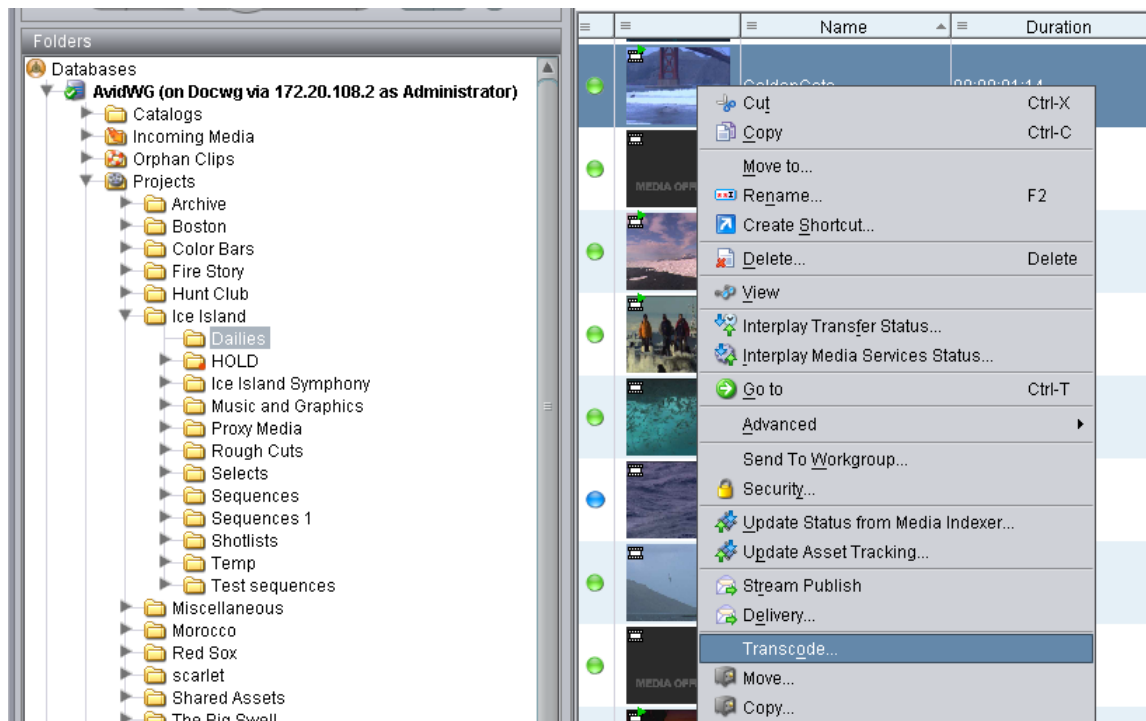
The Transcode dialog box opens.
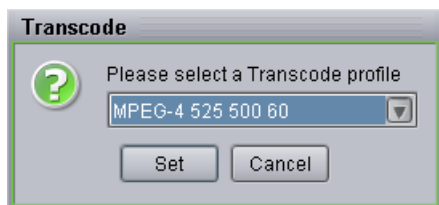
5. Select a profile from the menu and click Set.

   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.

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.
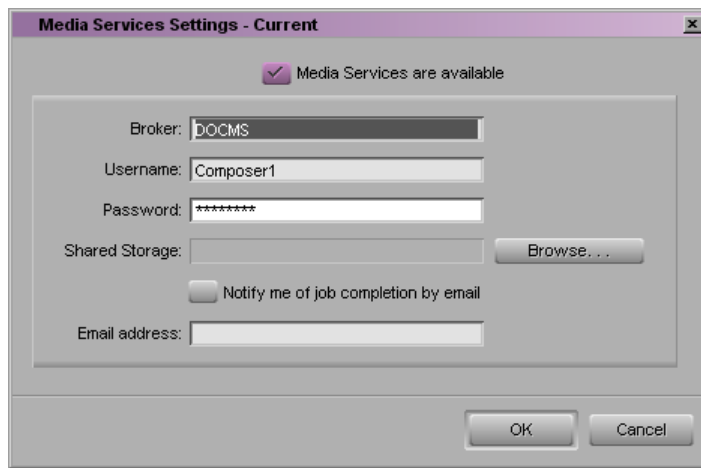
2. Fill in the following sections:

   - 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 only used for setting up Avid Interplay ProEncode.

   - 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 33

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 a Interplay Transcode Service Profile" on page 92.

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.

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 82.

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 111.

To verify that the Auto Transcode service is running, see "Verifying that the Auto Transcode Service is Running" on page 113.

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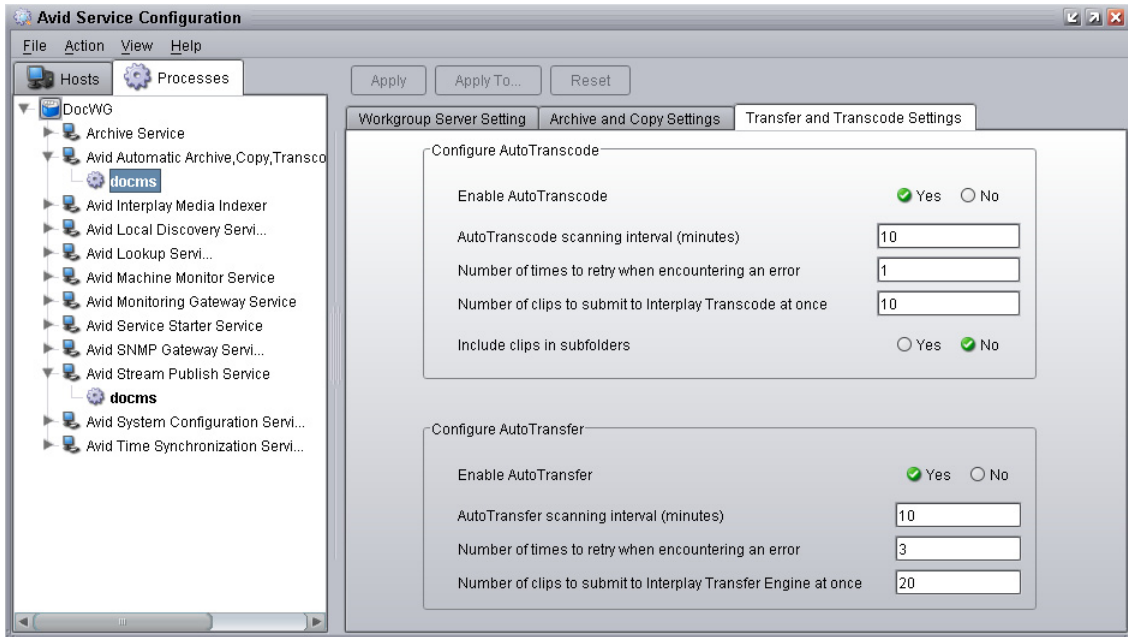
4. In the Configure AutoTranscode area, do the following:

   a. Enable AutoTranscode—Select Yes.

   b. AutoTranscode scanning interval—Type the number of minutes between scans, minimum allowed is 5 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 113.

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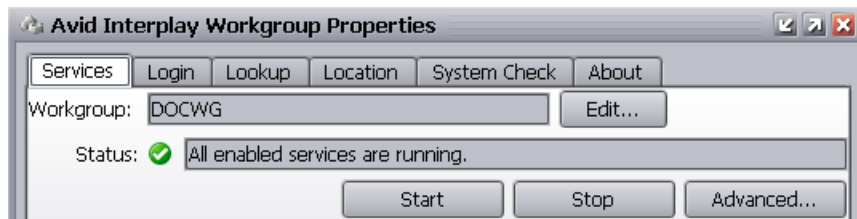
   If there is a green check mark next to the "Status" field, all services are running.

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

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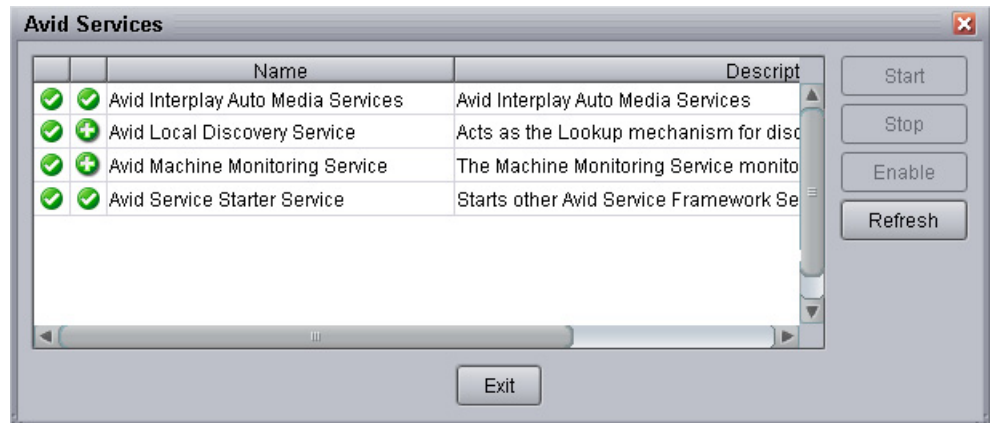
   This dialog box lets you view all services that are monitored by the Service Framework. The Auto Transcode service is managed by the Avid Interplay Auto Media Services service.

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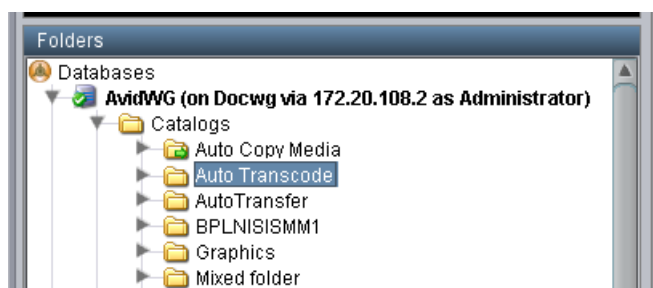
2. Right-click the folder and select Set AutoTranscode.

   The Set AutoTranscode dialog box opens.
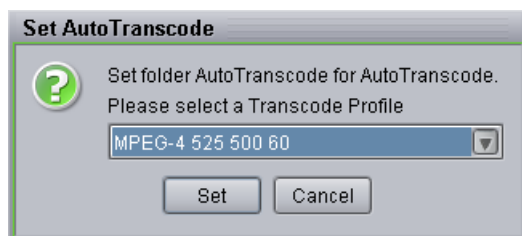
3. Select a Transcode profile for the folder and click Set. For information about profiles, see "Creating a Interplay Transcode Service Profile" on page 92.

   The system adds an Auto Transcode icon to the folder.
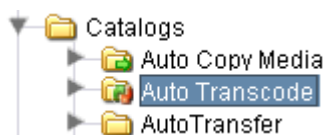
Transcoding Avid Assets Using an Auto Transcode Folder

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 114.

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 71.

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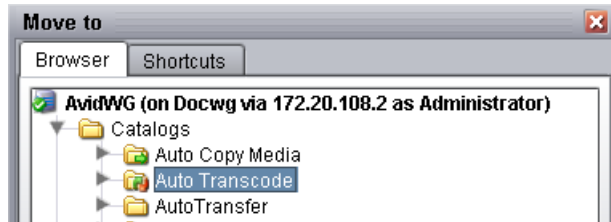
5. Navigate to your Auto Transcode folder and click OK.

   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 114.

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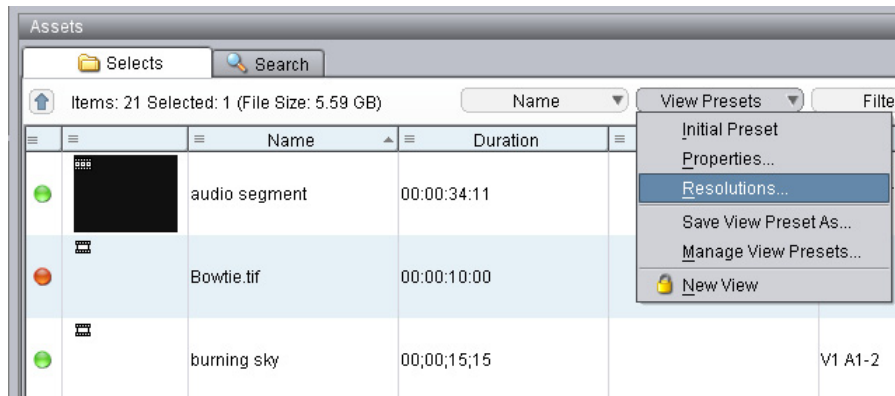
3. Select a new resolution for displaying in the Content area.

4. Click OK.

   Columns appear for each resolution you selected.

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

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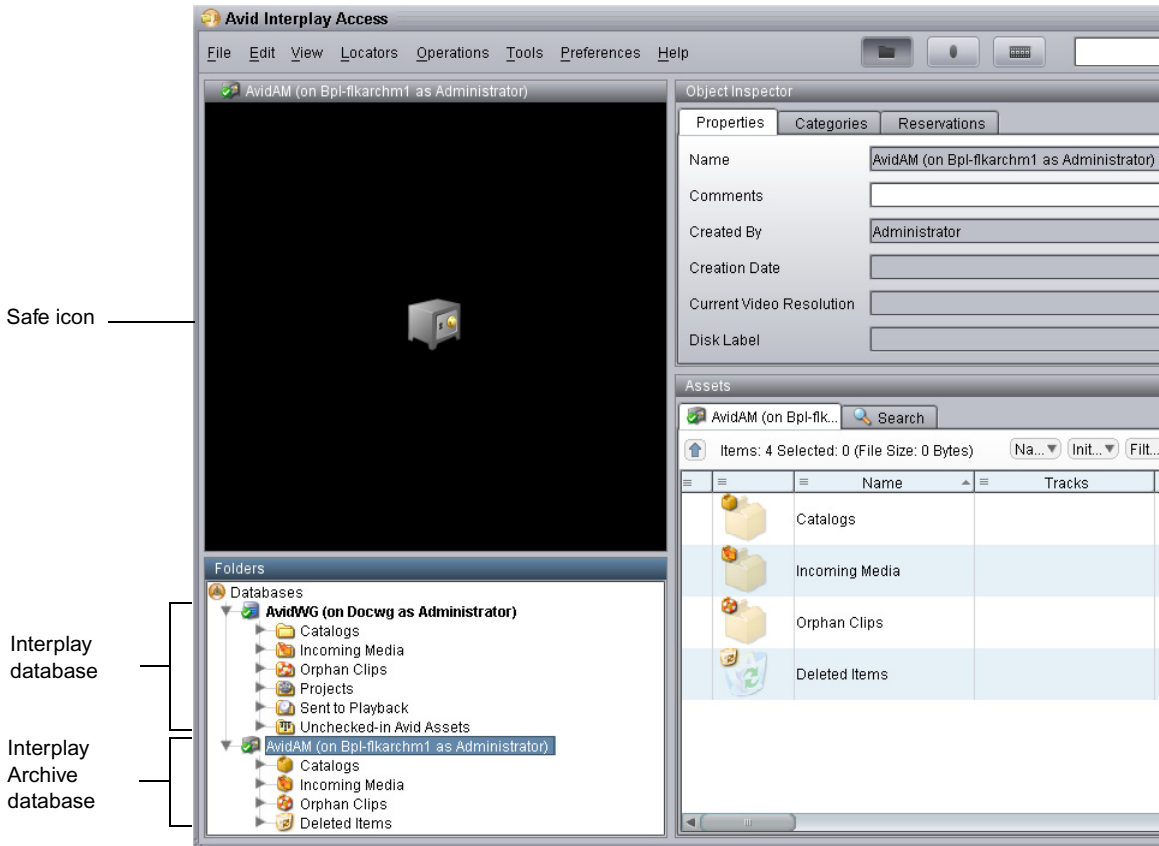
Archiving allows permanent archiving of important material and also allows you to locate and restore archived material.

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.

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 Unity environment and on an Avid editing system. The check list also provides references for where to find more information about each step.

Archiving and Restoring Assets Check List

Task	Section Reference
❑ Set up and configure an Avid Interplay Archive Engine and associated external storage library for archiving.	See "Archive Configuration and Setup" on page 121.
❑ 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.	
❑ Make sure the Interplay Media Services Engine software and the supporting software are installed and configured in the workgroup.	See the *Avid Interplay Software Installation and Configuration Guide* and "Interplay Media Services Engine Installation and Configuration" on page 29.
❑ Check your Interplay Media Services configuration.	See "Configuration Requirements" on page 27.

Archiving and Restoring Assets Check List (Continued)

Task	Section Reference
❏ Install the Interplay Archive provider software, which includes the Archive service and Restore service. If needed, install the Auto Archive service.	See the *Avid Interplay Software Installation and Configuration Guide* and "Interplay Media Services Engine Installation and Configuration" on page 29.
📄 *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.*	
❏ Install Avid Unity client software.	See the Avid Unity client documentation.
❏ Install and register the Interplay Archive service provider and Interplay Restore service provider.	See "Installing and Registering the Archive Service Provider and Restore Service Provider" on page 122.
❏ Start the Archive provider and the Restore provider and connect them to the Media Services Engine.	See "Connecting the Archive Provider or Restore Provider to the Media Services Engine" on page 128.
❏ Verify that the services are connected.	See "Verifying That a Service Provider Is Connected" on page 71.
❏ Connect the Avid Unity client to the Avid Unity system and mount the required workspaces.	See the Avid Unity client documentation.
❏ Configure the Interplay Archive services	See "Configuring the Archive Service" on page 132.
❏ Create Archive and Restore profiles.	See "Working with Interplay Archive and Interplay Restore Profiles" on page 140.
❏ Connect to the Interplay Archive database and create folders.	See "Connecting to the Archive Database and Creating Folders in Interplay Access" on page 137.
❏ Configure the Avid editing system.	See "Archiving Assets from an Avid Editing Application" on page 145.

Archiving and Restoring Assets Check List (Continued)

Task	Section Reference
☐ Perform an archive or restore of assets.	See "Archiving Assets from an Avid Editing Application" on page 145, "Archiving Assets Using Avid Interplay Access" on page 148 and "Working with an Auto Archive Folder" on page 152.

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.

Interplay Media Services Engine

For installation and configuration information, see "Interplay Media Services Engine Installation and Configuration" on page 29.

Archive and Restore Providers

For installation and configuration information, see "Check List for Archiving and Restoring Assets" on page 119.

Installing and Registering the Archive Service Provider and Restore Service Provider

Before you can use the Archive service provider, you must install the provider software needed by the service from the Avid Interplay installation DVD. Then install the service description in the Media Services Engine, register the provider, and start and connect the service. You must install the service description before you can set up the Archive provider or the Restore provider.

These tasks are explained in the following topics:

- Installing the Archive and Restore Service Descriptions

- Registering the Archive Provider or the Restore Provider

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

You do not use the Media Services Engine to configure the Auto Archive, Auto Transcode, and Auto Copy services. Instead, use the Avid Service Framework services. For more information, see "Configuring Auto Archive Using the Avid Service Configuration" on page 153.

Installing the Archive and Restore Service Descriptions

You use the Media Services and Transfer Status tool to install the Archive service description and the Restore service description. For more information, see "Understanding Service Descriptions and Service Packages" on page 61.

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

To install the Archive or Restore service description:

1. Make sure the Interplay Archive provider software is installed from the Avid installation DVD.

   The Archive installation includes software for the Restore service.

2. Open the Media Services and Transfer Status tool and log in as an administrator, as described in "Opening the Media Services and Transfer Status Tool" on page 37.

3. Click the Services tab.

   The Services page displays the currently configured services.
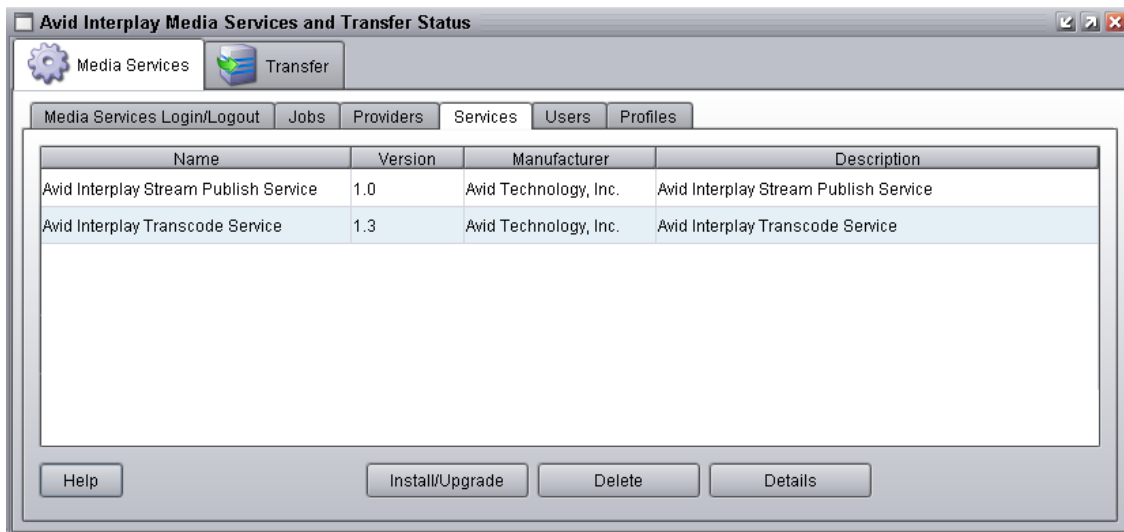
4. Click the Install/Upgrade button.

   The Install/Upgrade Service dialog box opens.
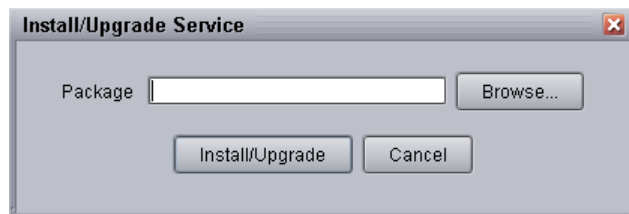
5. Click the Browse button and navigate to the folder containing the Archive service package (Archive.zip file) or the Restore service package (Restore.zip file).

   By default the service packages are installed in the following folders:

   -   C:\Program Files\Avid\Avid Interplay Archive Provider\ArchiveService

   -   C:\Program Files\Avid\Avid Interplay Archive Provider\RestoreService

   You can use the Microsoft Windows Search tool to help you locate the folder that contains the Archive.zip file or the Restore.zip file. Make sure you have access to the folders.

6. In the folder, select the Archive.zip or the Restore.zip file.

   The following illustration shows the Archive.zip file selected.
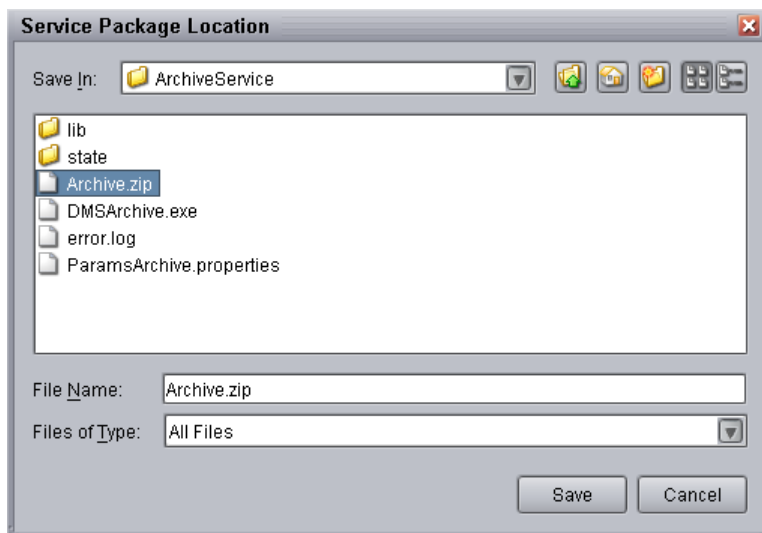
7. Click Save.

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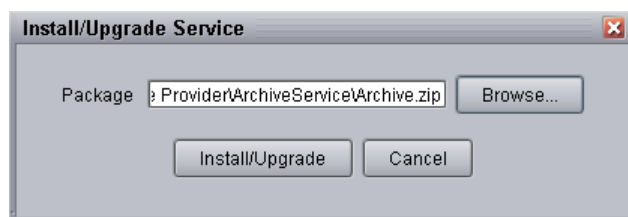
8. Click Install/Upgrade.

   The service appears on the Services page.
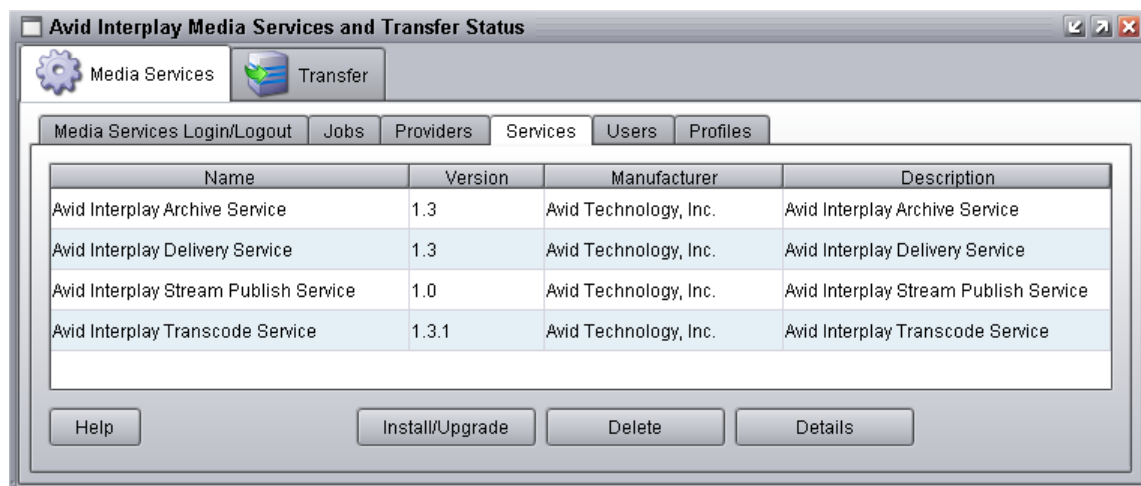
Registering the Archive Provider or the Restore Provider

After you install the Archive service description and the Restore service description, you need to register the Archive provider and the Restore provider with the Restore service. If you are configuring multiple providers, you need to register each provider.

Use the Provider page on the Media Services and Transfer Status tool to register the provider with the service.

To register the Archive or Restore provider with the Media Services engine:

1. Open the Media Services and Transfer Status tool and log in as an administrator, as described in "Opening the Media Services and Transfer Status Tool" on page 37.

2. Click the Providers tab.

   The Providers page displays all of the currently registered providers.
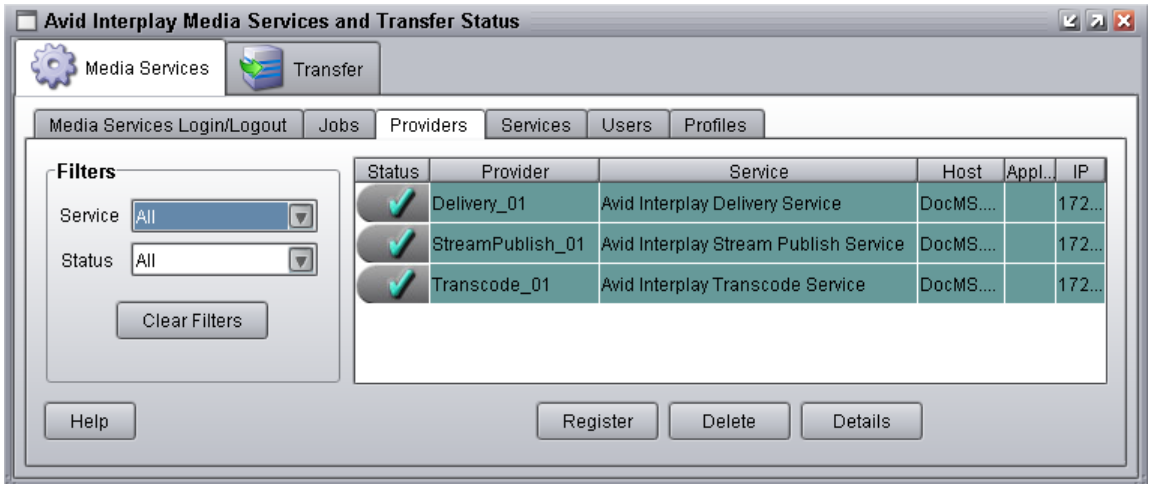
3. Click the Register button.

   The Register Provider dialog box opens.

4. Do the following:

   a. Service menu — Select Avid Interplay Archive Service or Avid Interplay Restore Service.

   b. Provider Name — Type the name that you want to use to identify this particular provider. You can have multiple providers on your workgroup for the same service, so you should use a meaningful name, for example, Archive_01.

   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 Archive service.
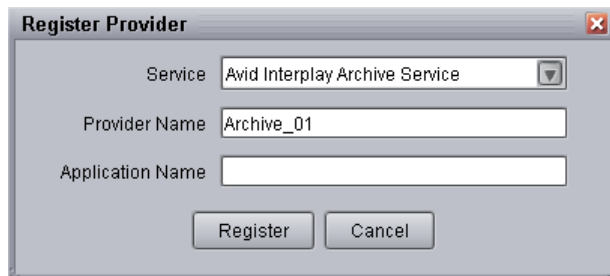
5. Click Register.

The name of the 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 provider to the Media Services Engine software. See "Connecting the Archive Provider or Restore Provider to the Media Services Engine" on page 128.

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

After you install the service description and register the provider, you need to connect the provider to the Media Services Engine.

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.
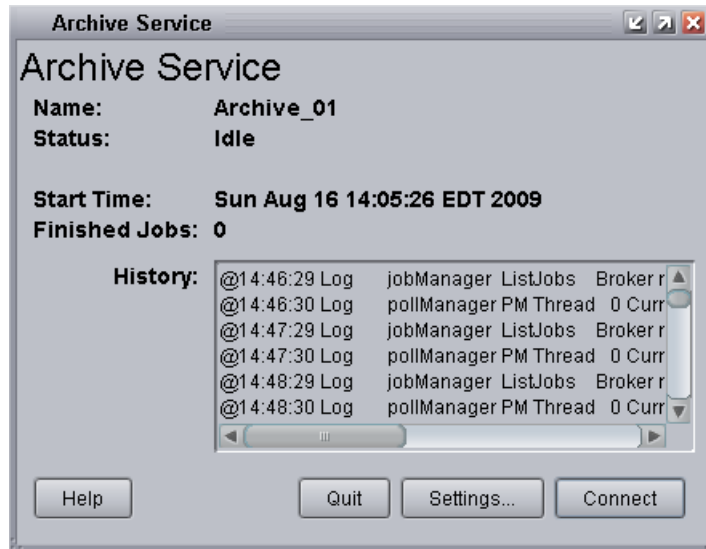
2. Click Settings.

   The Provider Settings dialog box opens.

3. Do the following:

   a. Provider Name — Type the name of the provider you specified in "Registering the Archive Provider or the Restore Provider" on page 126. 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 either Yes or No (default) to automatically connect to the Media Services Engine when the application starts.

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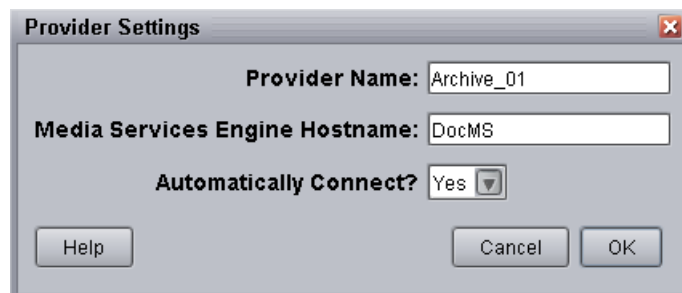
4. Click OK.

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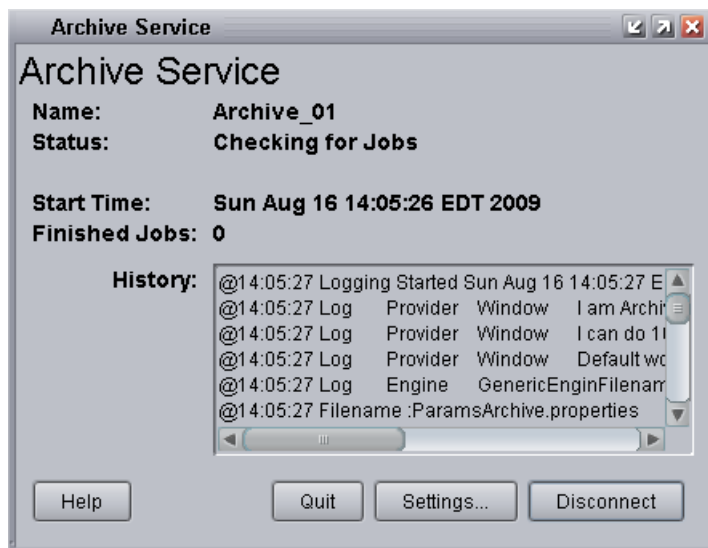
The Provider page in the Media Services and Transfer Status tool now shows that the service is connected, indicated by a check mark in the Status column.
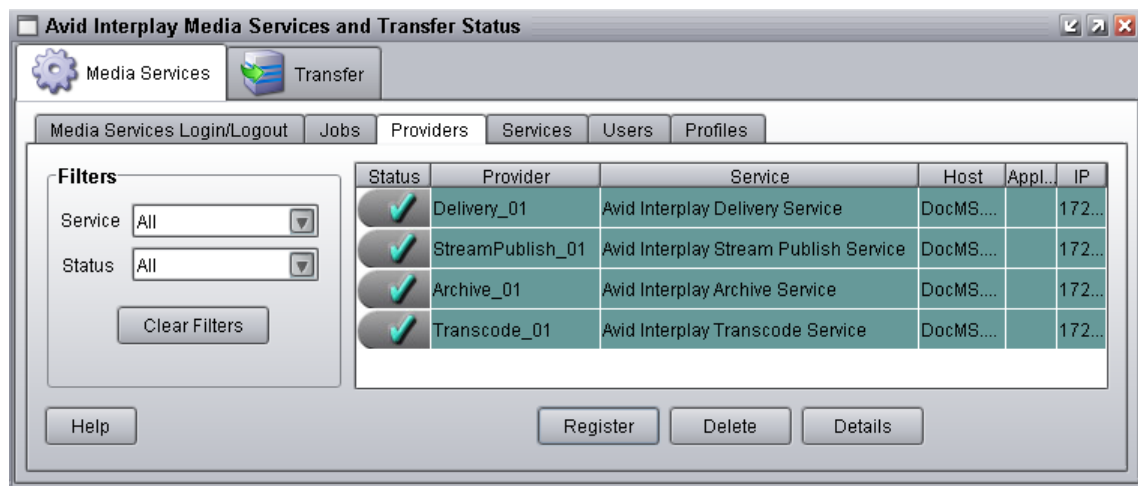
6. Repeat the process for the Restore provider.

Starting the Archive Provider or the Restore Provider

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

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.
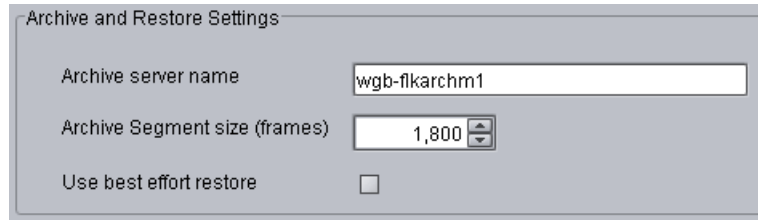
To specify Archive settings for an online database:

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          wgb-flkarchm1          │
│                                                       │
│   Archive Segment size (frames)      1,800 ⬍          │
│                                                       │
│   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 and minimum value is 1800 frames. See "Working with Partial Restore" on page 165.

   📃 *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.
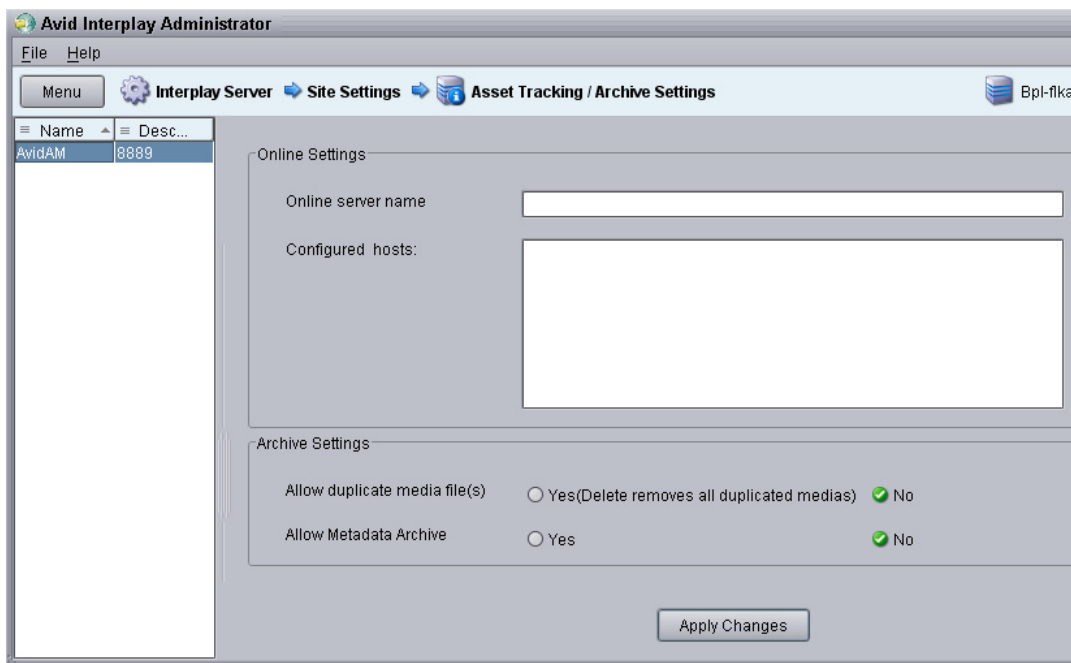
4. Select one of the following settings for "Allow duplicated media files" option:

   - 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

The maximum number of simultaneous archive and restore jobs running on an SGL FlashNet server should not exceed 20. More than 20 simultaneous jobs can affect system performance. The default value for one archive or restore provider is 10.

For example, if you have one archive provider and one restore provider, then you can use the default values of 10 each. If there are two archive providers and two restore providers, then you should change the values to 5 each. If there are four archive providers and four restore provider, then change each value to 2. These are the maximum values. You can use lower values for other considerations.

To change the values you need to edit two files.

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. Change the Maxjobs value.

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. Change the Maxjobs value.

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.
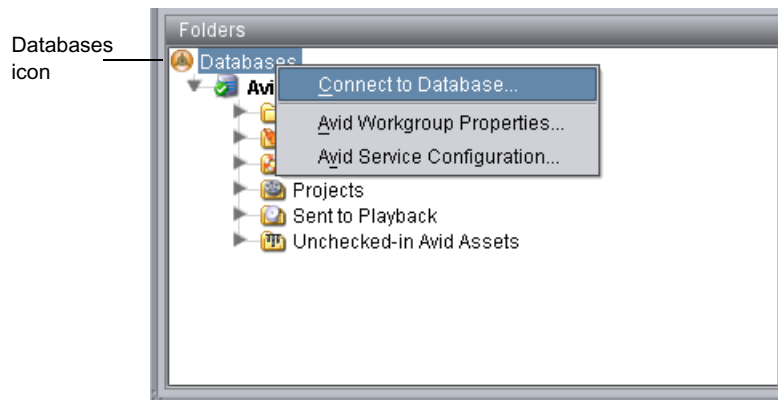
The Connect to Database dialog box opens.

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.

Interplay Archive
server name

Interplay Archive
database
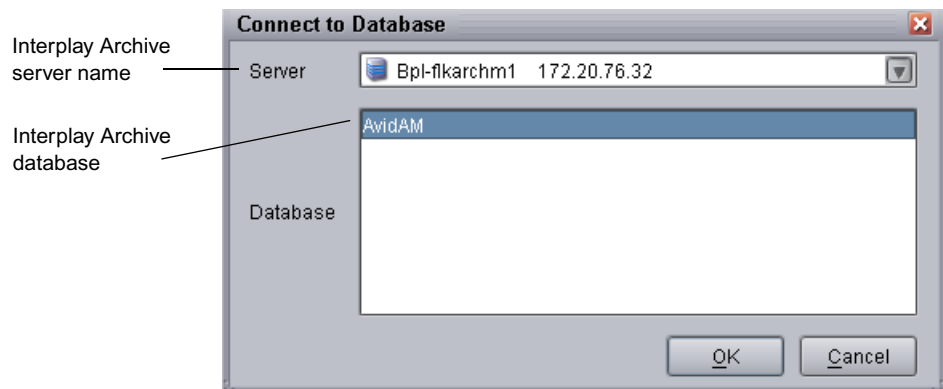
c. Click OK.

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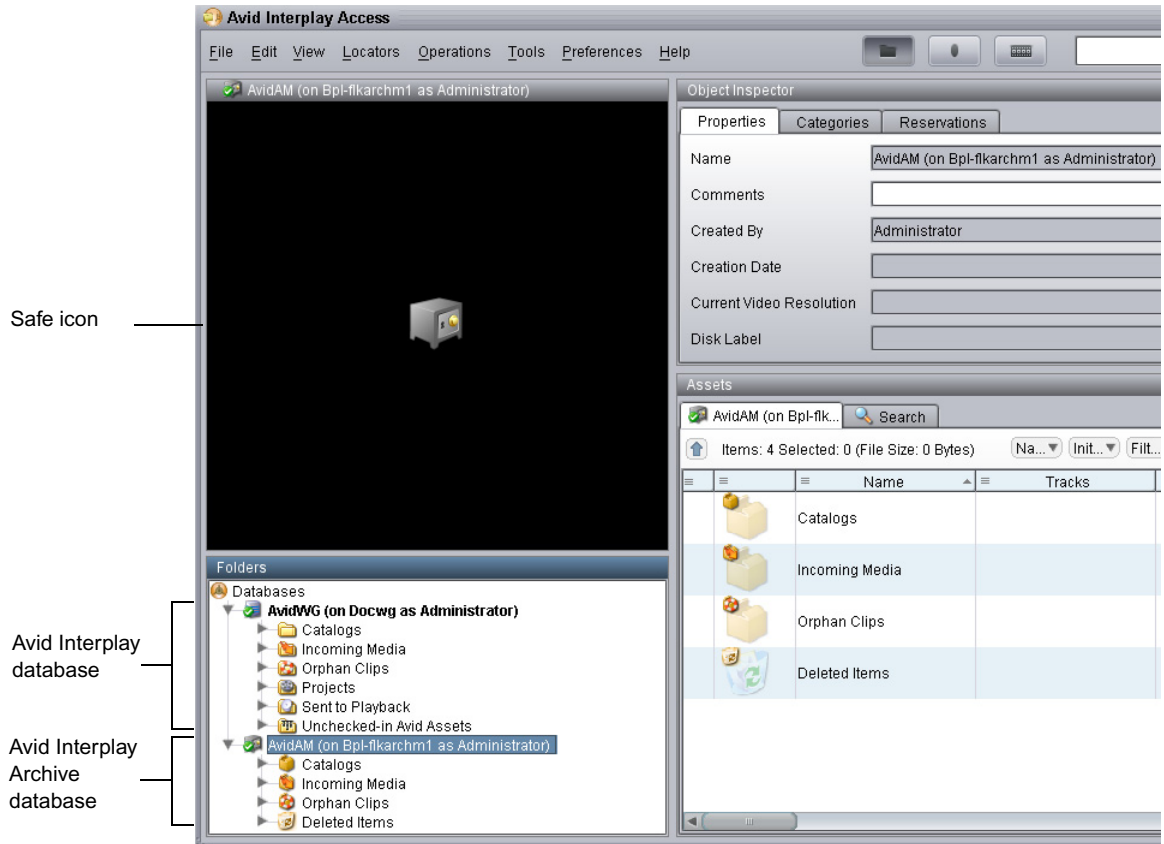
If you click the database name, an icon of a safe is displayed in the Monitor. Folder icons are displayed as brown boxes to indicate that they are part of the Archive database, and icons for assets are colored brown.

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.
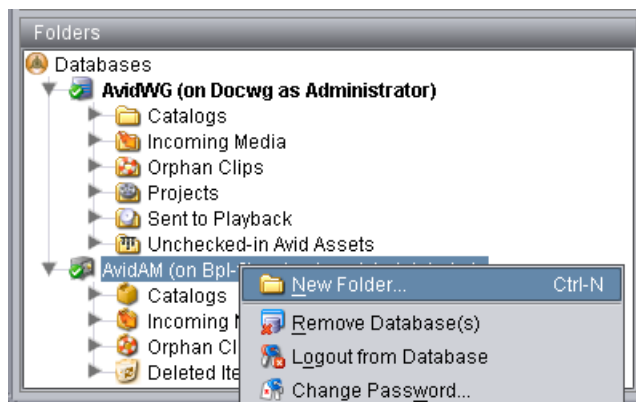
You can also create a folder by using a profile. See "Working with Interplay Archive and Interplay Restore Profiles" on page 140.

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 143

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 37.

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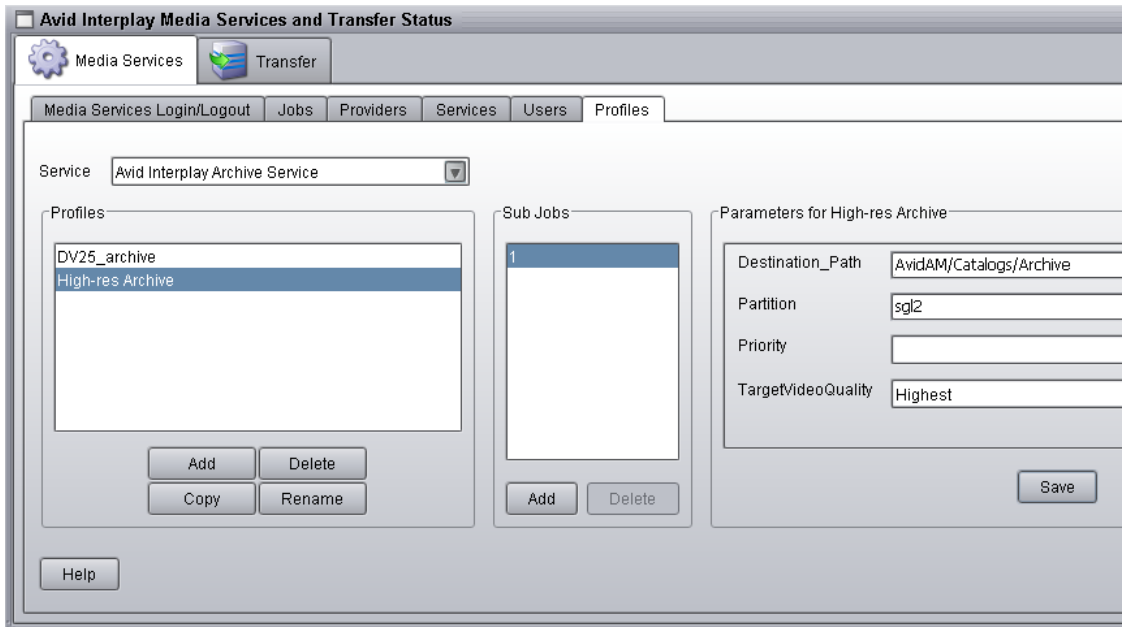
6. In the Parameters area, define the values you want for the profile.

    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
Destination_Path	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/
	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.
	⊟ *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.*
Destination_Server	Restore profile only — Specifies the name of the Interplay Engine server to restore to.
Destination_Workspace	Restore profile only — Specifies the Avid Unity workspace where you want to place the restored asset.
Partial	Restore profile only — Indicates a partial restore is performed. See "Working with Partial Restore" on page 165.
Partition	Archive profile only — Specifies the group for the archive. The group is set by the SGL FlashNet software. See "Locating the Partition Value for an Archive Profile" on page 143.
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 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. You can override the default failure reporting setting using the Avid Service Configuration tool. See "Customizing the Reporting of Service Job Status" on page 42.

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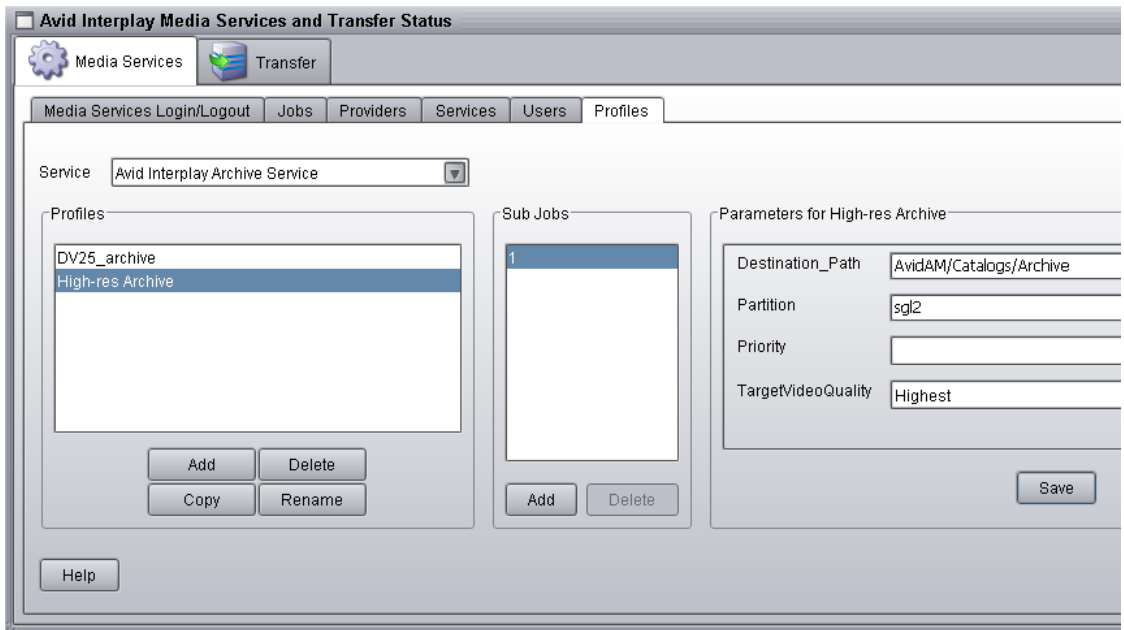
You can log on to the FlashNet server to determine the group names that you should use in the partition field in your Media Services archive profile.

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.
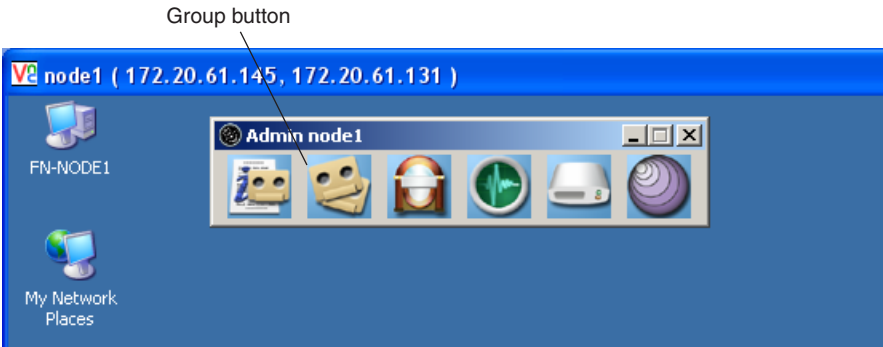
Group button

2. Click the Group button.

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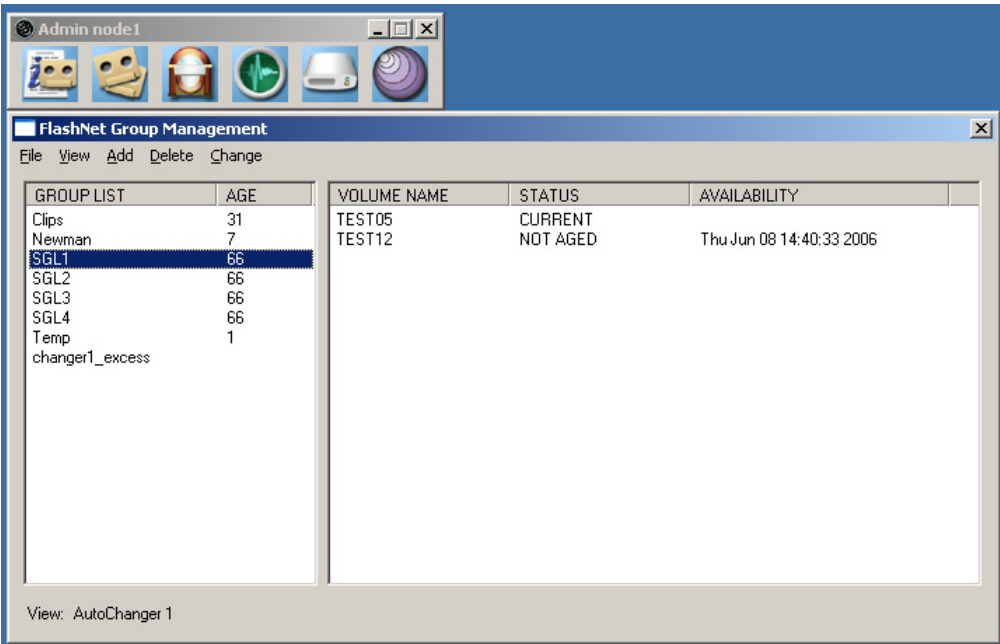
The names in the GroupList column are the names you use when you define an Archive profile in the Media Services Engine. For information on creating groups, see the SGL FlashNet documentation.

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 147.

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 148.

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 only used for setting up Avid Interplay ProEncode.

- 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 33.

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 71.

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 75.

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 40.

   To troubleshoot the progress of the job, you can use the Avid Diagnostics applications. For more information, see "Checking Media Services Jobs Using Avid Diagnostics" on page 368.

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 148 and "Restoring a Clip from the Archive Database" on page 163.

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 165.

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 cannott 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 40).

• 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 152.

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 71.

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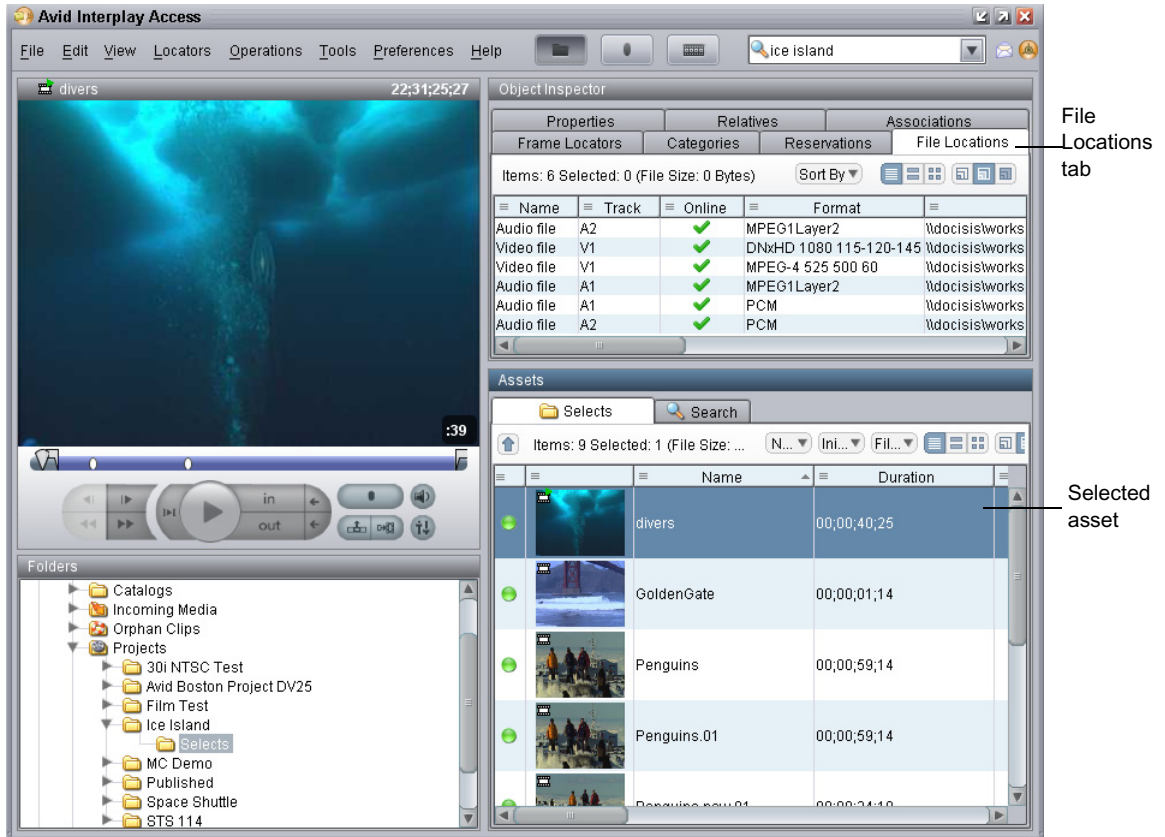
4. Select Tools > Archive or right-click and select Archive.

   The Archive dialog box opens.
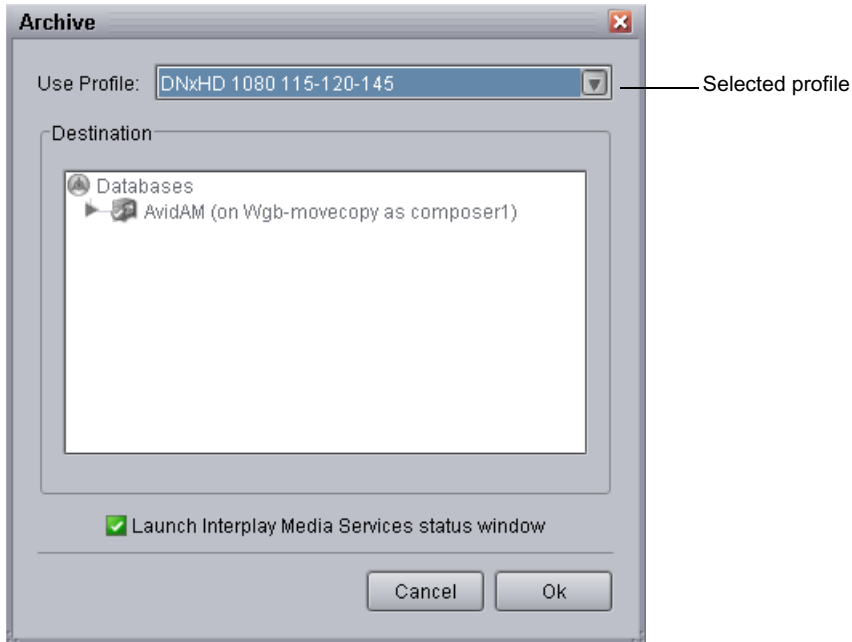
Selected profile

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 75.

   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.

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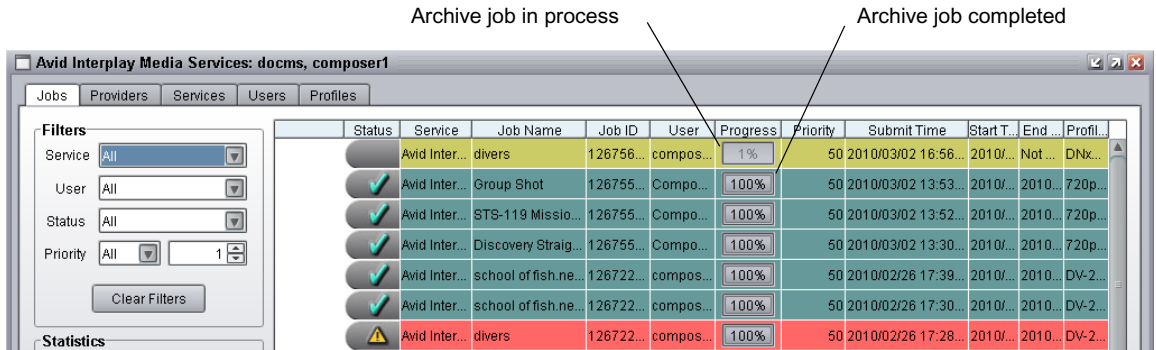
A check mark indicates a successfully completed job. The metadata is copied to the Archive database and the media is copied to the archive storage.

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.

File Locations tab
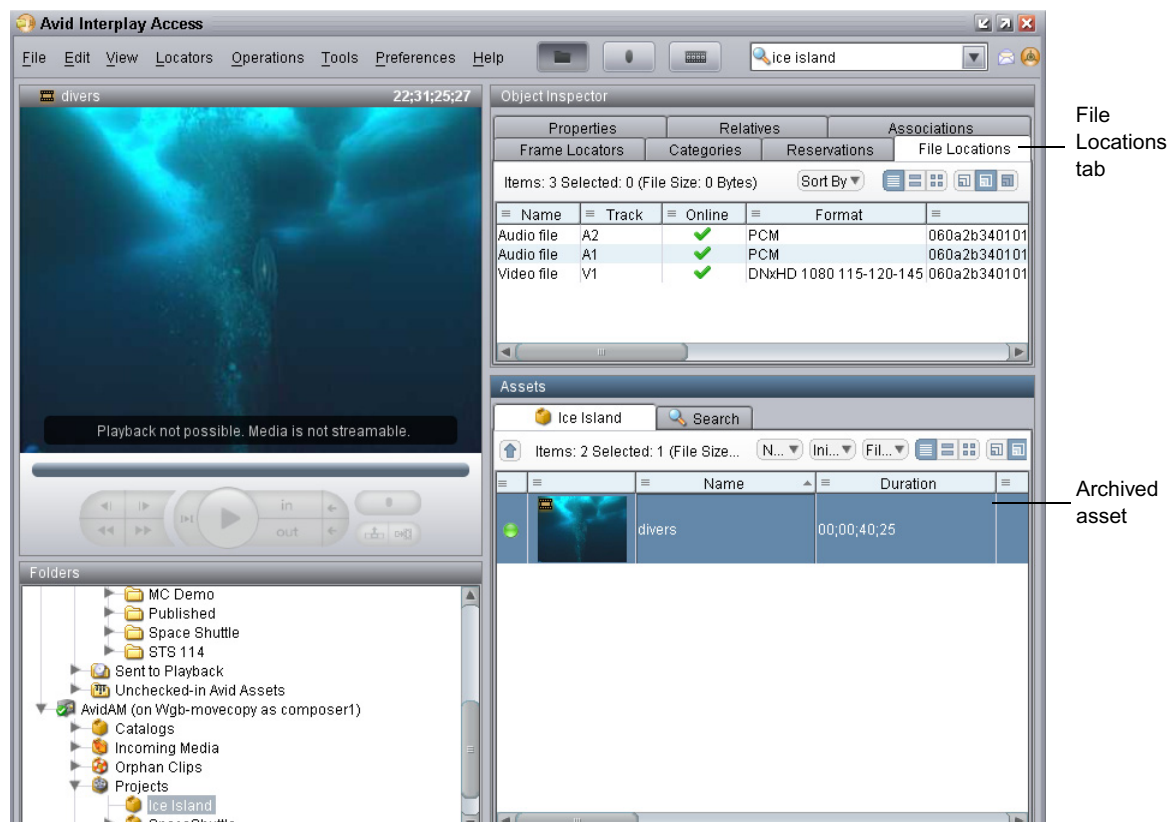
Archived asset

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 163.

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 29, 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.
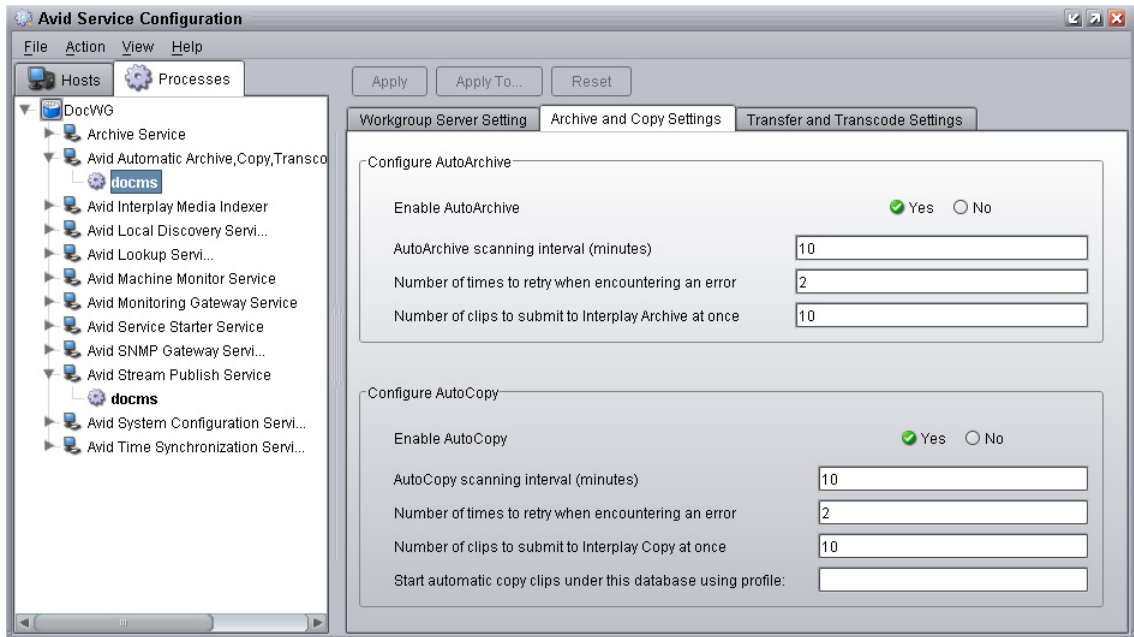
9. In the Configure AutoArchive area, do the following:

- Enable AutoArchive — Select Yes.

- AutoArchive scanning interval — Type the number of minutes between scans, minimum allowed is 5 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.
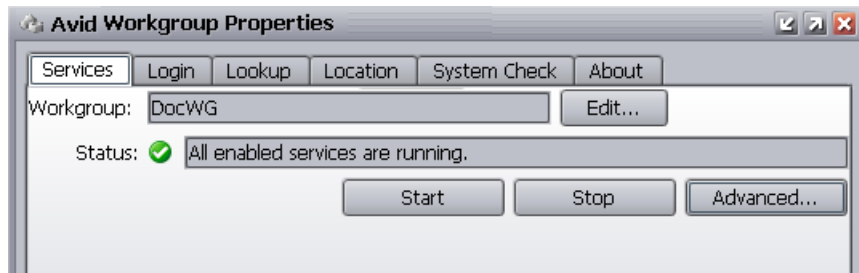
2. Click Advanced.

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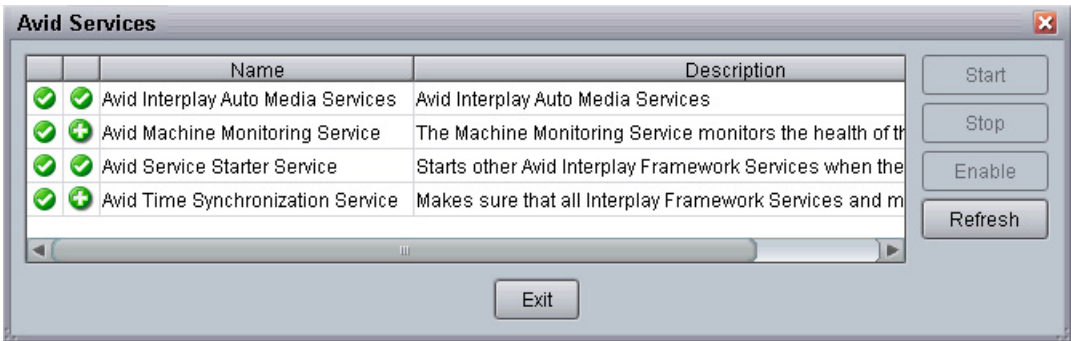
3. If necessary, select the Avid Interplay Auto Media Services service and click Start.

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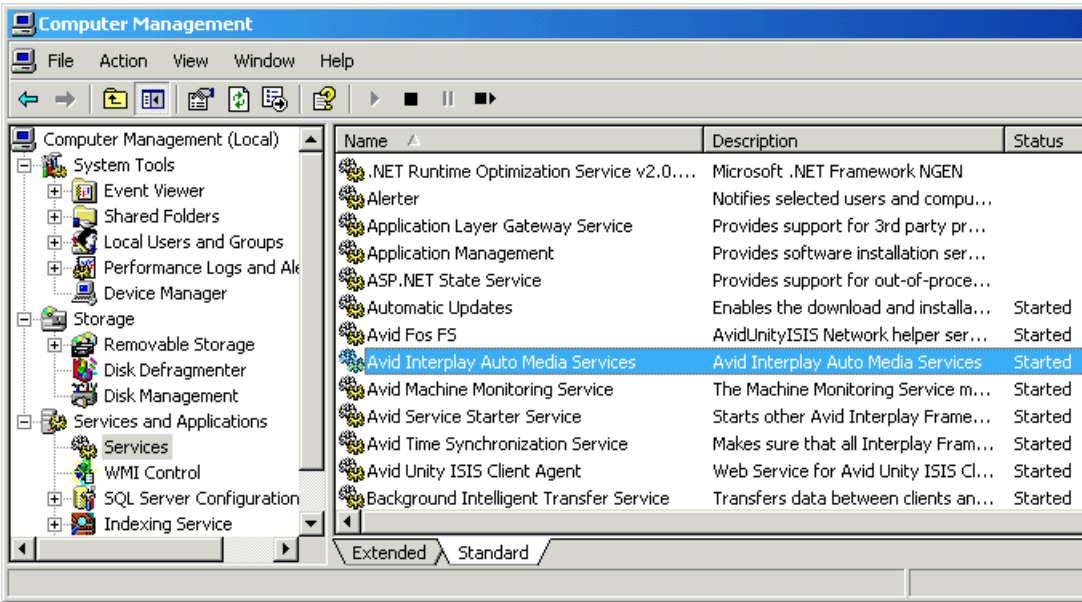
3. In the Status column, verify the Avid Interplay Auto Media Services are running.

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.
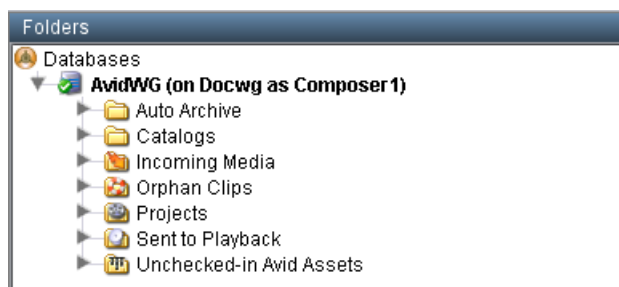
2. Right-click the folder and select Set AutoArchive.
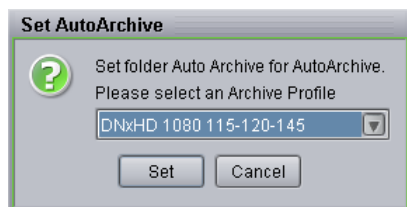
3. Select an Archive Profile from the Set Auto Archive dialog box.

   For information about profiles, see "Working with Media Services Profiles" on page 75.

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 158.

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 71. Make sure the Auto Archive service is running. See "Verifying That the Auto Archive Service is Running" on page 156.

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 153.

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

5. (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.

> *You can also use Avid Diagnostics to troubleshoot jobs. For information, see "Checking Media Services Jobs Using Avid Diagnostics" on page 368.*

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.
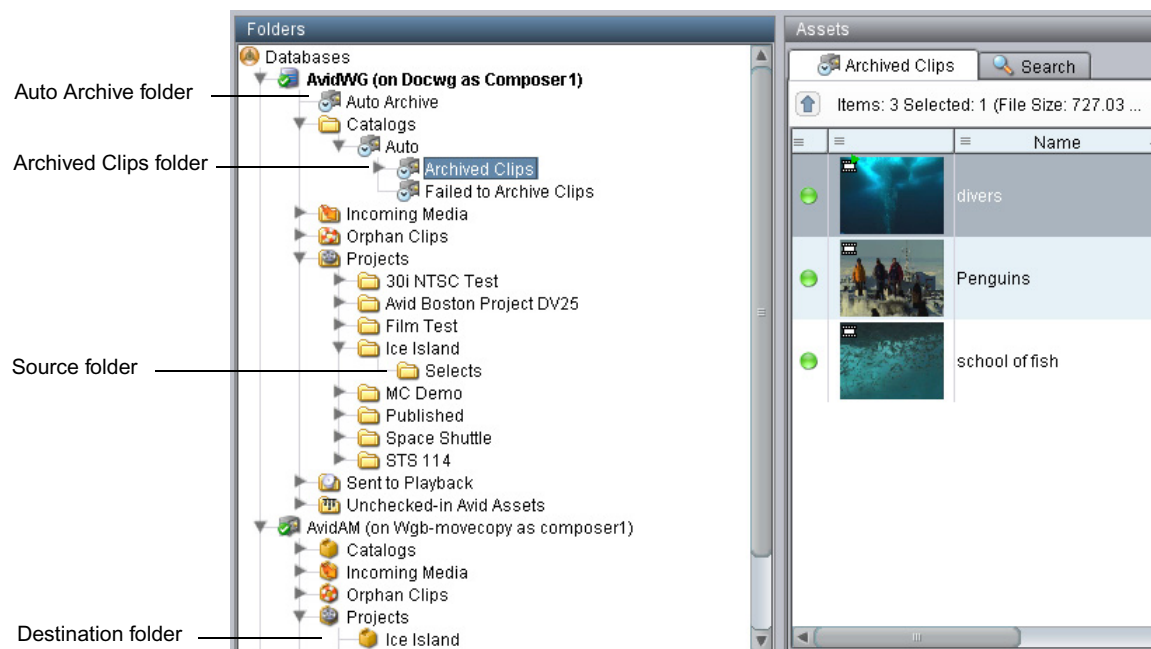
Searching the Archive Database

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.
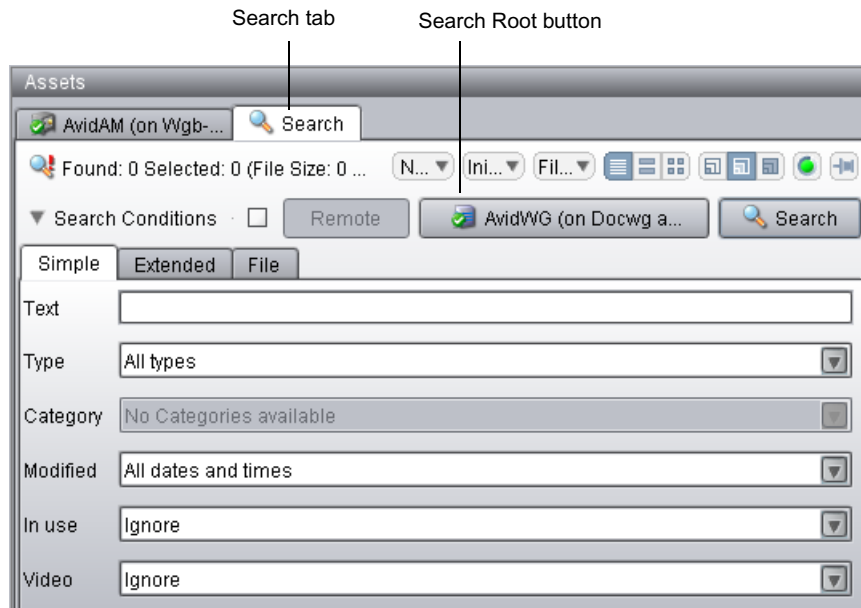
3. Click the Search Root button

   The Choose Search Root dialog box opens.
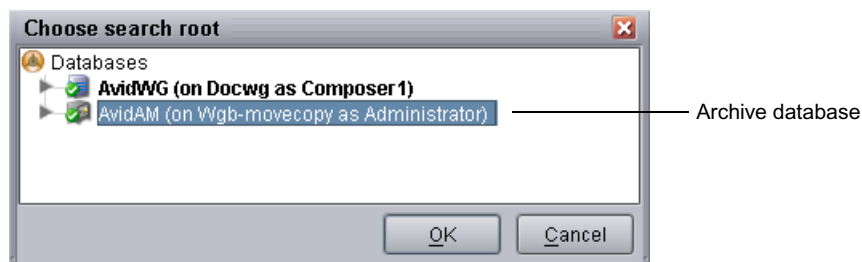
4. Select the Archive database and click OK.

   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.
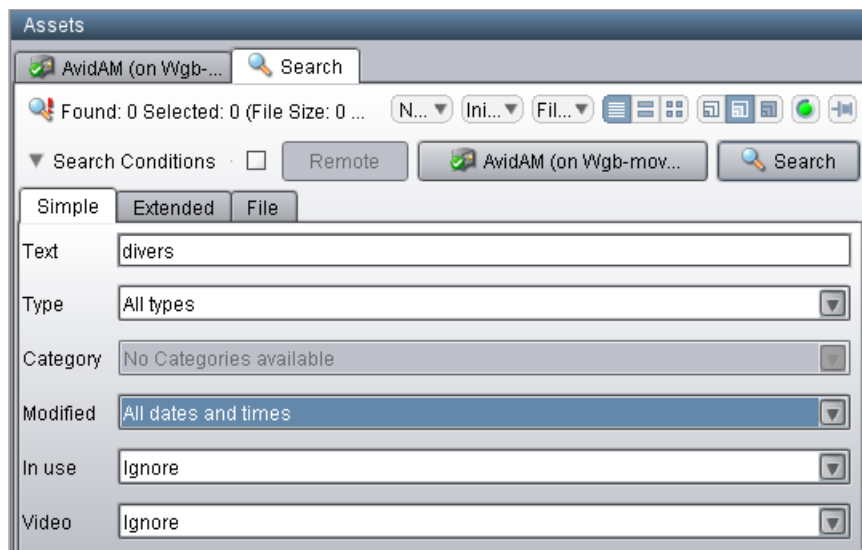
6. Click the Search button.

   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.
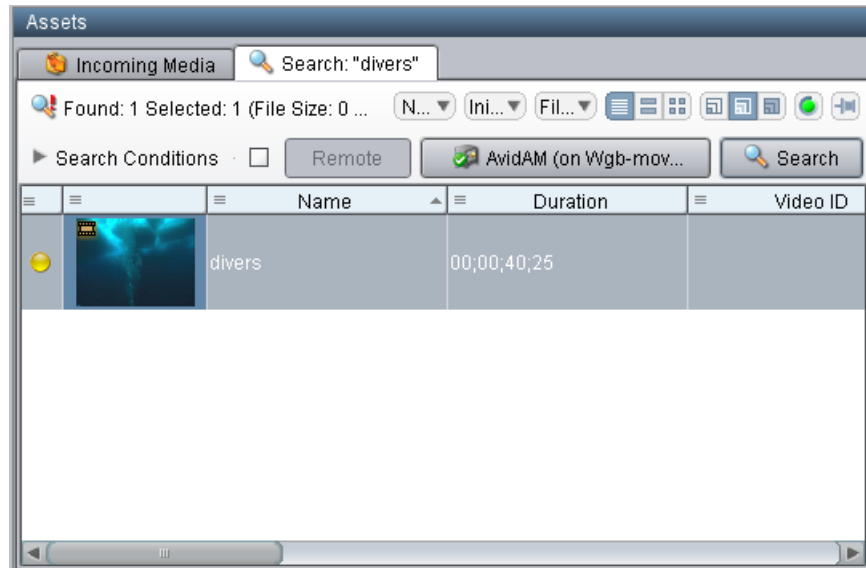
Restoring a Clip from the Archive Database

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 71.

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 161).

4. Select the clip or clips in the Search Results area.

5. Select Tools > Restore.

The Restore dialog box opens.
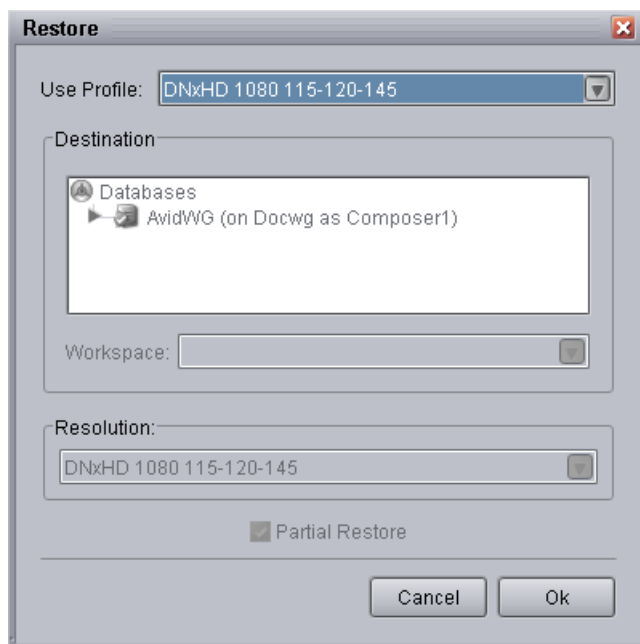
6. Do one of the following:

    ▶ Select a profile from the Use Profile menu. For information about profiles, see "Working with Media Services Profiles" on page 75.

📄 *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 Unity workspace where you want to place the restored media.

        -   Select a resolution from the Resolution menu.

- (Option) Select Partial Restore. For more information, see .

- (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.

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
- 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 163. 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 145.

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 168).

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).

Partially online for DV 25
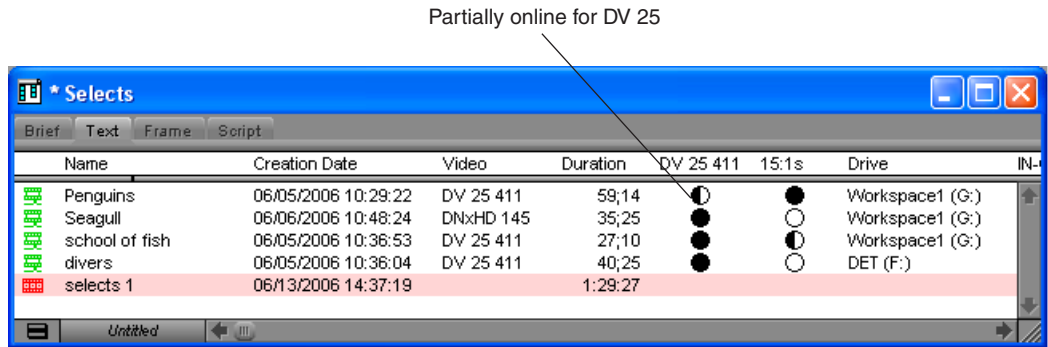
Viewing Partially Restored Reference Tracks in Interplay Access

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.
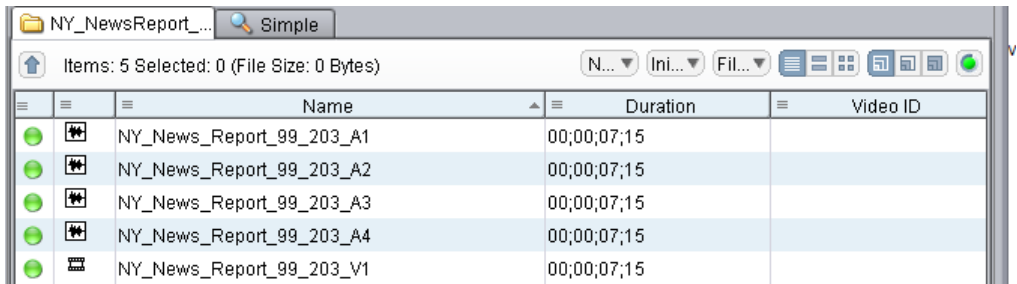
⚠ **Do not use the partially restored reference tracks for editing. Use the restored clip or subclip instead.**

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.)
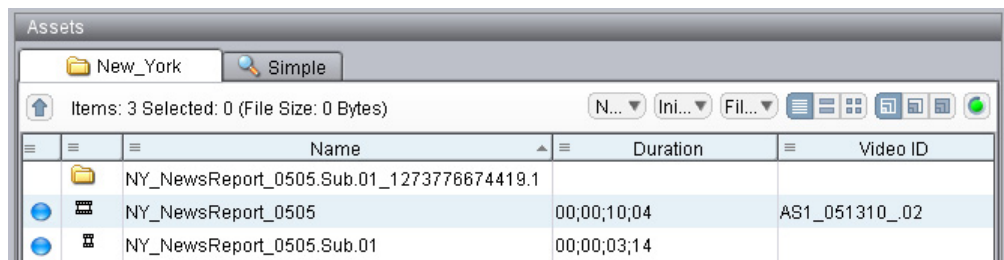
The New_York folder includes a subfolder that contains the reference tracks for the new media. (The name of this subfolder includes the Media Services job number.) If you open this folder, you can view the reference tracks. In this example, there are four audio files and one video file. All the media 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 132.

Reference tracks are also included when you perform a partial delivery. See "Understanding the Delivery Service" on page 269.

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 132).

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.

Media file

Requested media

Subclip used for restore operation

Restored media is longer than requested

7 Working with the Archive and Restore Services
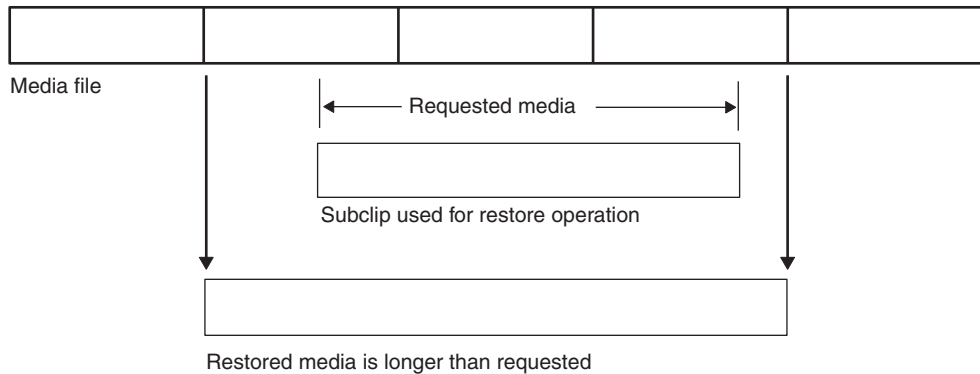
8 Working with the Stream Publish Service

The following topics explain how to set up and use the Stream Publish service:

- Understanding the Stream Publish Service
- Workflow 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

For information about automating the publication of QuickTime reference movies, see

Understanding the Stream Publish Service

The Avid Interplay Stream Publish service provider is an Interplay Media Services service that creates QuickTime reference movies that refer to MPEG-4 video files 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 2.0.

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 (MPEG-4 video and MPEG1 Layer 2 audio files) before you can use the Stream Publish service. For information, see "Part One: Creating Proxy Media" on page 173.

The Avid Service Configuration tool provides a setting that lets the Stream Publish service use the Media Indexer to look up the file path. By default, the setting is enabled allowing the use of the Media Indexer. Disabling this setting is useful when the Media Indexer is down or if it is very busy. In the Avid Service Configuration tool, select the Avid Stream Publish Service process. The Stream Publish Service Settings tab displays the "Use MediaIndexer to lookup filepath" settings. Uncheck this setting to not use the Media Indexer for looking up the file path.

Workflow 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. The MPEG-4 video format and the MPEG1 Layer 2 audio format are currently the required formats for this low-bandwidth media.

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.

The following diagram shows the basic process of creating proxy media files and automatically creating QuickTime reference movies that can be streamed from the Interplay Stream Server.

1. The Avid Low-Res Encoder or the Transcode provider creates MPEG-4 video media and MPEG1 Layer 2 audio media and checks the files into the Interplay database.

2. The Workflow Engine uses the Auto-Publish workflow to scan the database and listen for Media Indexer creation notifications. If it finds media that requires a QuickTime reference movie, it prompts the Stream Publish provider to create one.

   The Stream Publish provider creates the QuickTime reference movie and stores it on the Interplay Stream Server.

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). A CaptureManager system controls the operation. For more information, see the *Avid Low Res Encode Setup and Configuration Guide* and the *Avid CaptureManager Installation and Configuration Guide*.

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 media for an entire clip, 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 only media used in a sequence, 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 During the Transcode Process" on page 105.

    - 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 the DUALMIXDOWN Mode During the Transcode Process" on page 106.

  There are two ways to transcode media:

  - 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*.

For more information on creating Transcode profiles, see the "Creating a Interplay Transcode Service Profile" on page 92.

📖 *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, you need to publish them through the Stream Publish service. You can publish them 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 "Working with the Stream Publish Service" on page 171 and "Automatically Publishing QuickTime Reference Movies" on page 191.

When you delete the MPEG proxy media, the corresponding QuickTime reference movie is also deleted.

Resolutions for MPEG Proxy Media

The following table lists the currently supported resolutions for MPEG-4 video and MPEG1 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. Four channels of compressed MPEG1 Layer 2 audio media (96k per channel) are supported.

Media	Resolution	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)

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 Unity™ 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 "Automatically Publishing QuickTime Reference Movies" on page 191.

Stream Publishing Assets Check List

Task	Section Reference
☐ Make sure the Interplay Stream Server software and supporting software are installed on the streaming server.	See the *Avid Interplay Software Installation and Configuration Guide*.
• Avid Service Framework for Client	
• Avid Interplay Stream Server	
• Avid Interplay Access	
• (Option) Auto Publish Support software that includes the Workflow Engine and auto-publish flow charts	
Make sure the Interplay Stream Server application key is connected to the server.	
☐ 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.	See *Avid Interplay Software Installation and Configuration Guide* and "Interplay Media Services Engine Installation and Configuration" on page 29.
• Avid Service Framework for Client	
• Avid Interplay Access	
• Avid Interplay Media Services	
• Avid Interplay Transcode service	
• Avid Interplay Stream Publish service	
🖹 *Make sure QuickTime 7.x is installed on the system with Interplay Stream Publish service.*	
Make sure the Interplay Media Services application key is connected to the server.	
☐ Install and register the Avid Interplay Stream Publish service provider.	See "Installing and Registering the Stream Publish Service Provider" on page 177.
☐ Connect the Stream Publish provider to the Media Services Engine.	See "Connecting the Stream Publish Provider to the Media Services Engine" on page 182.
☐ Start the Interplay Stream Publish service provider.	See "Starting the Stream Publish Provider" on page 184.

Stream Publishing Assets Check List (Continued)

Task	Section Reference
❑ Create a Stream Publish profile.	See "Creating a Stream Publish Service Profile" on page 185.
❑ Publish assets.	See "Manually Creating QuickTime Reference Movies" on page 188.

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 installation DVD. 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 "Understanding Service Descriptions and Service Packages" on page 61.

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 37.

3. Click the Services tab.

   The Services page displays the currently configured services.
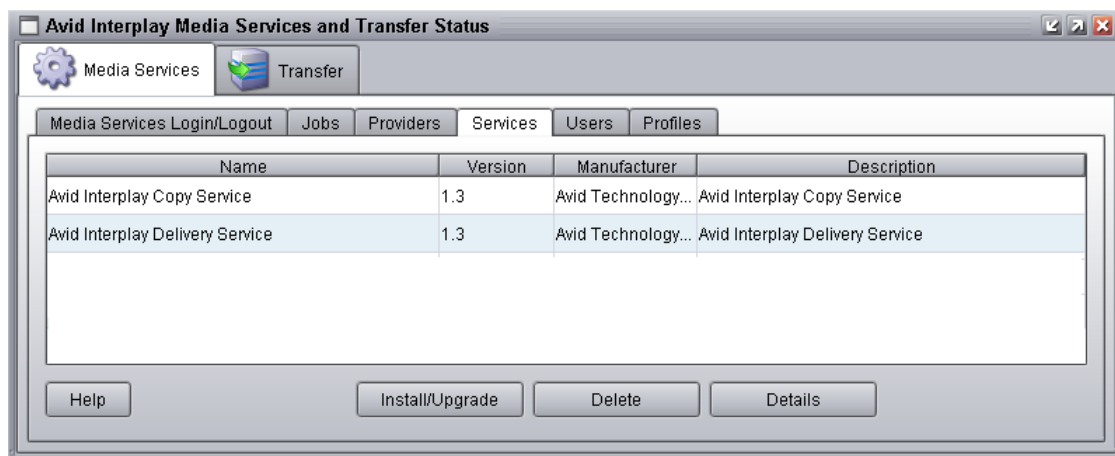
4. Click Install/Upgrade.

   The Install/Upgrade Service dialog box opens.
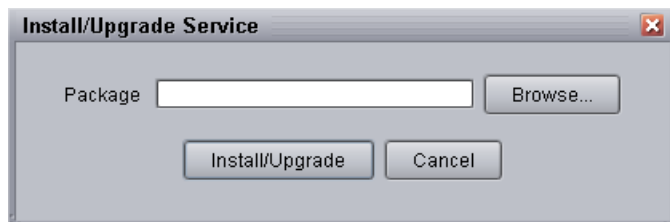
5. Click Browse and navigate to the folder containing the Stream Publish service package (Publishing.zip file).Make sure you have access to the folder. By default the service package is installed in the following folder:

   C:\Program Files\Avid\Avid Interplay Stream Publish

   You can use the Microsoft Windows Search tool to help you locate the folder that contains the Publishing.zip file.
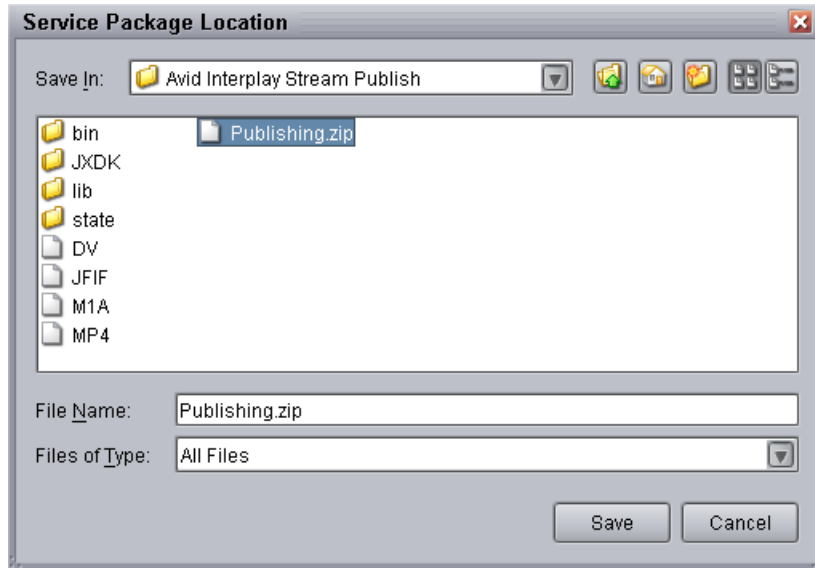
6. Click Save.

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.
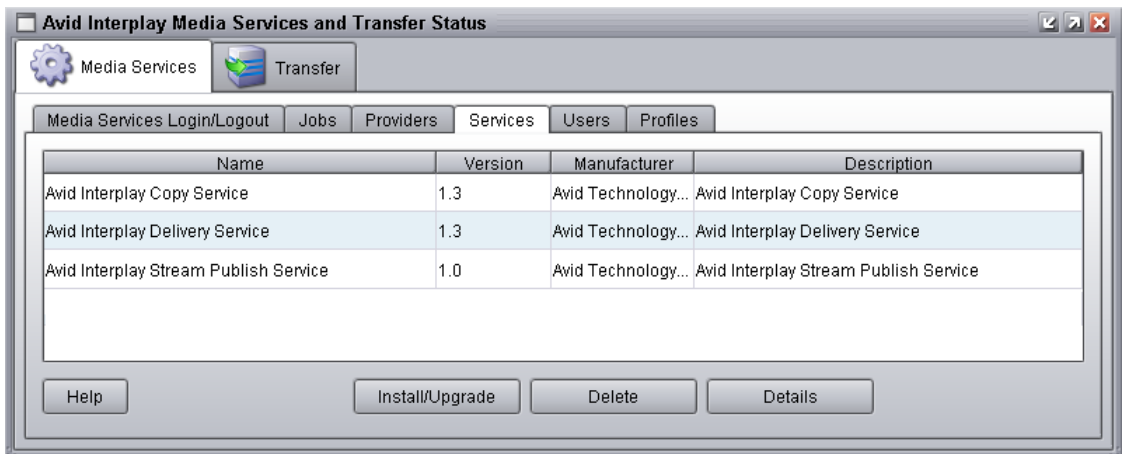
Registering the Stream Publish Provider

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 37.

2. Click the Providers tab.

   The Providers page displays all of the currently registered providers.
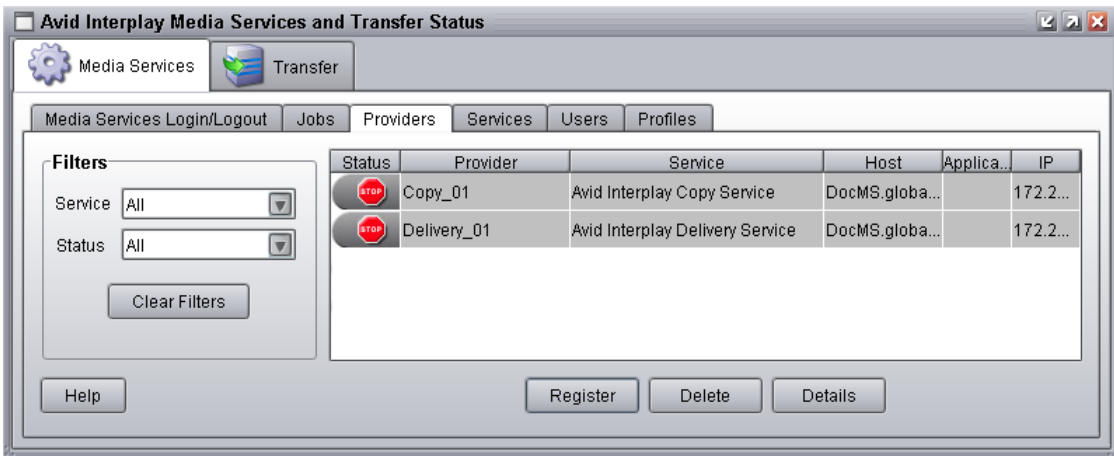
3. Click Register.

   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 .
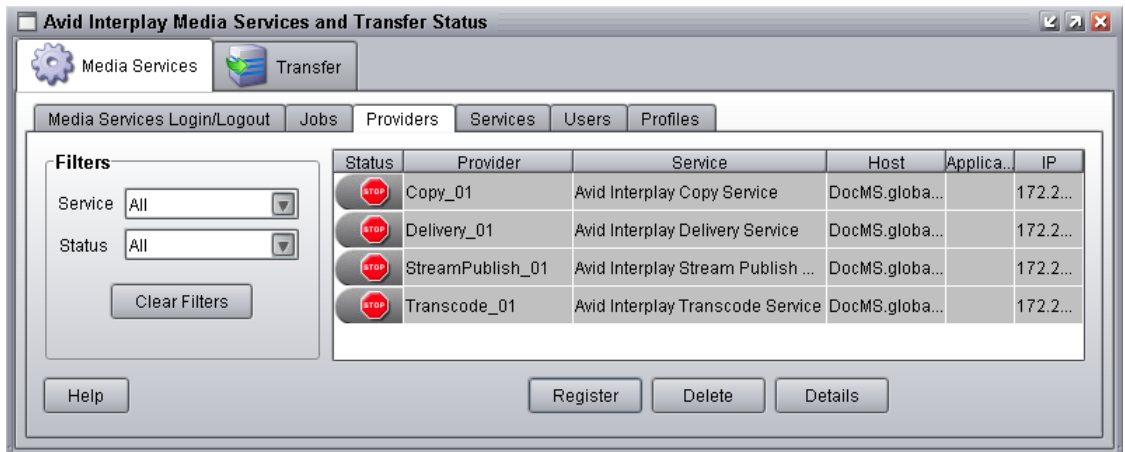
Connecting the Stream Publish Provider to the Media Services Engine

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.
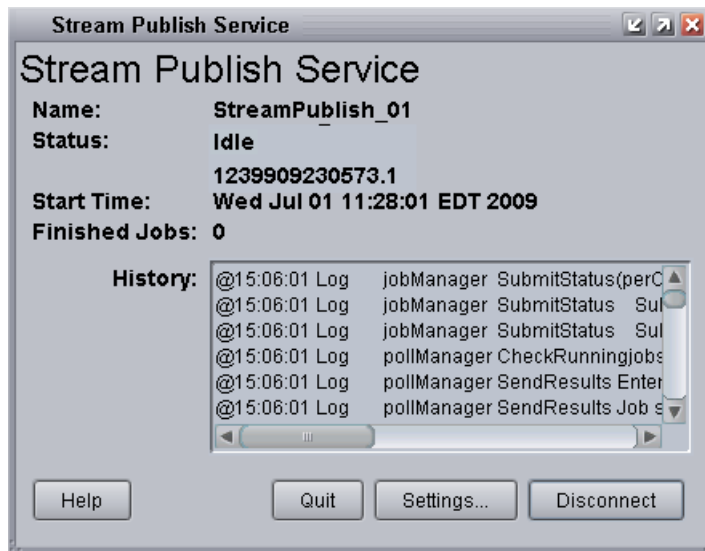
2. Click Settings.

   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 180. 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.
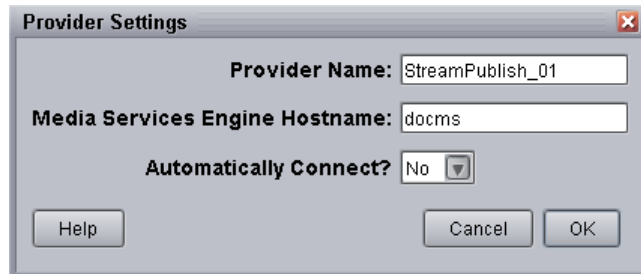
4. Click OK.

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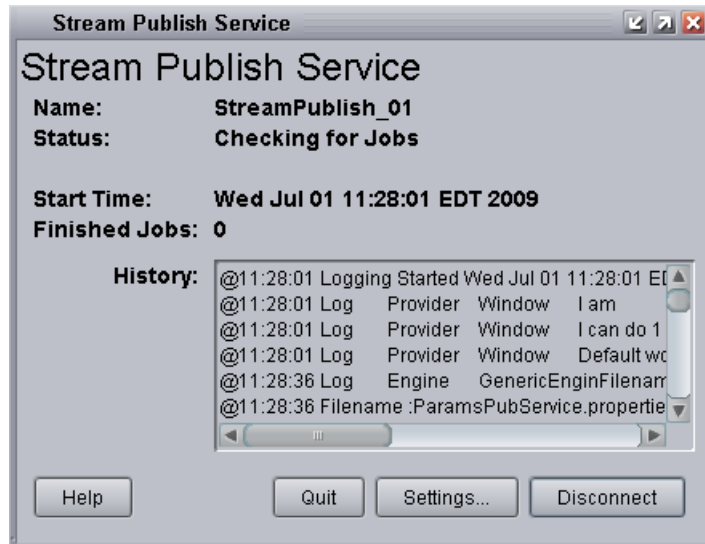
The Provider page in the Media Services and Transfer Status tool now shows that the provider is connected, indicated by a check mark in the Status column.
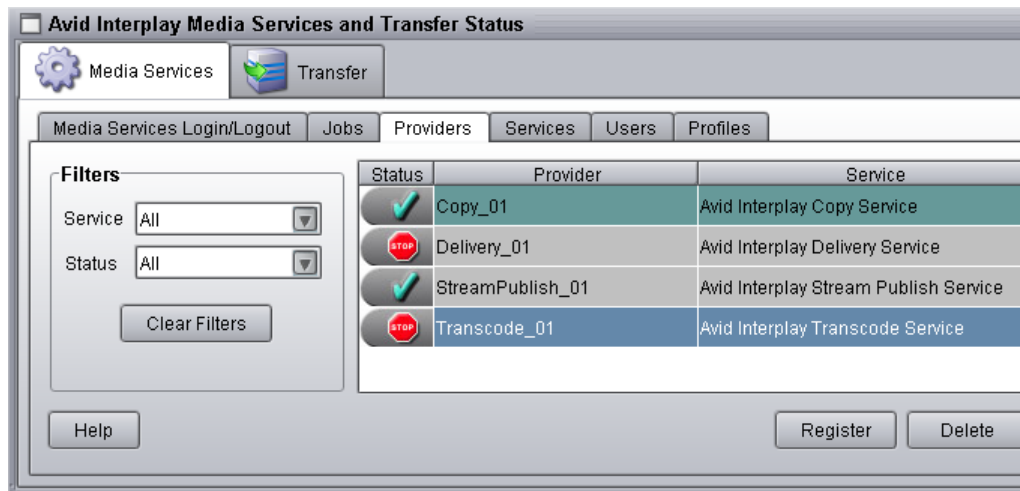
Starting the Stream Publish Provider

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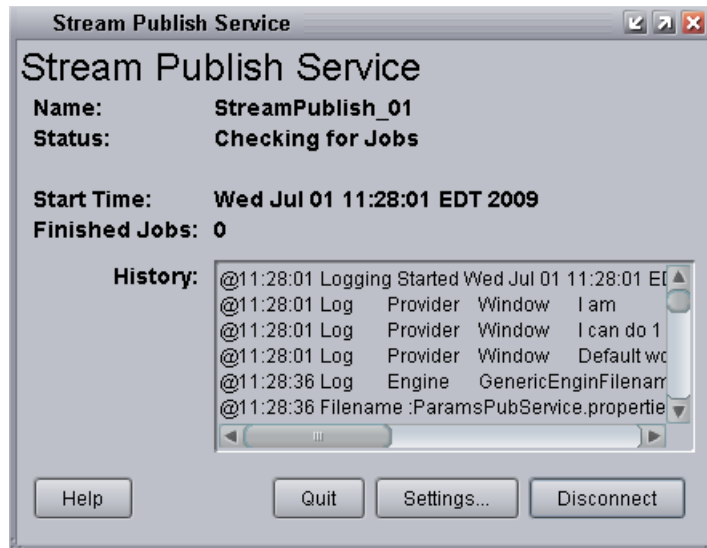
> If the provider cannot connect to the Media Services Engine, the Status line reads
> "Connection Error." Ensure the Media Services Engine is running, the service is installed,
> the provider is properly registered, and then click Connect again.

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 37.

2. Click the Profiles tab.

3. From the Service menu, select Avid Interplay Stream Publish Service.
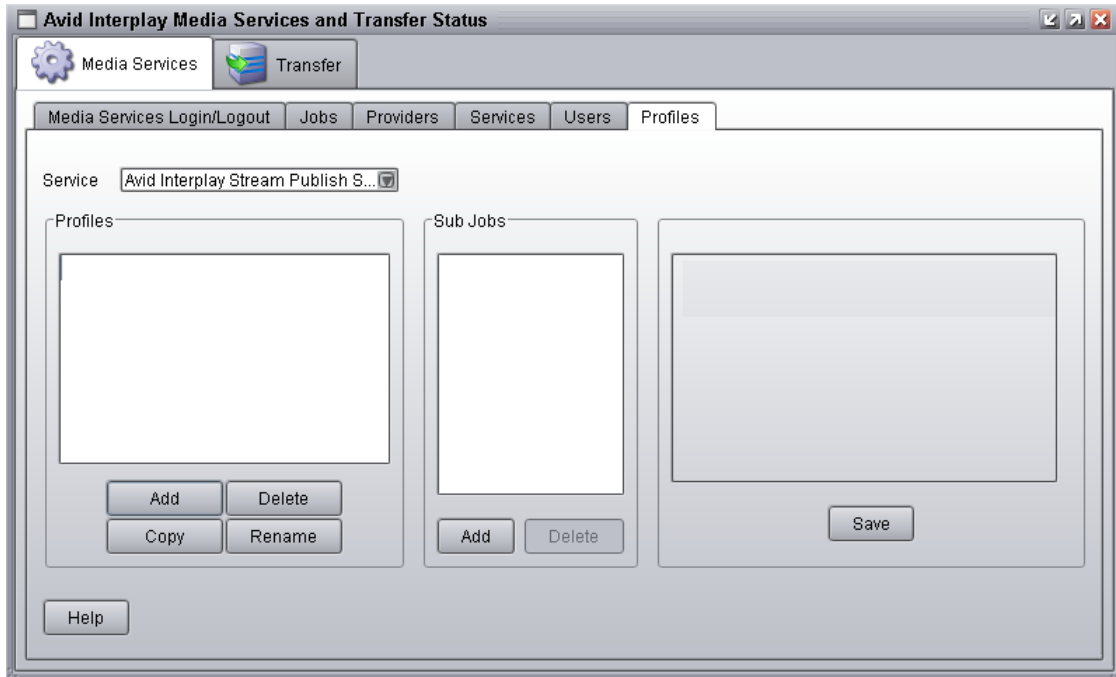
4. Click Add in the Profiles area.

   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.
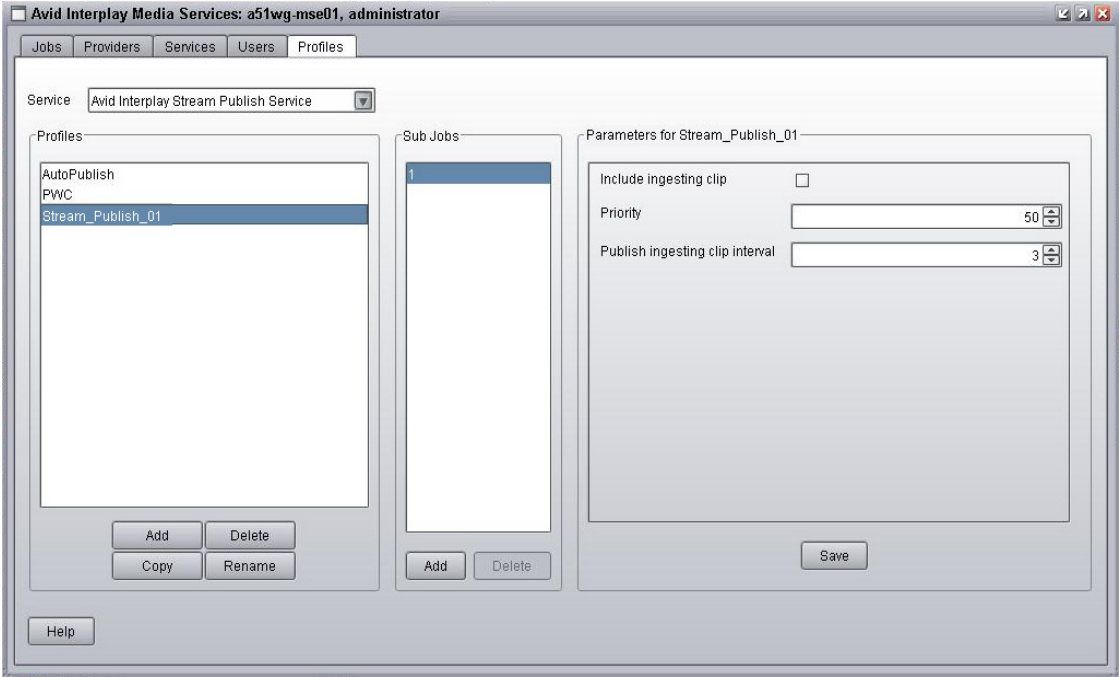
7. In the Parameters area, set the desired options.

Option	Description
Include ingesting clip	Select this option to publish media during the ingest process. See "Stream Publishing Media During Ingest" on page 189.
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.
Publish ingesting clip interval	Set a value for the number of minutes between the publishing process during Stream while Capture. The minimum value is 3 minutes. This option requires the "Include ingesting clip" option to be set.

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 section to manually create QuickTime Reference movies.

📖 *For information about automating the publication of QuickTime reference movies, see "Automatically Publishing QuickTime Reference Movies" on page 191.*

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 proxy media from Interplay Access. The Interplay Engine automatically deletes the MPEG-4 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 within Avid Access, you can publish media during the ingest process to allow for streaming of the media before the completion of the ingest. This process is referred to as Stream while Capture (SWC).

There are two different setup configurations for SWC:

• Automatically scan for material to publish during the ingest requires the Workflow Engine and the Auto Publish software.

• Manually scan the ingesting clip for the ingested portion of material to publish. This workflow does not require the Workflow Engine or the Auto Publish software.

For information about installing and configuring the Workflow Engine and the Auto Publish software, see "Automatically Publishing QuickTime Reference Movies" on page 191.

The Avid Interplay Stream Publish Service profile provides settings for using SWC. After setting up the profile, you can right-click an ingesting clip in Avid Access and select Stream Publish > *profile*. The media is streamed into the Monitor as it becomes available for publishing, as defined by the profile. However, when auto-publish picks up the same clip and sends it to publish the auto-publish profile settings are used.

Profile Settings for SWC Automatic Scan

The Avid Interplay Stream Publish Service profile settings let you configure how often the media is scanned for new material to publish during the ingest. For example, you can set the publishing intervals to 5 minutes, in which case during the ingest, the ingested media is published approximately every 5 minutes.

Two settings are available on the Avid Interplay Stream Publish Service profile to allow for automatic publishing during the ingest process:

• Include ingesting clip—Select this option to publish media during the ingest process.

• Publish ingesting clip interval—Select a value for the number of minutes between the publishing process. The minimum value is 3 minutes. You must select the "Include ingesting clip" option to use this setting.

Profile Settings for SWC Manual Scan

When "Include ingesting clip" is not selected in the Avid Interplay Stream Publish Service profile, you can use the profile to manually SWC ingesting media. In this case, only the media that has been ingested so far is published. If you want to publish more of the ingesting media when it becomes available, you need to use the Stream Publish command and select the profile again. The manual publishing of Stream While Capture does not require a Workflow Engine or the Auto Publish software.

9 Automatically Publishing QuickTime Reference Movies

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 is supported by three flow charts in the Avid Interplay Workflow Engine. The Workflow Engine provides a tool for automating the stream publish workflows, using Auto Publish with the Interplay Stream Publish service. The automation process creates or publishes QuickTime reference movies. The Workflow Engine uses flow charts with defined tasks 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 the pre-configured flow charts using the Workflow Engine.

📖 *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 185.*

📖 *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 Unity™ 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
☐ Make sure the Interplay workgroup is setup for Avid Interplay Stream Publish service and Avid Interplay Auto Publish support software.	See the *Avid Interplay Software Installation and Configuration Guide* and "Check List for Stream Publish Workflow" on page 175.
☐ Configure the Workflow Engine database.	See "Verifying the Workflow Engine Database" on page 192.
☐ Import the Auto-Publish flow charts using the Workflow Engine Repository.	See "Importing Auto-Publish Flow Charts" on page 196.
☐ Set the Action properties for the Auto-Publish flow charts.	See "Modifying the Flow Chart Settings" on page 200.
☐ (Option) Monitor the workflow using the Avid Service Diagnostic tool.	For more information about Avid Service Framework, see the *Avid Service Framework User's Guide*.

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 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. 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 195.*
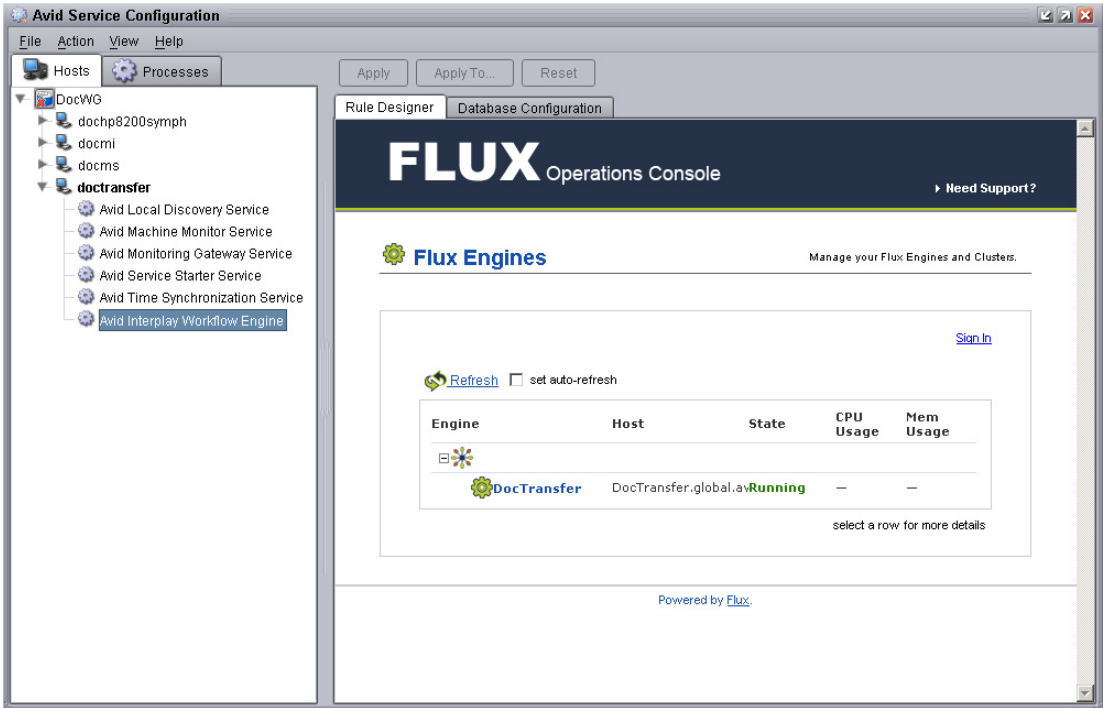
5. Click the Database Configuration tab in the Configuration pane.

   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.

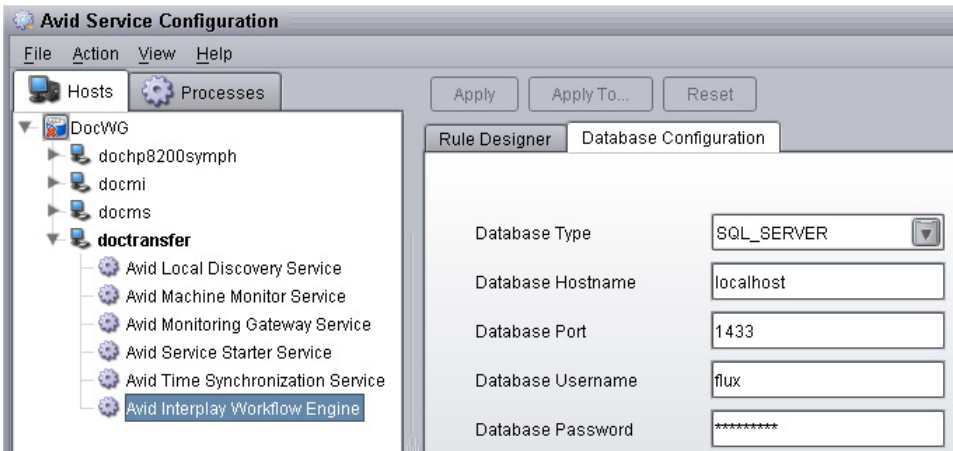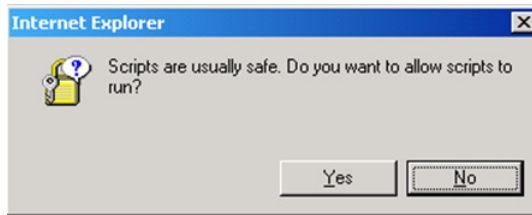By default, this Internet Explorer message displays when you try to access the Avid Interplay Workflow Engine from the Avid Service Configuration tool. You can use the procedure in this section to change the Internet Explorer security level to allow access to the Avid Interplay Workflow Engine server.

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.
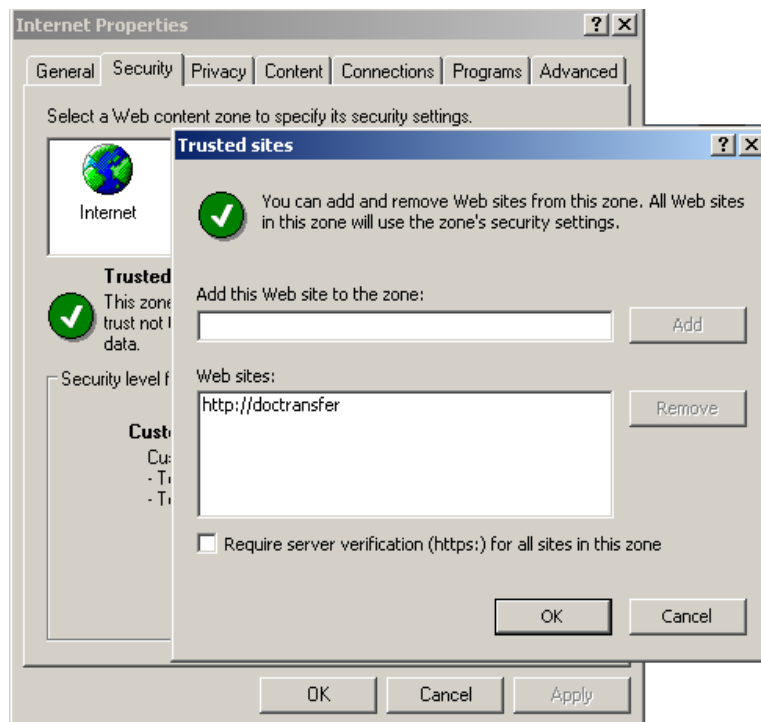
Importing Auto-Publish Flow Charts

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.
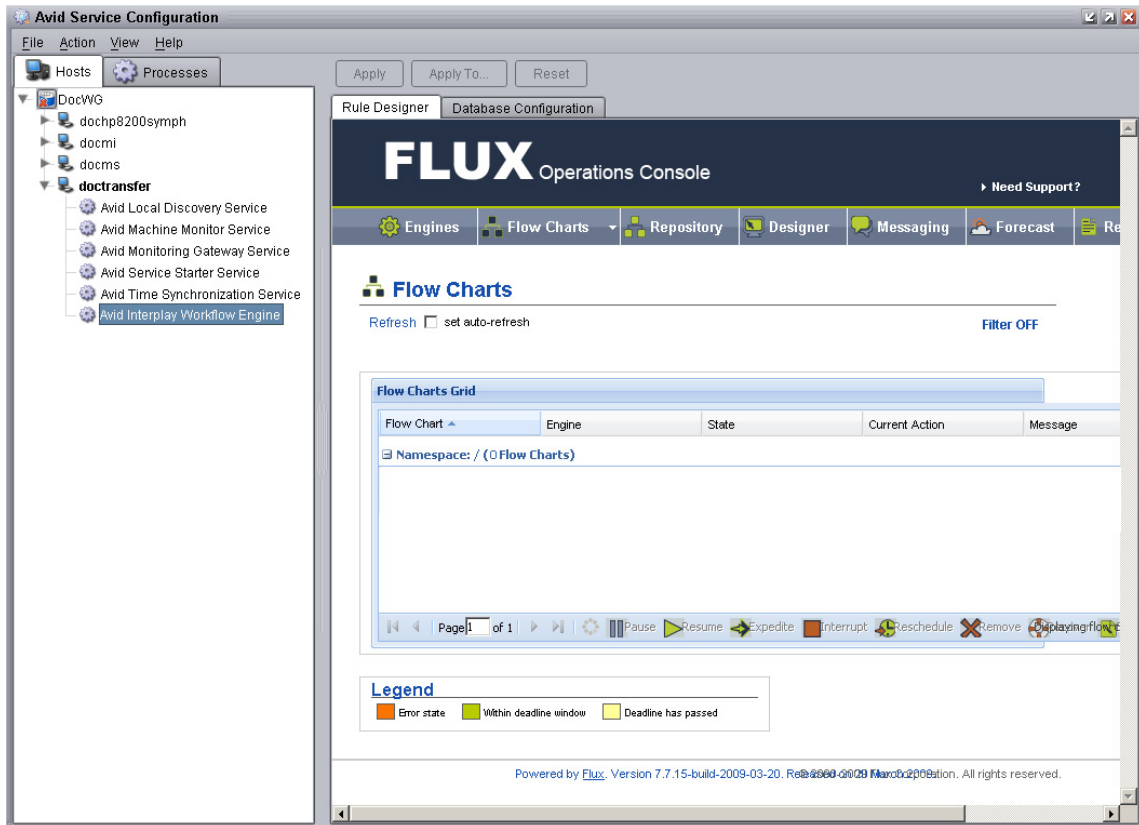
4. Click Repository.

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\flowcarts\AutoPublishing

This example shows the Auto-Publishing flow chart selected.

The flow chart files use the .ffc file extension.
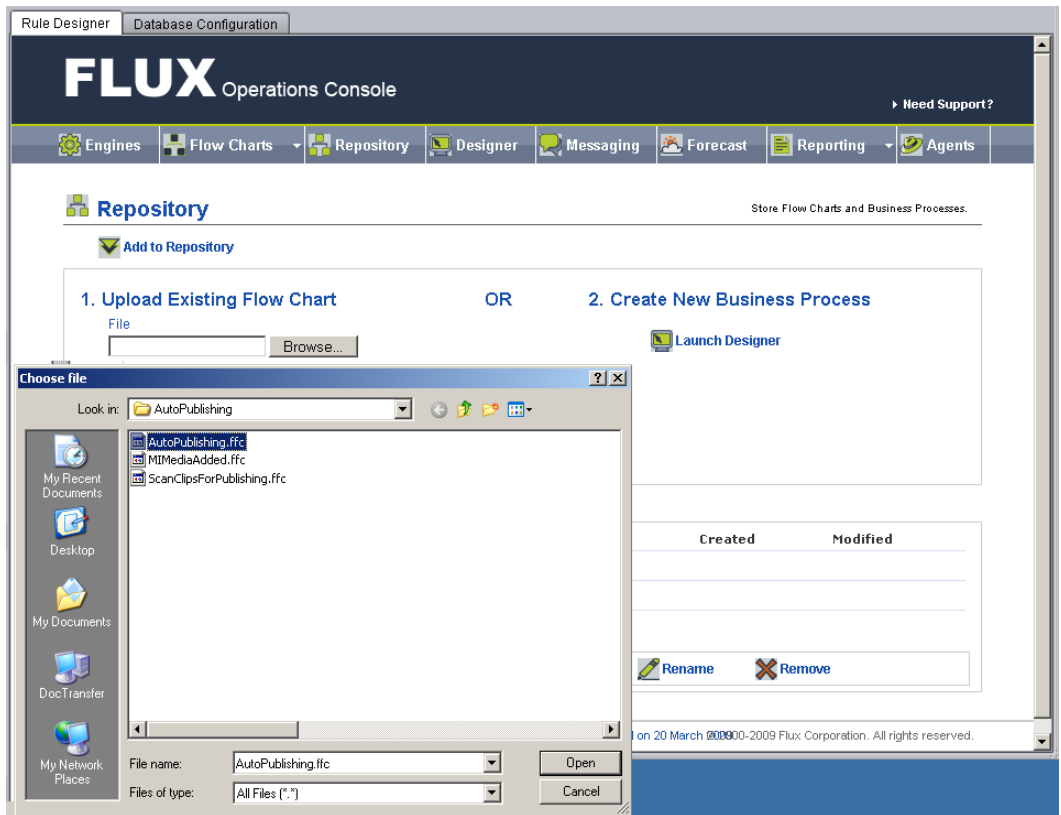
6. Click Open.

7. Click Upload.

This example shows the AutoPublishing flow chart is now available in the Repository.
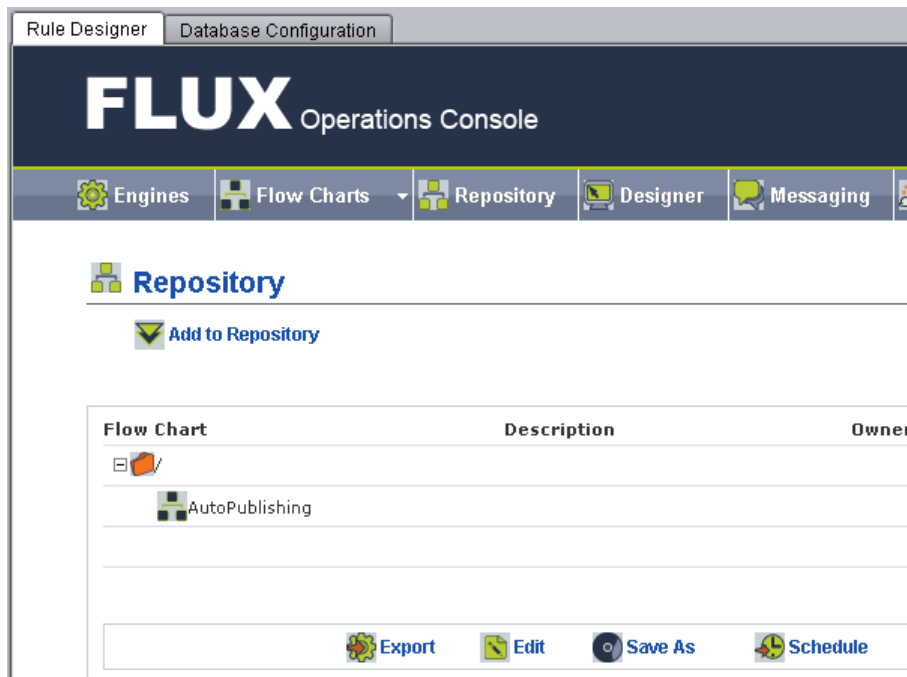
8. Repeat this procedure until all three Auto-Publishing flow charts are imported.

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.
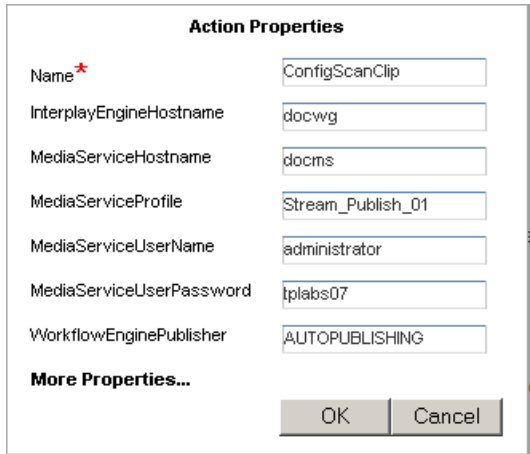
The Repository page changes to display the flow chart. This example shows the ScanClipsForPublishing flow chart.
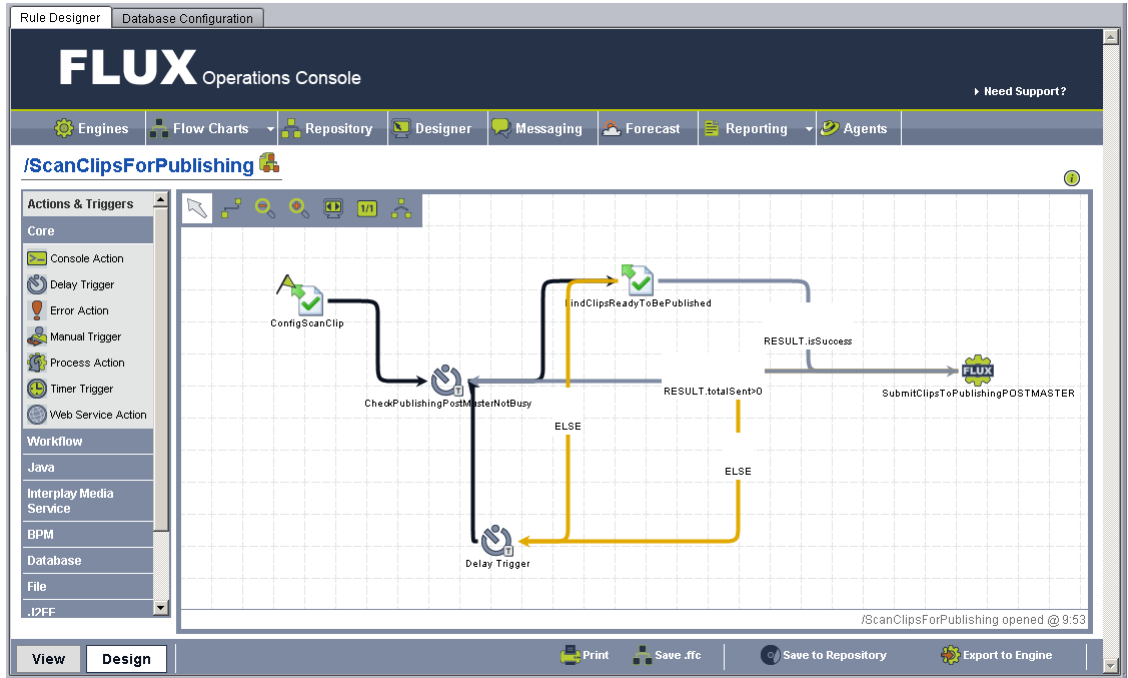
3. Right-click the first action in the flow chart and select Action Properties. In this example, the first action is named ConfigScanClip.

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 "Creating a Stream Publish Service Profile" on page 185.
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.
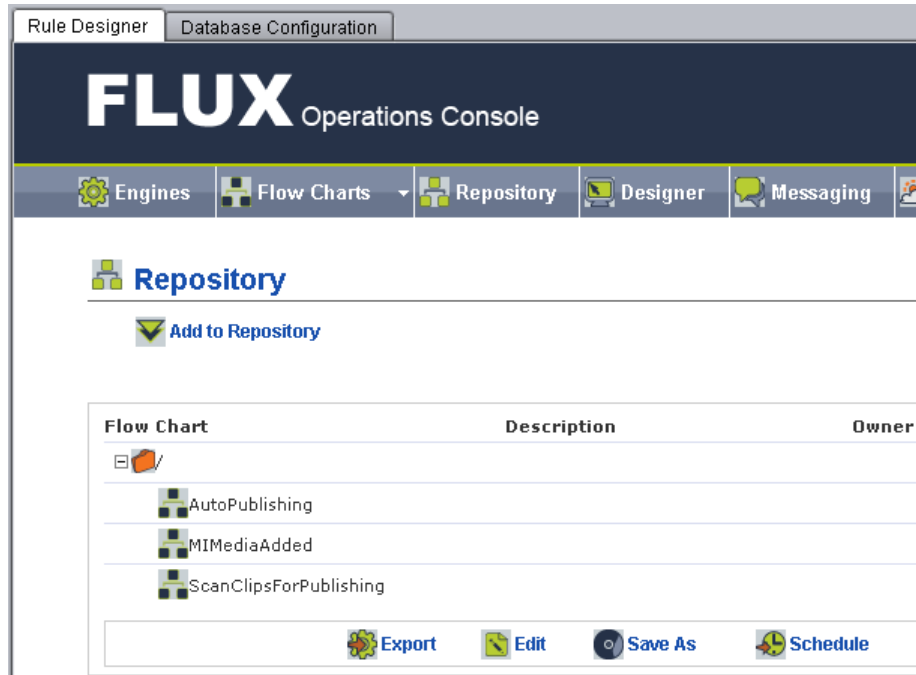
9. To export the flow chart to the Workflow Engine, do the following for each flow chart:

    ▶ Select a flow chart and click Export.

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.

9 Automatically Publishing QuickTime Reference Movies

10 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
- Installing and Registering the Copy Service Provider
- 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

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.

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 233.

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.
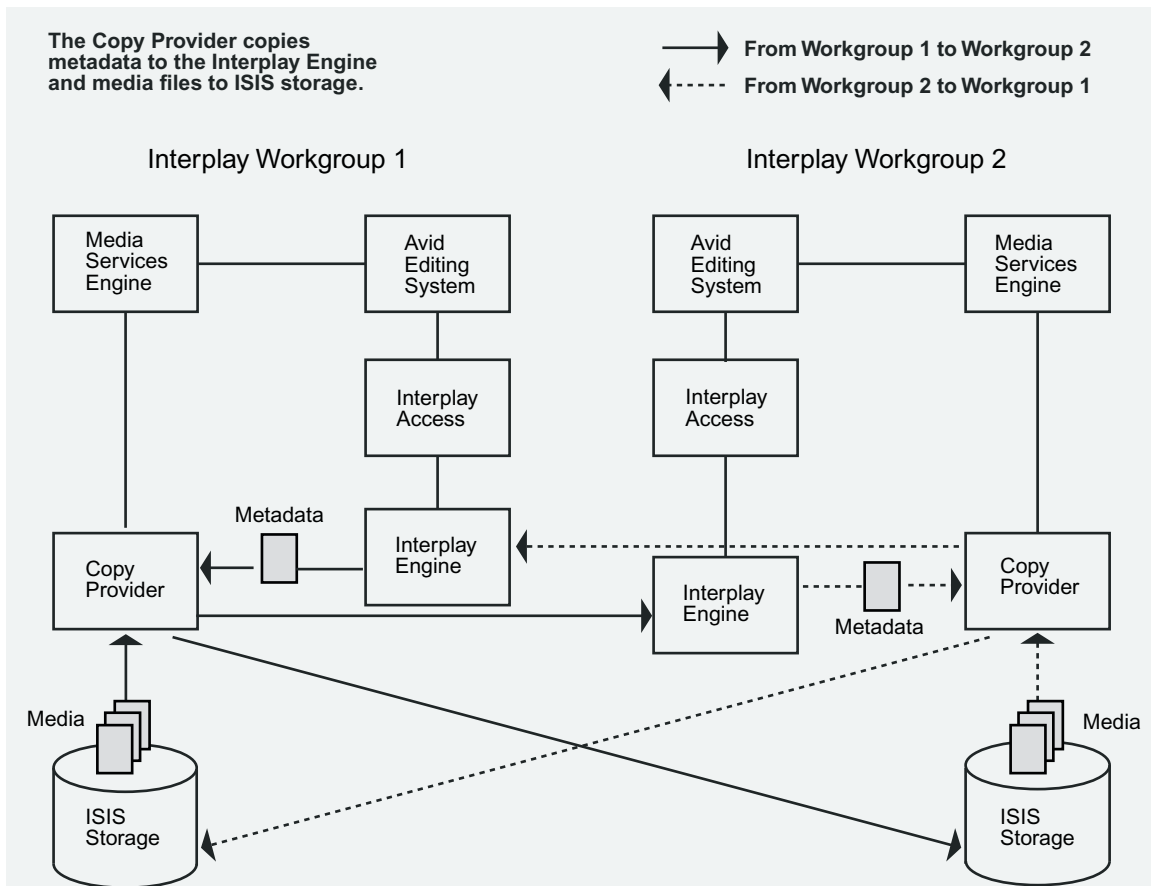
You can also copy metadata and media files during the ingest process, so that assets are accessible in the destination workgroup as they become available during the ingest process. See "Copying Assets During Ingest" on page 227.

Copy Requirements

The workgroups must share the following configuration:

• Both ISIS systems must be running Avid Unity ISIS v2.0.1 or later.

• At least one Media Services Engine and one Copy Provider, with the Copy service correctly configured. You can configure your environment in two different ways:

  - 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. The workspaces must be mounted using UNC (letterless) drive mappings.

  For more information, see the *Avid Interplay Software Installation and Configuration Guide*.

- You can use the Media Services Copy Provider to copy to an equal or higher version of ISIS, but you cannot copy to a lower version of ISIS. For example, you can copy from an Interplay environment running ISIS v1.6 to an environment running ISIS v2.1 but you cannot copy from the ISIS v2.1 system to ISIS v1.6.

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 Unity™ 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 .

📖 *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
❑	Add two 10 Gb adapter boards to the Copy provider and configure it to communicate with both Interplay workgroups.	See *Avid Interplay Software Installation and Configuration Guide*.
❑	Make sure an Interplay Media Services administrator account is set up on Avid Unity.	See the *Avid Interplay Software Installation and Configuration Guide*.
❑	Mount workspaces.	See *Avid Interplay Best Practices*.
❑	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.	

Copying Assets to Another Workgroup Check List (Continued)

Task	Section Reference
❑ Make sure the Interplay Media Services Engine software and the supporting software are installed and configured in the workgroup.	See *Avid Interplay Software Installation and Configuration Guide* and "Interplay Media Services Engine Installation and Configuration" on page 29.
• Avid Service Framework for Client	
• Avid Interplay Access	
• Avid Interplay Media Services	
• Avid Interplay Copy service	
❑ (Option) Install the Interplay Auto Media Services service, which includes the Interplay Auto Copy service software.	See "Installing the Avid Interplay Auto-Copy Service" on page 236.
❑ Install and register the Copy service provider.	See "Installing and Registering the Copy Service Provider" on page 211.
❑ Connect the Copy service provider to the Media Services Engine.	See "Connecting the Copy Provider to the Media Services Engine" on page 216.
❑ Start the Copy service provider and verify it is connected.	See "Starting the Copy Provider" on page 219.
❑ (Option) Create a Copy profile.	See "Creating an Interplay Copy Service Profile" on page 220.
❑ (Option) Configure how errors are handled and reported in the Media Services Status tool using the Avid Services Configuration tool.	See "Customizing the Reporting of Service Job Status" on page 42.
❑ (Option) Configure an Auto Copy folder.	See "Automatically Copying Assets To Another Workgroup Using an Auto-Copy Folder" on page 243.
❑ Configure the Avid editing system.	See "Starting the Interplay Media Services Engine" on page 36.
❑ Perform a Copy process.	• See "Copying Assets and Media to Another Workgroup Using Interplay Access" on page 223. • See "Copying Assets and Media to Another Workgroup Using an Avid Editing Application" on page 226.

Installing and Registering the Copy Service Provider

Before you can use the Copy service provider, you must install the provider software needed by the service from the Avid Interplay installation DVD. 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 Copy Service Description
- Registering the Copy Provider
- Connecting the Copy Provider to the Media Services Engine

📃 *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-Copy Service" on page 236.*

Installing the Copy Service Description

You use the Media Services and Transfer Status tool to install the Copy service description. For more information, see "Understanding Service Descriptions and Service Packages" on page 61.
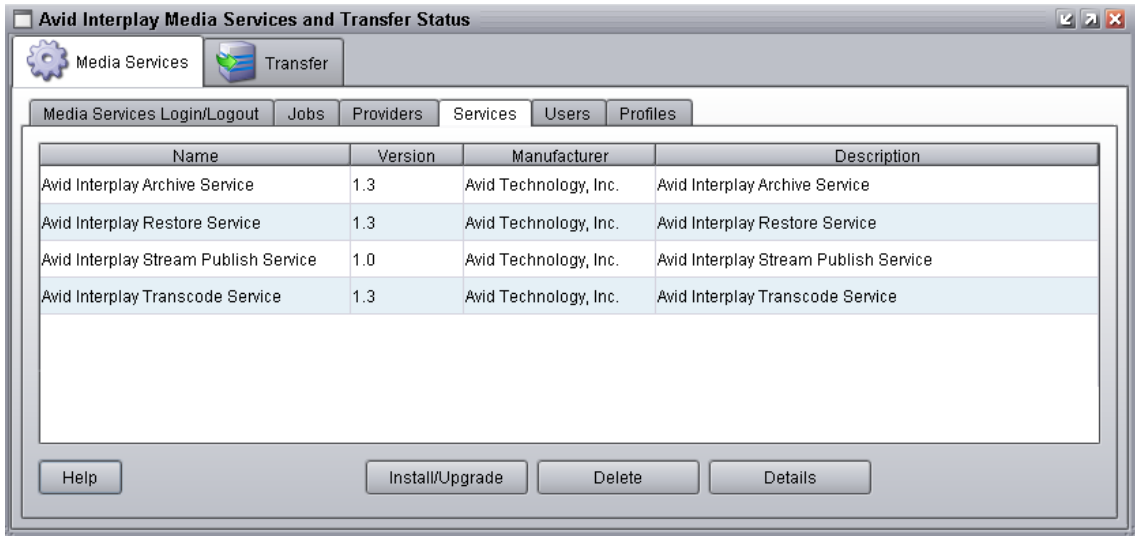
You only need to install a service description once, even if you configure muliple providers.

To install the Copy service description:

1. Make sure the Interplay Transcode 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 37.
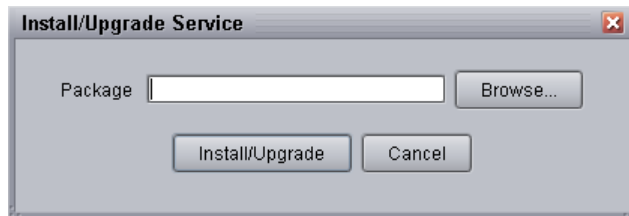
3. Click the Services tab.

   The Services page displays the currently configured services.

4. Click the Install/Upgrade button.

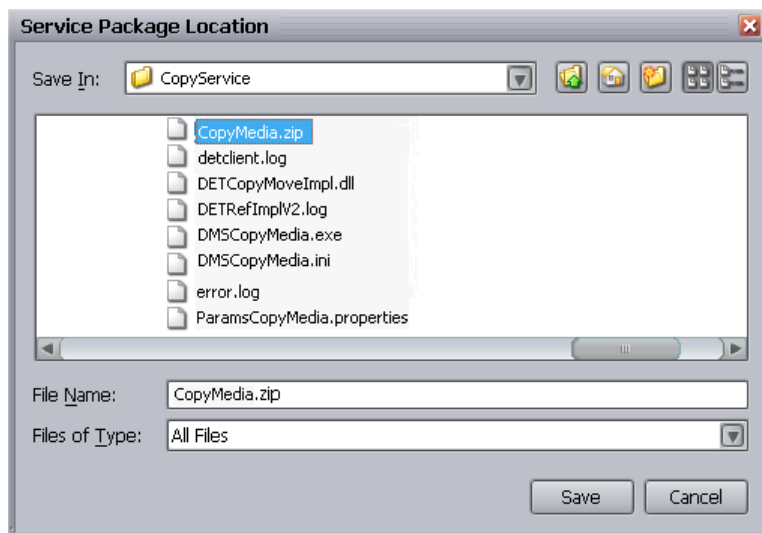The Install/Upgrade Service dialog box opens.

5. Click the Browse button and navigate to the folder containing the Copy service package (CopyMedia.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\Avid Interplay Copy\CopyService

You can use the Microsoft Windows Search tool to help you locate the folder that contains the CopyMedia.zip file.
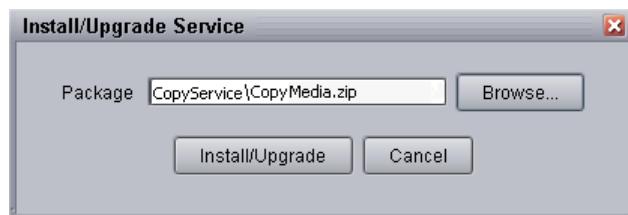
6. In the folder, select the CopyMedia.zip file.

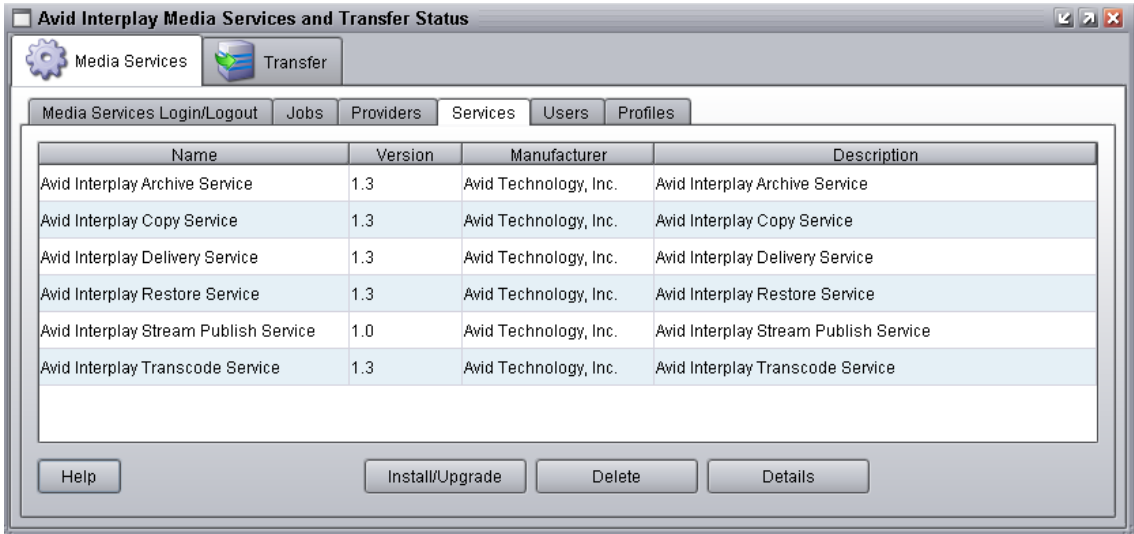The following illustration shows the CopyMedia.zip file selected.

7. Click Save.

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

8. Click Install/Upgrade.

The Avid Interplay Copy Service appears on the Services page.
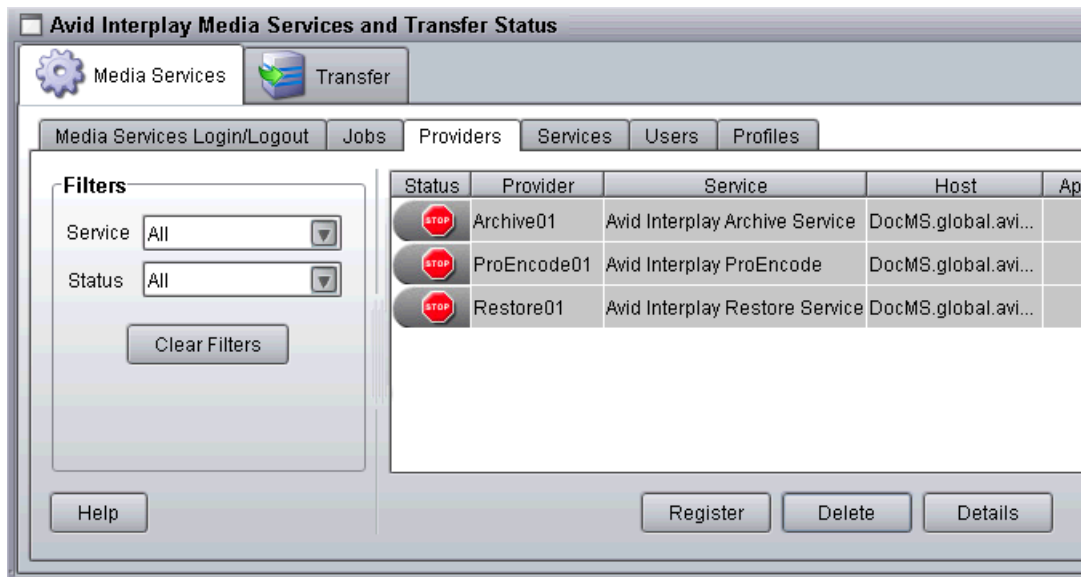
Registering the Copy Provider

After you install the Copy service provider, you need to register the Copy provider with the Media Services Engine. If you are configuring multiple providers, you need to register each provider.

The Provider page on the Media Services and Transfer Status tool is used to register the Copy provider for the Copy 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 Copy provider with the Media Services Engine:

1. Open and log in to the Media Services and Transfer Status tool. See "Opening the Media Services and Transfer Status Tool" on page 37.

2. Click the Providers tab.

   The Providers page displays all of the currently registered providers.

3. Click the Register button.

   The Register Provider dialog box opens.

4. Do the following:

   a. Service menu — Select Avid Interplay Copy 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 Copy service.

5. Click Register.

The Copy 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 Transcode provider to the Media Services Engine software. See "Connecting the Copy Provider to the Media Services Engine" on page 216.
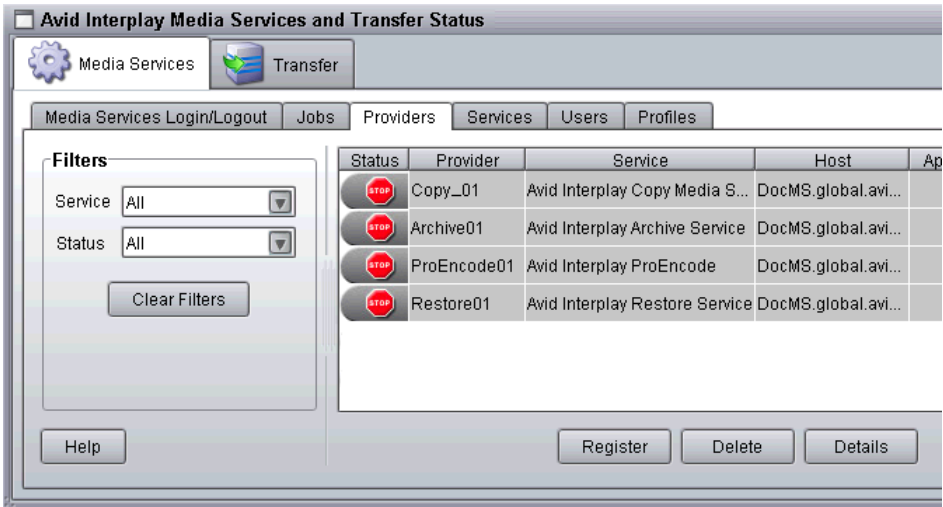
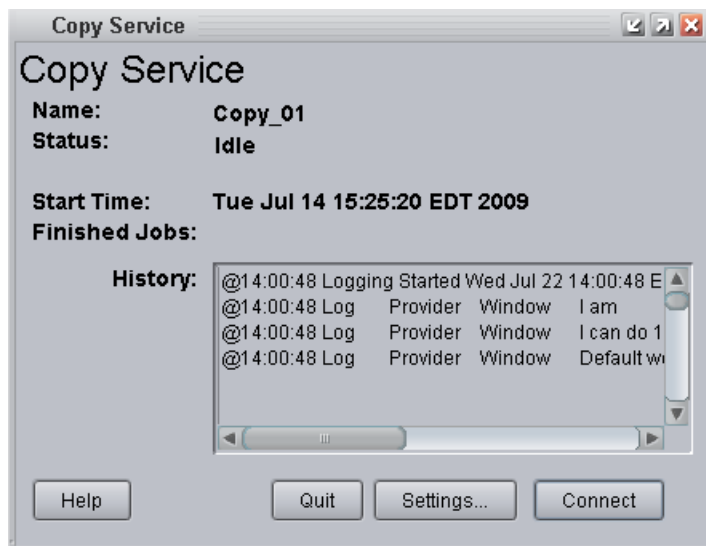## Connecting the Copy Provider to the Media Services Engine

After you install the Copy service description and register the Copy provider, you need to connect the Copy provider to the Media Services Engine software.

To connect the Copy provider to the Media Services Engine:

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

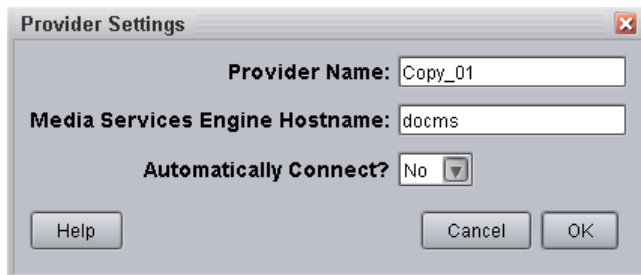The Copy Service provider dialog box opens.

2. Click Settings.

   The Provider Settings dialog box opens.

3. Do the following:

   a. Provider Name — Type the name of the provider you specified in "Registering the Copy Provider" on page 214. 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 either Yes or No (default) to automatically connect to the Media Services Engine when the application starts.
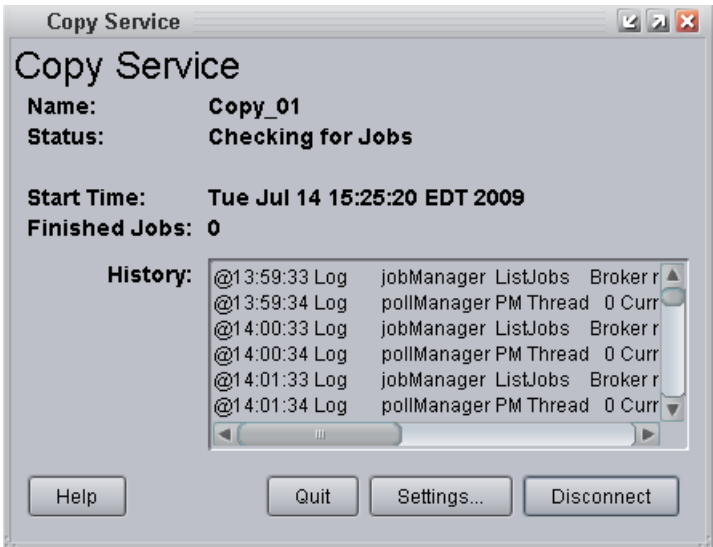
   The following illustration shows the Provider Settings dialog box with the values filled in for the Copy provider.
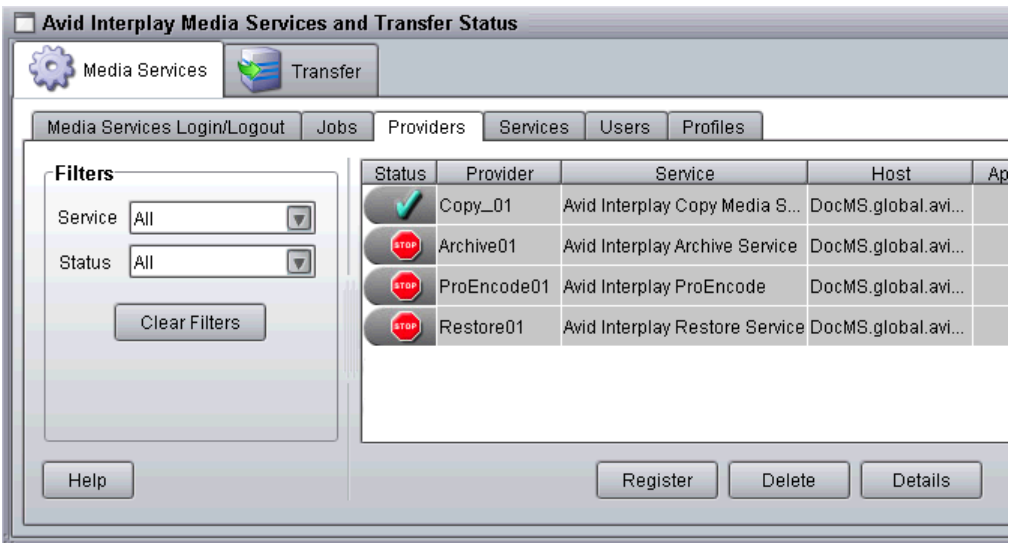

4. Click OK.

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

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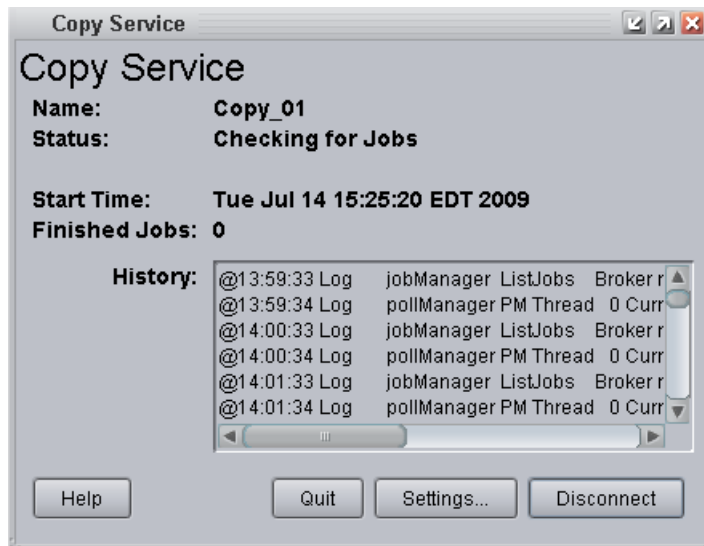
> *If the provider cannot connect to the Media Services Engine, the Status line reads "Connection Error." Ensure the Media Services Engine is running, the service description is installed, the provider is properly registered, and then click Connect again.*

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 the Destination_Path value defines the folder location in the destination database for the copied metadata.

- For an auto-copy operation, 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 file assets (metadata)

- Whether to include 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 37.

2. Click the Profiles tab.

3. In the Service menu, select Avid Interplay Copy Service.
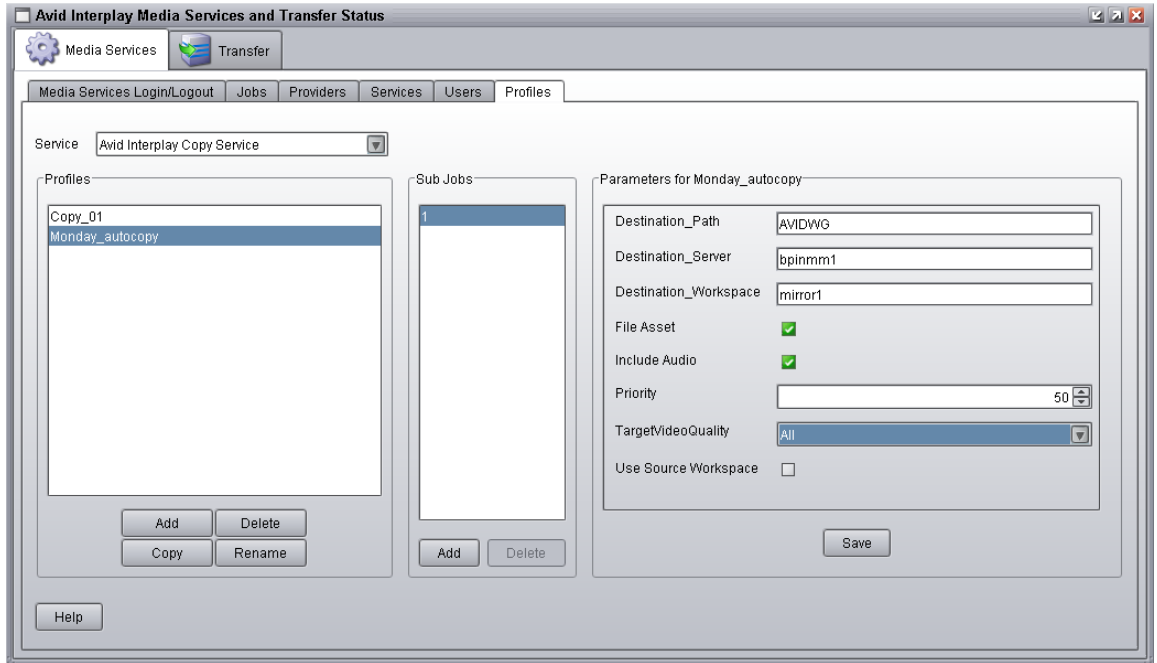
4. Click Add in the Profiles area.

   The Add Profiles dialog box opens.
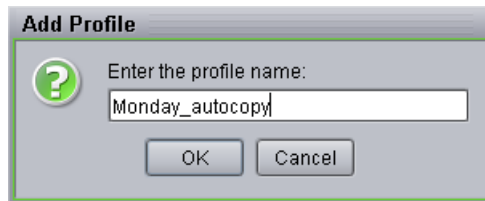
5. Type a descriptive name for the new profile in the Add Profile dialog box. This is the name that you will see when you right-click an asset and select Copy or when you setup an auto-copy operation.

⚠️ **Depending on whether the profile is used with Interplay Copy or auto-copy, 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 233.**

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 222.

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
Destination_Path	The function of the Destination_Path setting varies depending on whether the profile is used with Interplay Copy or auto-copy.
	For Interplay 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.
	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.
	For auto-copy - This setting identifies the destination database, AvidWG, that will contain the copied metadata. The folder path is not needed when using auto-copy, because the auto-copy operation uses the same folder path as the source database. A duplicate folder structure is automatically created in the destination database.
	For auto-copy replication only, make sure the target (destination) database allows for the adding and removing of items. See "Automatically Backing Up the Complete Database and Media" on page 244.
Destination_Server	Specifies the name of the Interplay Engine computer of the workgroup to which you will copy the metadata to.
Destination_Workspace	Type the name of the Avid Unity workspace where you want to place the copied media files. During an auto-copy operation the Use Source Workspace setting overrides the Destination_Workspace setting.
File Asset	Select this option if you want to include file assets in the copy process.

Copy Service Profile Definitions (Continued)

Option	Description
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 "Customizing the Reporting of Service Job Status" on page 42.
Use Source Workspace	(auto-copy only) This option causes the auto-copy operation to copy media from a source workspace to a target workspace that has the same name in the destination workgroup. It overrides the Destination_Workspace setting. The auto-copy operation uses the same folder path as the source assets.

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 .

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 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 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).
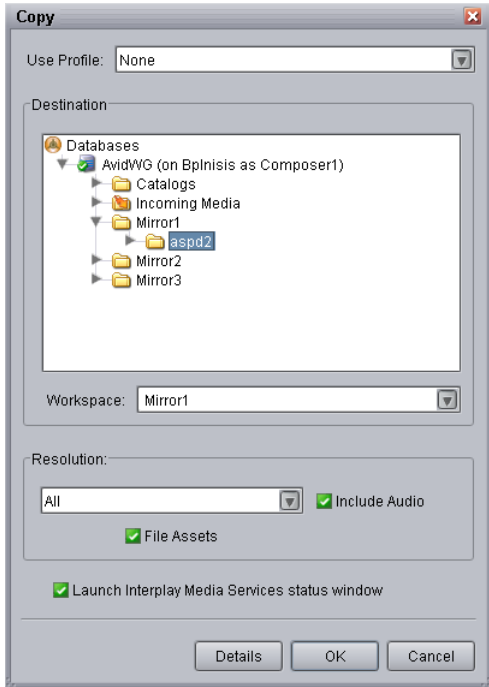
   You can select one asset, multiple assets, a folder, or multiple folders.

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. 📑 *Make sure you select a folder and not just the database. If a folder is not selected, the job is submitted but fails.*
Workspace	Select the workspace into which you want to copy the media.
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.
File Assets	Select this option if you want to include files assets in the copy process.

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. Their size indicates the size of the media that will be copied.
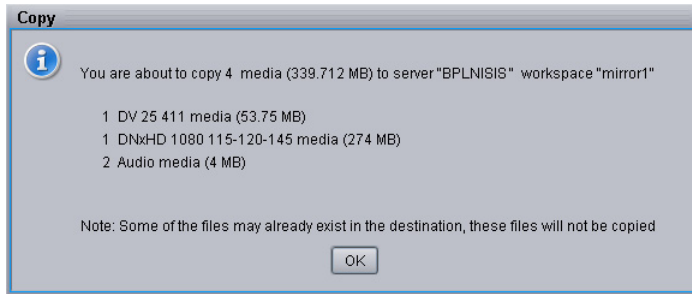
8. Click OK.

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 job, as well as other information about it. For information about the status window, click the Help button.

9. (Option) When the operation is complete, check if the asset was correctly copied by opening the destination in the remote workgroup.

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 220.

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 205.

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.

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.

Note that 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).

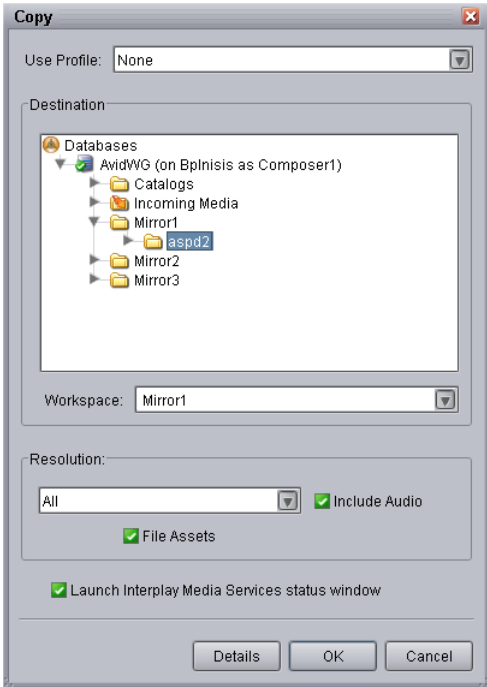**To copy assets and media files to another workgroup during ingest:**

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.
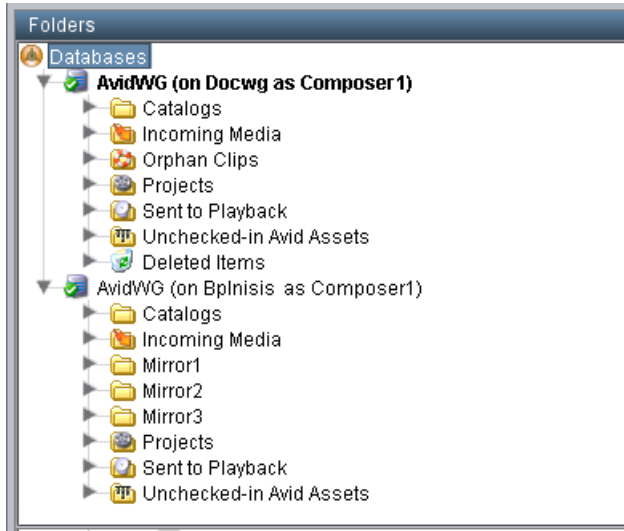
3. Select the ingesting assets whose files you want to copy.

   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.)
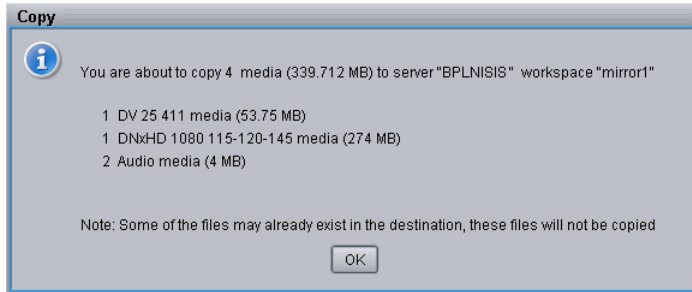
   The Copy dialog box opens and displays the workgroups to which you can copy assets and media.

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.
	Make sure you select a folder and not just the database. If a folder is not selected, the job is submitted but fails.
Workspace	Select the workspace into which you want to copy the media.
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.
File Assets	Select this option if you want to include files assets in the copy process.

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.

```
Copy
(i)  You are about to copy 4  media (339.712 MB) to server "BPLNISIS"  workspace "mirror1"

     1  DV 25 411 media (53.75 MB)
     1  DNxHD 1080 115-120-145 media (274 MB)
     2  Audio media (4 MB)


     Note: Some of the files may already exist in the destination, these files will not be copied
                              [ OK ]
```

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 masterclip 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.

Because this is an "edit while copy" process, you may also open the masterclip in the remote workgroup's editor during the copy process.

Setting Registry Keys for the Copy Service

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:

- HKEY_LOCAL_MACHINE\SOFTWARE\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 (DETRefImplV2.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.

10 Working with the Copy Service

11 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 240.
- 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 244.

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.

To use an auto-copy folder or the auto-copy replication process, the workgroups must be located in the same building, because of cable length limitations. The requirements for the auto-copy feature are the same as for the Interplay Copy service. For more information on requirements, see "Working with the Copy Service" on page 205.

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 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
❑	Make sure the Interplay Copy service provider is installed and configured and a Copy service profile is created.	See "Check List for Copying Assets to Another Workgroup" on page 209.
❑	Install the auto-copy service, that is included in the installation of the Avid Interplay Auto Media Services.	See the *Avid Interplay Software Installation and Configuration Guide*.
❑	Configure the auto-copy service settings.	See "Configuring the Auto-Copy Service" on page 236.
❑	Verify the service is running.	See "Verifying the Auto-Copy Service is Running" on page 239.
❑	Create an Avid Interplay Copy Service profile.	See "Using an Interplay Copy Service Profile" on page 220.
❑	(auto-copy folder only) Identify a folder as an auto-copy folder.	See "Identifying an Auto-Copy Folder" on page 241.
❑	(auto-copy folder only) Copy assets using an auto-copy folder.	See "Automatically Copying Assets To Another Workgroup Using an Auto-Copy Folder" on page 243.
❑	(auto-copy replication only) Make sure you add a profile to the Avid Service Configuration tool.	See "Configuring the Auto-Copy Service" on page 236.
❑	(auto-copy replication only) Make sure the security setting for the target (destination) database allows the adding and moving of items.	See "Automatically Backing Up the Complete Database and Media" on page 244.
❑	(auto-copy replication only) Continuously copy all assets (metadata and media) from one workgroup to another for backing up the files.	See "Automatically Backing Up the Complete Database and Media" on page 244.

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 236.

- For a procedure to verify the service is running, see "Verifying the Auto-Copy Service is Running" on page 239.

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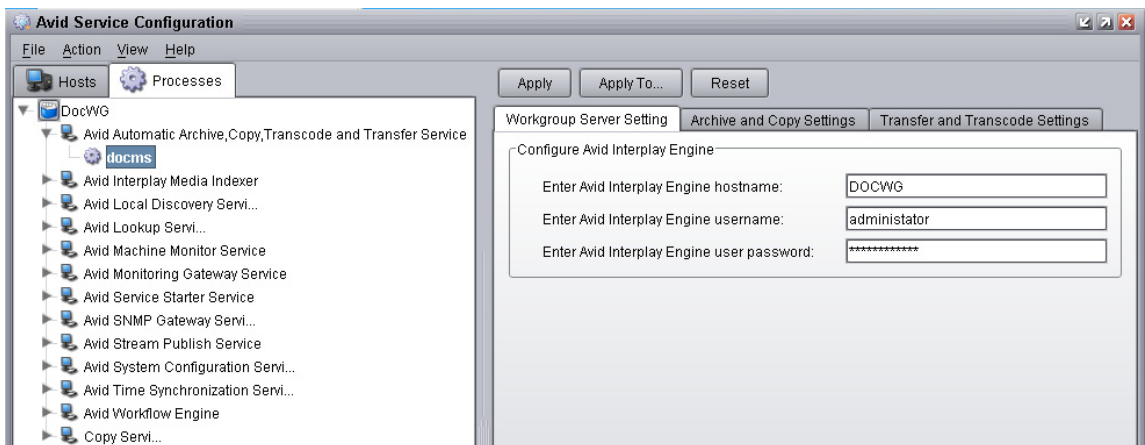
7. Type the Interplay Engine hostname, user name, and password.

   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.
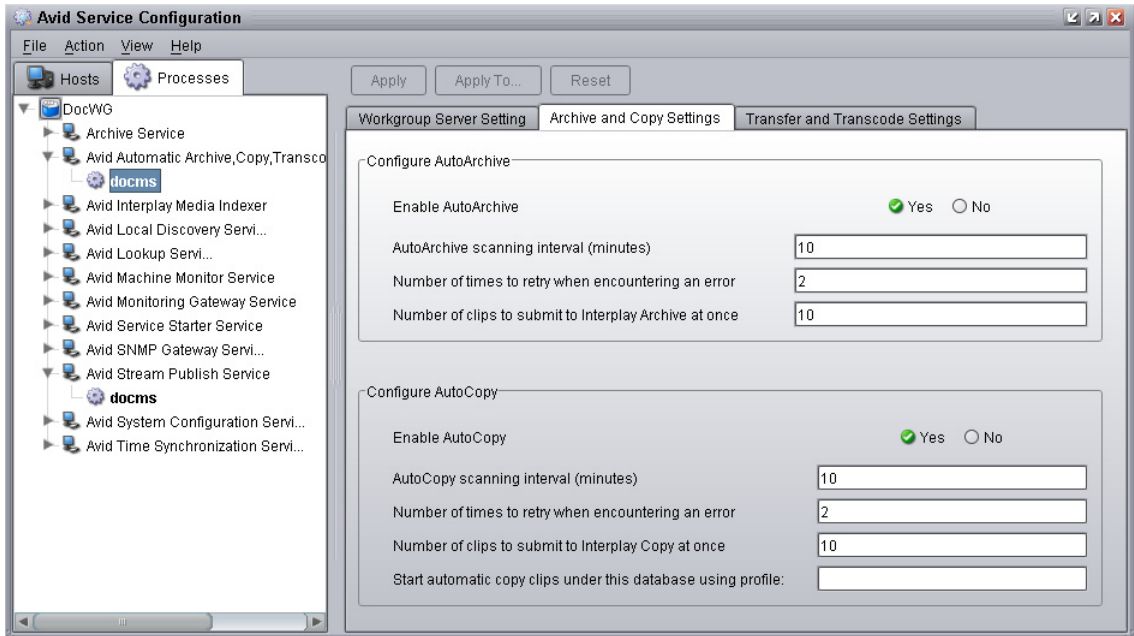
9. In the Configure AutoCopy area, do the following:

   - Enable AutoCopy — Select Yes.

   - AutoCopy scanning interval — Type the number of minutes between scans, minimum allowed is 5 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 244.

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.
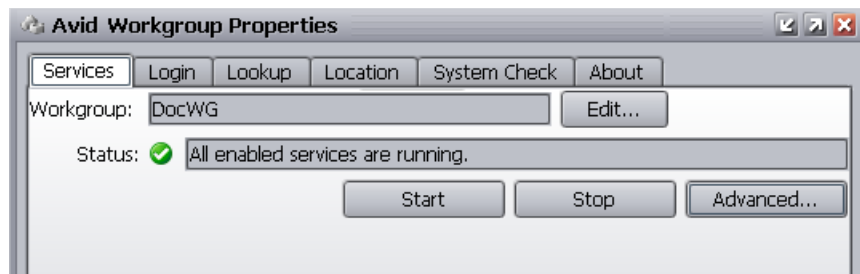
2. Click Advanced.

   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 .

For details on the auto-copy folder feature, see the following topics:

-
-
-

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 in Frame Chase Editing (Edit While Capture) mode.
- 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 220.

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.
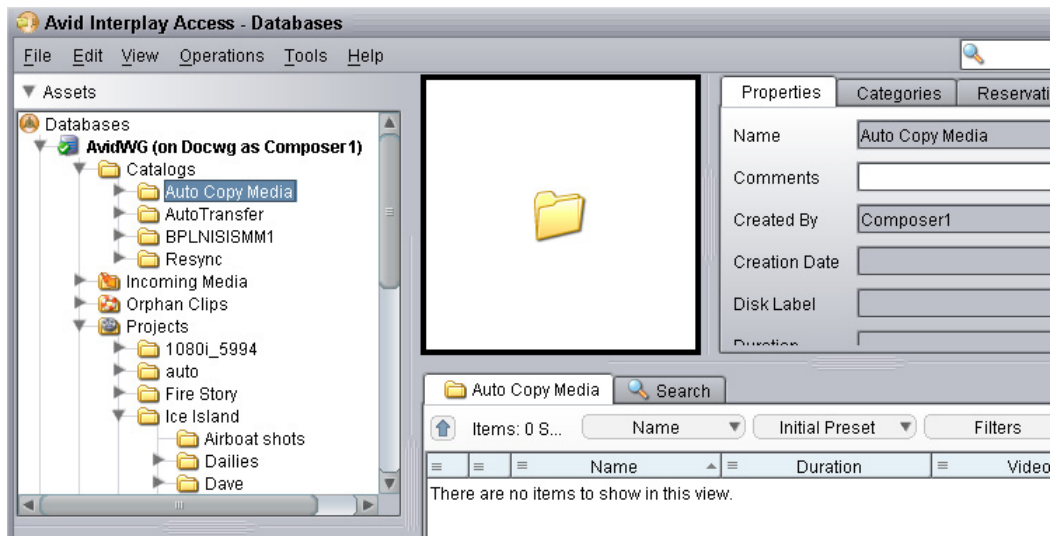
3. Right-click the folder and select Set AutoCopy.

4. Select an Avid Interplay Copy Service profile from the Set AutoCopy dialog box.
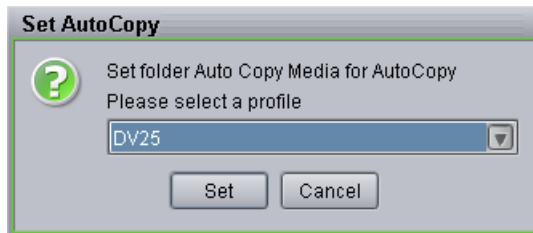
For information about profiles, see "Understanding an Interplay Copy Service Profile" in the *Avid Interplay Media Services Setup and User's Guide.*.

5. Click Set.

   The system adds an Auto-Copy icon to the folder.
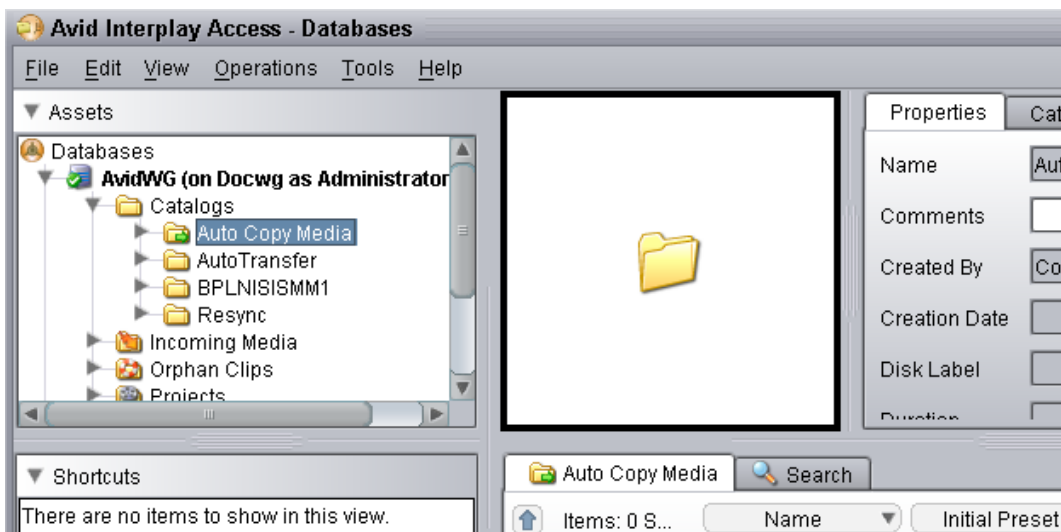
Automatically Copying Assets To Another Workgroup Using an Auto-Copy Folder

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 241.

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 236.*

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 Jobs Using Avid Diagnostics" on page 368.

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 234.

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 246.

To configure the auto-copy service for copying all clips from one workgroup to another (replication operation):

1. Make sure that the names of the workspaces in the target (destination) workgroup match the names of the workspaces in the source workgroup.

2. Make sure the workspaces have enough space for the assets.

3. 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.

4. Create a profile, as described in "Using an Interplay Copy Service Profile" on page 220. Make sure that the Use Source Workspace option is selected.

   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. The auto-copy process duplicates the source folder structure on the target workgroup database for the copying metadata. You only include the database name in the Destination_Path setting, for example, AvidWG.

5. Open the Avid Service Configuration window, as described in "Configuring the Auto-Copy Service" on page 236.

6. 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\ replicationmumberofjobs]

"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.
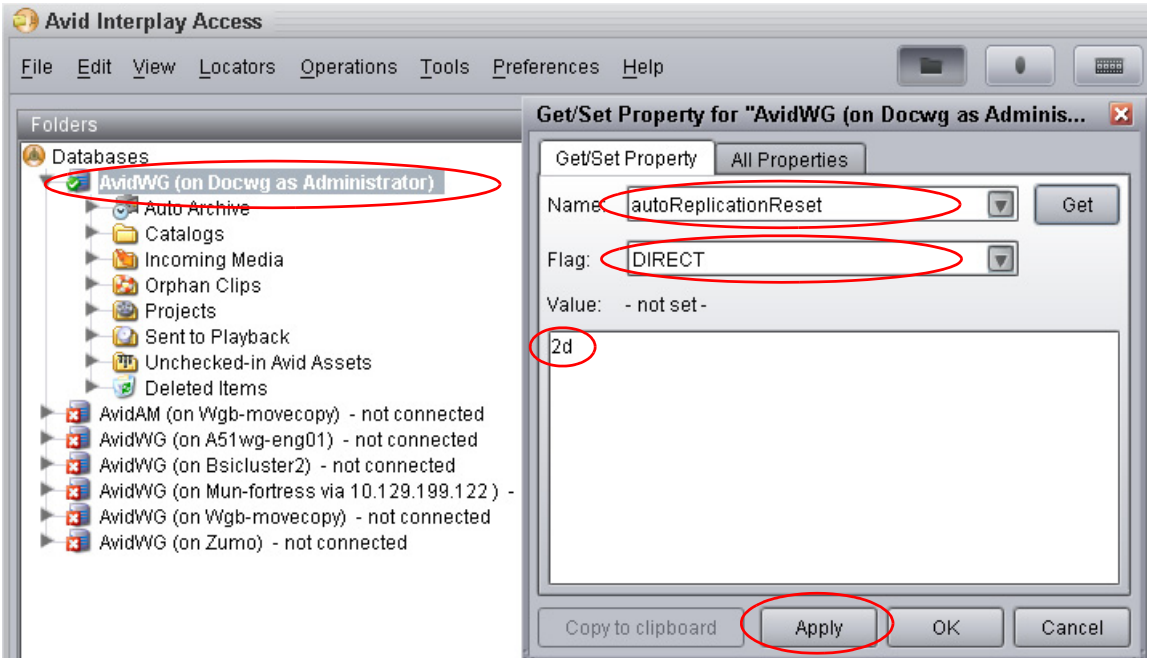
2. In the Name text box, type autoReplicationReset.

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.

Value	Description
*x*h	Scan begins the *x* 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.
*x*d	Scan begins the *x* 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.

11 Automatically Copying Assets to Another Workgroup

12 **Working with the Move Service**

The following topics explain the setup and how to use the Move feature.

Understanding the Move Service

You can use the Move feature to move media files from one Avid Unity™ 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.

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."

Use the Move Service feature to move media files from one workspace to another.
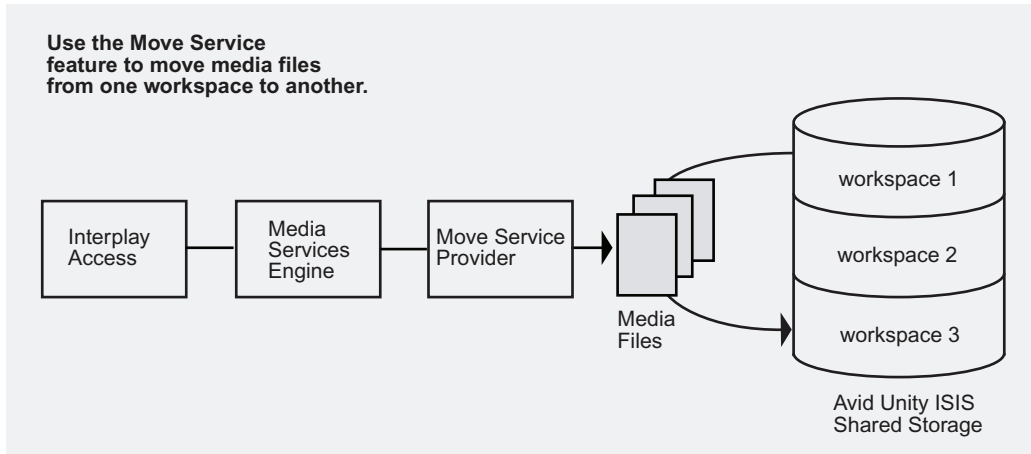
Move Requirements

For hardware configuration procedures, see the *Avid Interplay Software Configuration and Installation Guide*.

•   The ISIS system must be running Avid Unity 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 must be mounted using UNC (letterless) drive mapping.

📖 *The Move feature works only within a single workgroup with a single ISIS System Director. To copy assets and media to a different workgroup, use the Copy service (see "Working with the Copy Service" on page 205).*

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

Staring 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 Unity™ 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
❏ Check the Move feature requirements to make sure your workgroup supports the Move feature.	See "Move Requirements" on page 250.
❏ Configure the Move provider server.	See the *Avid Interplay Software Installation and Configuration Guide*.
❏ Make sure an Interplay Media Services administrator account is setup on Avid Unity.	See the *Avid Interplay Software Installation and Configuration Guide*.
❏ Mount workspaces.	See *Avid Interplay Best Practices*.
❏ Make sure the Interplay Media Services application key is connected. 📖 *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.*	See the *Avid Interplay Software Installation and Configuration Guide*.
❏ Make sure the Interplay Media Services Engine software and all the supporting software are setup and configured. • Avid Service Framework for Client • Avid Interplay Access • Avid Interplay Media Services • Avid Interplay Move Service	See *Avid Interplay Software Installation and Configuration Guide* and "Interplay Media Services Engine Installation and Configuration" on page 29.

Moving Assets to Another Workspace Check List (Continued)

| Task	Section Reference
❏ Install and register the Avid Interplay Move service provider.	See "Installing and Registering the Move Service Provider" on page 253.
❏ Connect the Move Provider to the Media Services Engine.	See "Connecting the Move Provider to the Media Services Engine" on page 258.
❏ Start the Interplay Move service provider and verify it is connected.	See "Starting the Move Provider" on page 260.
❏ (Option) Create a profile.	See "Creating a Avid Interplay Move Service Profile" on page 262.
❏ Perform a move operation using Interplay Access.	See "Moving Media to Another Workspace Using Interplay Access" on page 265.

Installing and Registering the Move Service Provider

Before you can use the Move service provider, you must install the software needed by the service from the Avid Interplay installation DVD. 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 Avid Interplay Move Service Description
- Registering the Move Provider
- Connecting the Move Provider to the Media Services Engine

Installing the Avid Interplay Move Service Description

You use the Media Services and Transfer Status tool to install the Move service description. For more information, see "Understanding Service Descriptions and Service Packages" on page 61.

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

To install the Move service description:

1. Make sure the Move service 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 37.

3. Click the Services tab.

   The Services page displays the currently configured services.
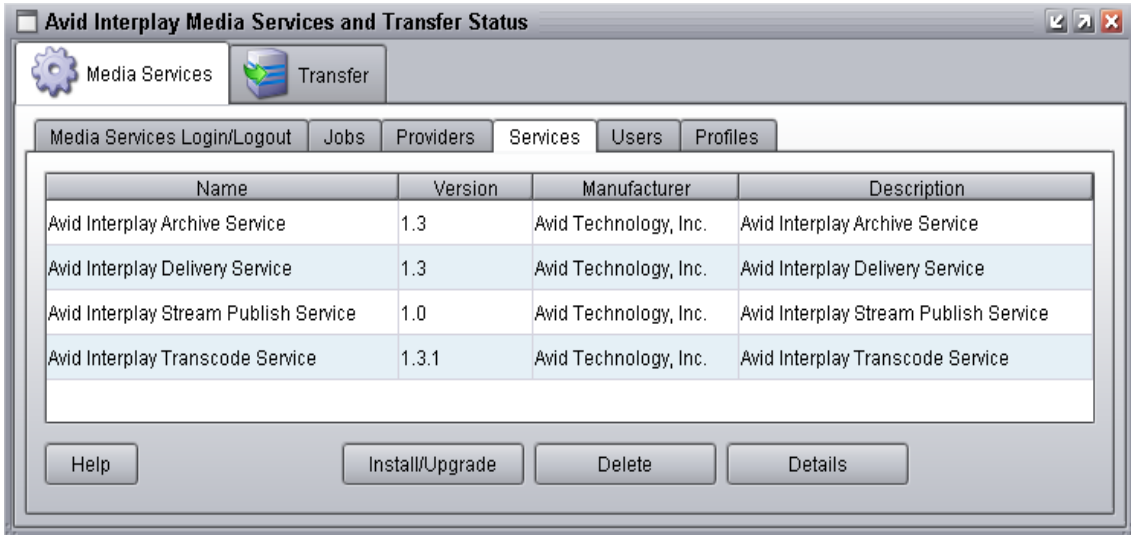
4. Click the Install/Upgrade button.

   The Install/Upgrade Service dialog box opens.
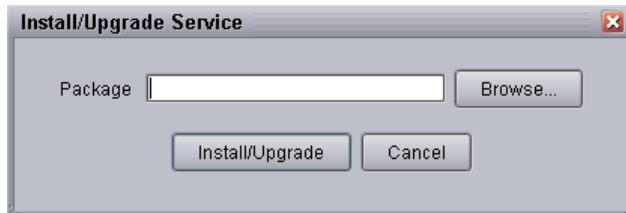
5. Click the Browse button and navigate to the folder containing the Move service package (MoveMedia.zip file). Make sure you have access to the folder. By default the service package is installed in the following folder:

   C:\Program Files\Avid\Avid Interplay Move\MoveService

You can use the Microsoft Windows Search tool to help you locate the folder that contains the MoveMedia.zip file.

6. In the folder, select the MoveMedia.zip file.

   The following illustration shows the MoveService.zip file selected.
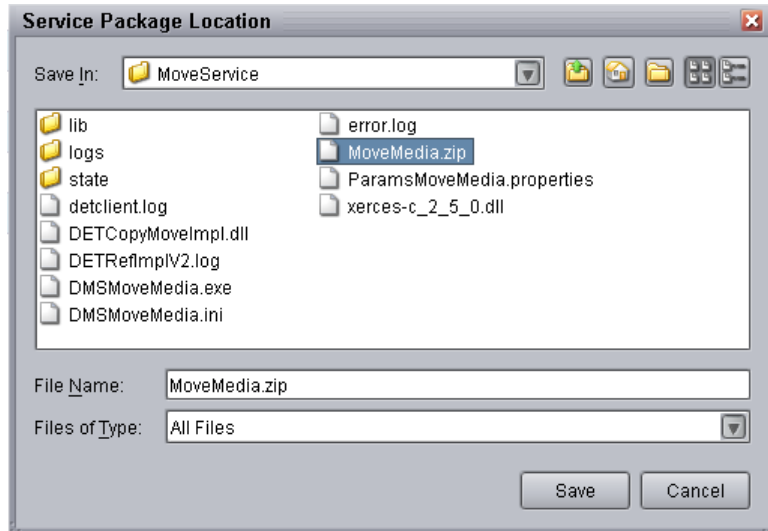
7. Click Save.

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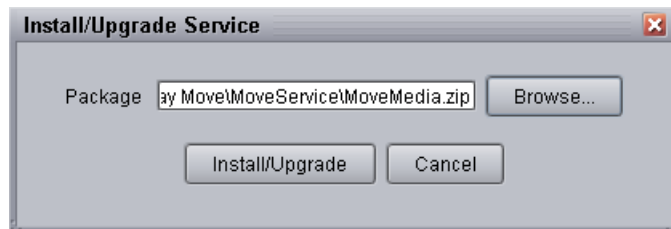
8. Click Install/Upgrade.

   The Avid Interplay Move Service appears on the Services page.

Registering the Move Provider

After you install the Move service provider, you need to register the Move provider with the Media Services Engine. If you are configuring multiple providers, you need to register each provider.

The Provider page on the Media Services and Transfer Status tool is used to register the Move provider for the Move 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 Move provider with the Media Services Engine:

1. Open and log in to the Media Services and Transfer Status tool. See "Opening the Media Services and Transfer Status Tool" on page 37.

2. Click the Providers tab.

   The Providers page displays all of the currently registered providers.
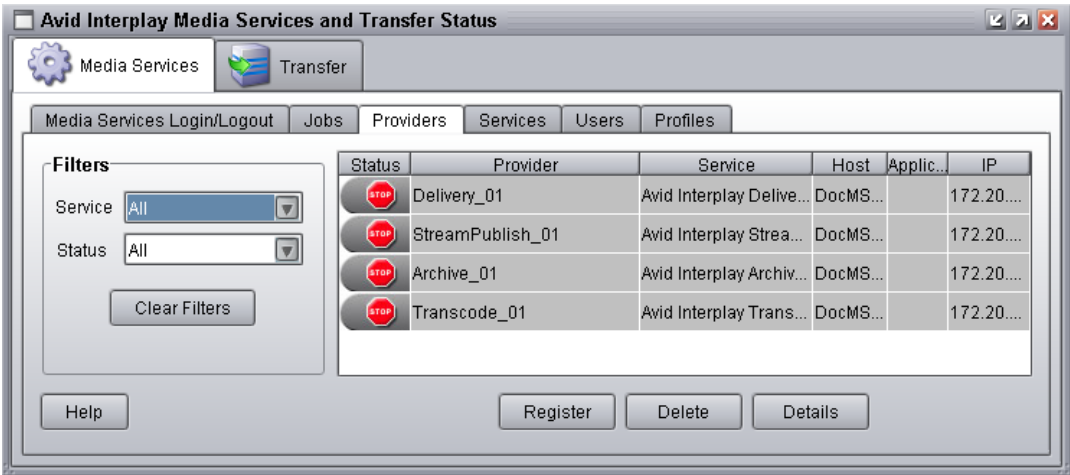
3. Click the Register button.

   The Register Provider dialog box opens.

4. Do the following:

    a. Service menu — Select Avid Interplay Move 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. (Option) Application Name — This option is for a future use.

    The following illustration shows the Register Provider dialog box with the values filled in for a Move service.

5. Click Register.

    The Move 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 Move provider to the Media Services Engine software. See .
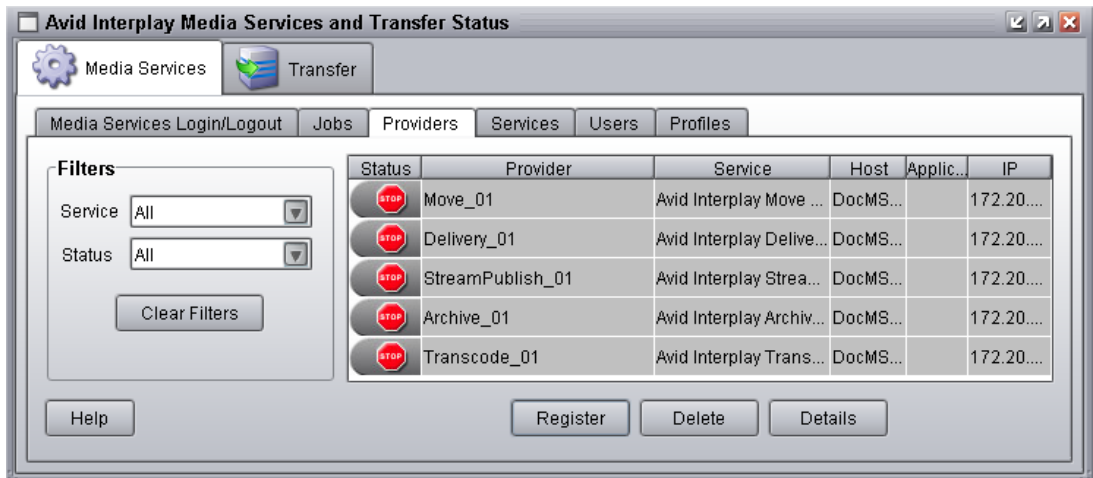
Connecting the Move Provider to the Media Services Engine

After you install the Move service and register the Move provider, you need to connect the Move provider to the Media Services Engine software.

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.
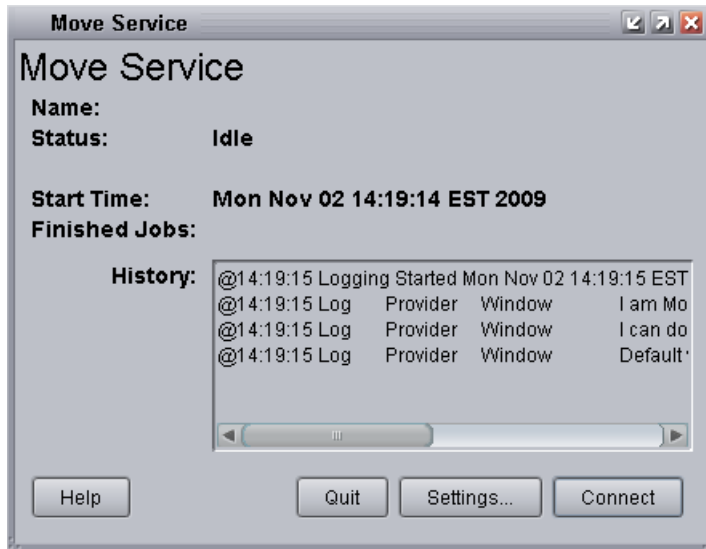
2. Click Settings.

   The Provider Settings dialog box opens.

3. Do the following:

   a. Provider Name — Type the name of the provider you specified in "Registering the Move Provider" on page 256. 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 either Yes or No (default) to automatically connect to the Media Services Engine when the application starts.

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

4. Click OK.

5. 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.
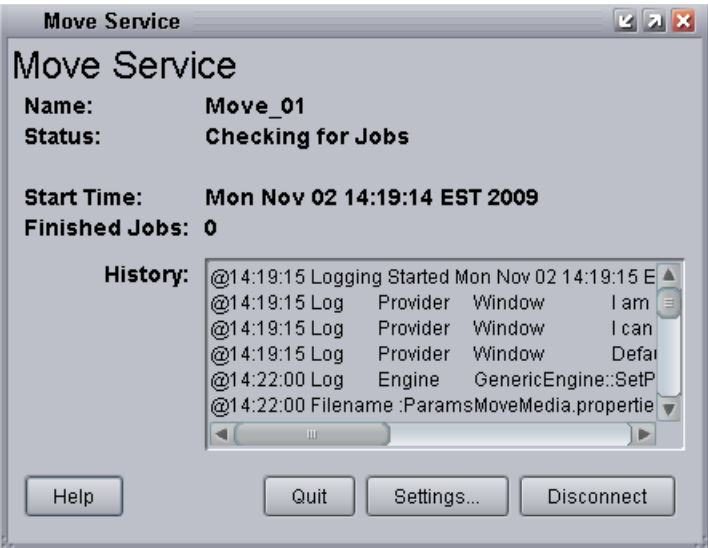
The Provider page in the Media Services and Transfer Status tool now shows that the service is connected, indicated by a check mark in the Status column.
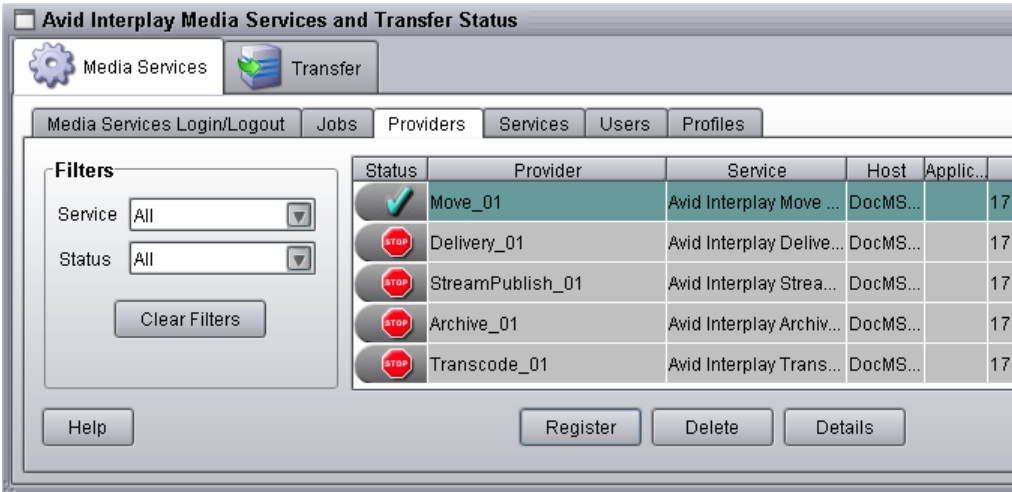
Starting the Move Provider

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.
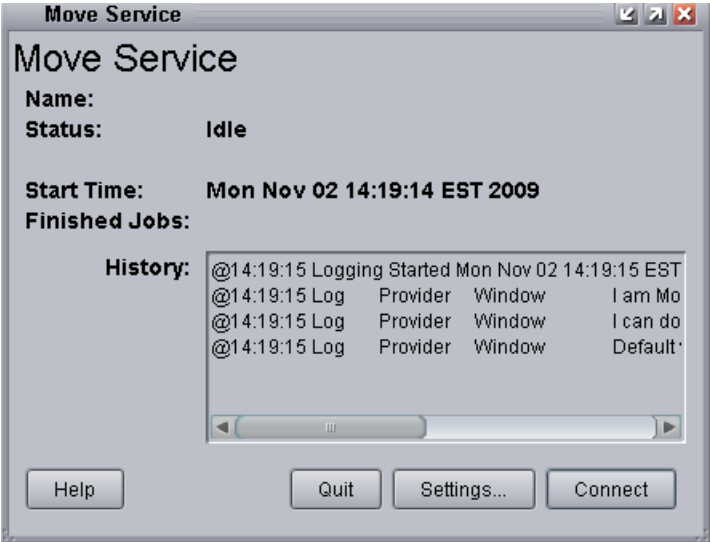
2. Click Connect and leave the window open.

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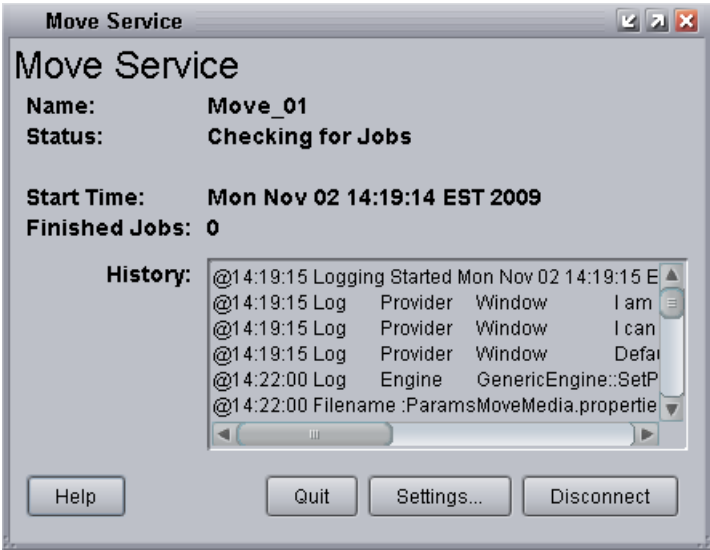
> *If the provider cannot connect to the Media Services Engine, the Status line reads "Connection Error." Ensure the Media Services Engine is running, the service is installed, the provider is properly registered, and then click Connect again.*

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.
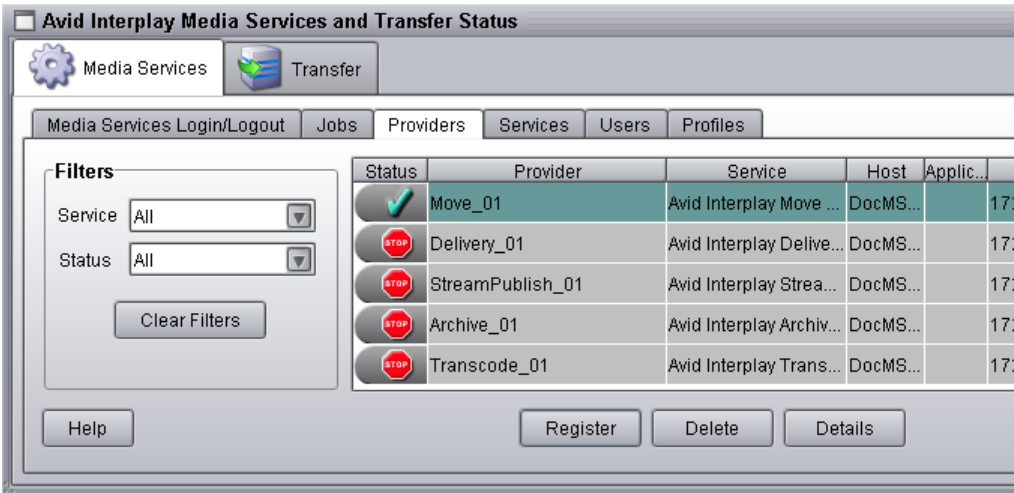
Creating a Avid Interplay Move Service Profile

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 37.

2. Click the Profiles tab.

3. In the Service menu, select Avid Interplay Move Service.
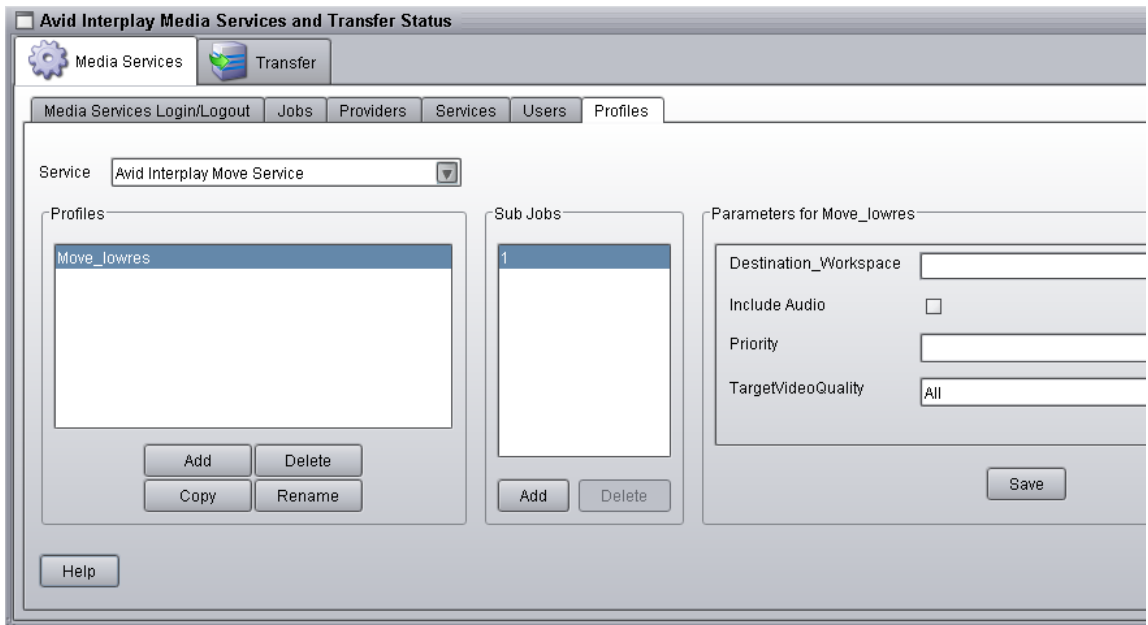
4. Click Add in the Profiles area.

   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 see when you right-click an asset and select Move.

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 values you want for the profile:

Option	Description
Destination_Workspace	Type the name of the Avid Unity workspace where you want to move the media files.
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.
TargetVideoQuality	Select the 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. 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 .
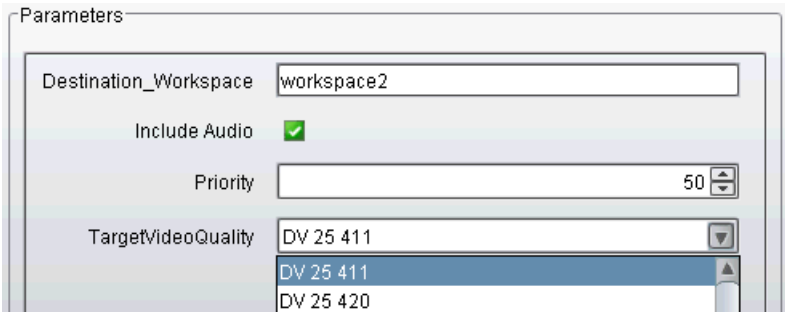
8. Click Save in the Parameters area.

    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 250.

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.

The selected clip has two video files
and four audio files on workspace1.
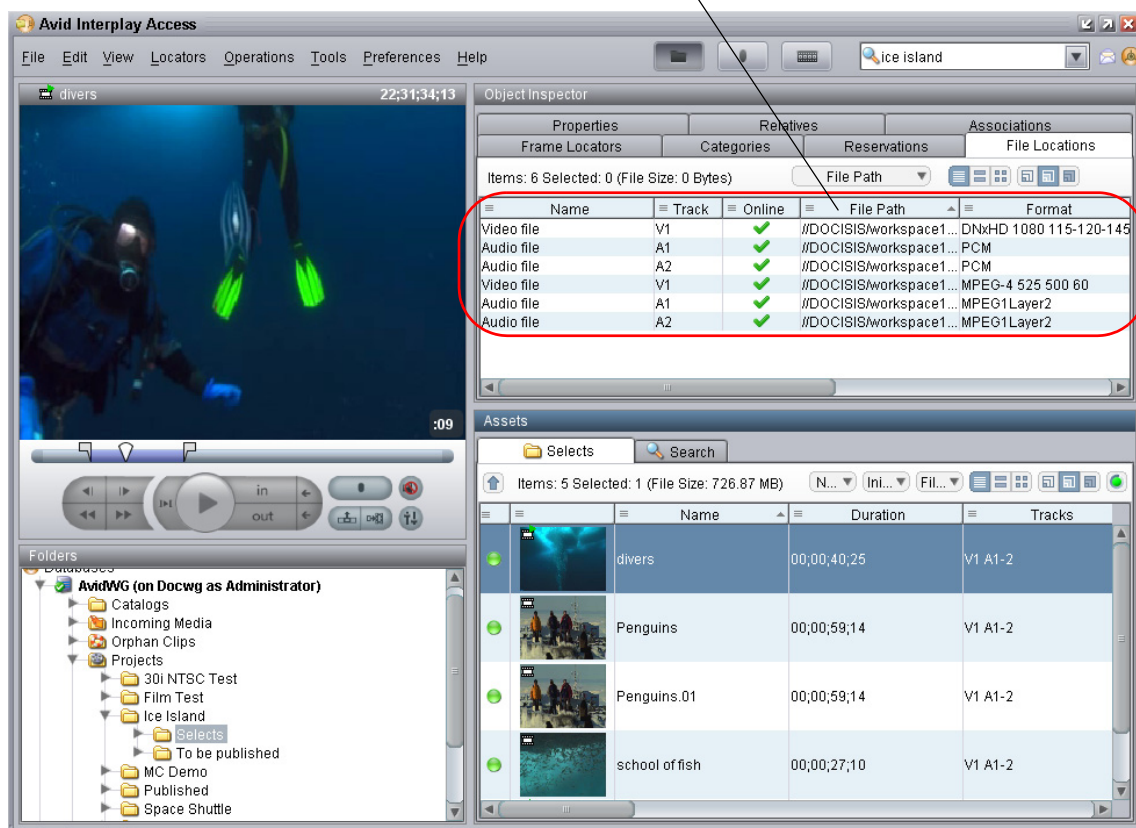
⊟ *When selecting a folder, do not select a top-level folder, such as AvidWG/Catalogs or AvidWG/Projects, you can only select subfolders, such as AvidWG/Catalogs/subfolder. All media files contained in the selected subfolder and its subfolders are moved to the destination workspace.*

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.
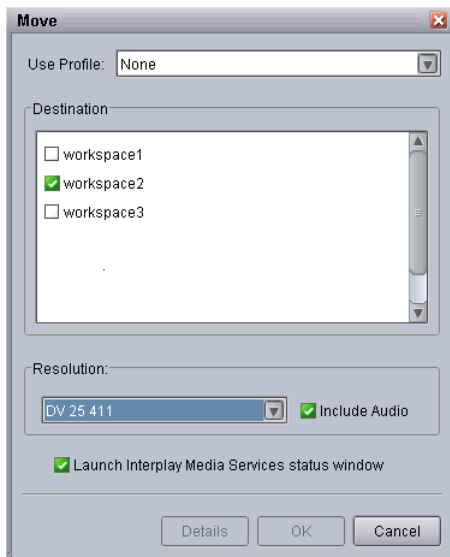
4. Select a profile from the Use Profile menu. If there are no profiles available, or you do not want to use a profile, select the following options:

    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 42

  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 .

5. (Option) Select "Launch Interplay Media Services status window" to view the status of the operation after it begins.

6. (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.
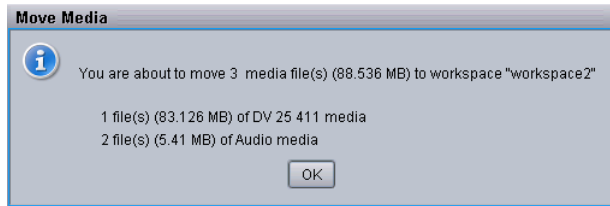
7. Click OK.

  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.

8. (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.
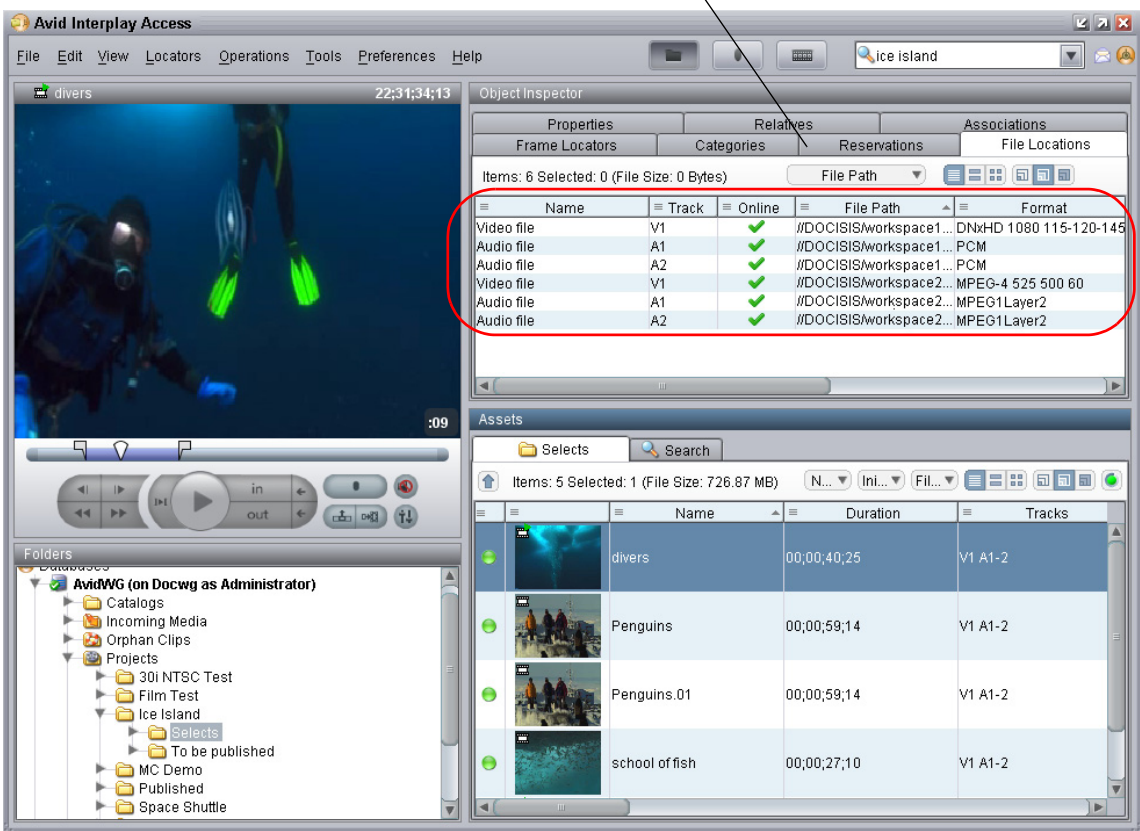
13 Working with the Delivery Service

These tasks are explained in the following topics:

- Understanding the Delivery Service
- Check List for the Delivery Service
- Registering the Delivery Receiver in an Avid Interplay Workgroup
- Installing and Registering the Delivery Service Provider
- 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
- Verifying the Delivery Receiver Service is Running Using Avid Service Framework
- Monitoring the Health of the Interplay Delivery Receiver Service

Understanding the Delivery Service

Avid Interplay Delivery is a service that is part of Interplay Media Services. The Delivery service lets you perform workgroup-to-workgroup transfers of shotlist, subclips, master clips, cut 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, and shotlist.

Interplay Delivery only supports Avid assets, therefore, non-avid assets are not supported.

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 only uses the 'out' ports and receiving side uses the 'in' ports.

Interplay Delivery has two modes: partial and full

• 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—does not create temporary files.

Check List for the Delivery Service

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

Delivery Service Check List

Task	Section Reference
☐ Check your configuration.	See "Configuration Requirements" on page 27.
☐ Make sure the Interplay Media Services application key is connected.	See the *Avid Interplay Software Installation and Configuration Guide*.

☐ Make sure the Interplay Media Services Engine software and the supporting software are installed and configured in the workgroup.
  • Avid Service Framework for Client
  • Avid Interplay Access
  • Avid Interplay Media Services
  • Avid Interplay Delivery service
	See the *Avid Interplay Software Installation and Configuration Guide* and "Interplay Media Services Engine Installation and Configuration" on page 29.

☐ Make sure the Avid Interplay Delivery Receiver service is installed on a system in the receiving workgroup, usually the Media Services Engine system.	See the *Avid Interplay Software Installation and Configuration Guide*.

Delivery Service Check List (Continued)

| Task	Section Reference
❑ Make sure the Interplay Delivery Receiver system is registered with the Interplay Engine.	See "Registering the Delivery Receiver in an Avid Interplay Workgroup" on page 272.
❑ Install and register the Interplay Delivery service provider.	See "Installing and Registering the Delivery Service Provider" on page 273.
❑ Connect the Interplay Delivery service provider to the Media Service Engine.	See "Connecting the Delivery Provider to the Media Services Engine" on page 278.
❑ Start the Interplay Delivery service provider.	See "Starting the Delivery Provider" on page 281.
❑ Verify the Interplay Delivery service is connected.	See "Verifying That a Service Provider Is Connected" on page 71.
❑ Create an Interplay Delivery profile.	See "Creating an Avid Interplay Delivery Profile" on page 282.
❑ Transferring assets through Interplay Access.	See "Transferring Assets through Interplay Access" on page 285.
❑ Transferring assets through an Avid editing system.	See "Transferring Assets through an Avid Editing System" on page 285.
❑ View the status of the transfers.	See "Viewing the Transfer Status" on page 286.
❑ Verify the Delivery Receiver service is running.	See "Verifying the Delivery Receiver Service is Running Using Avid Service Framework" on page 288.
❑ Monitor the health of the Avid system.	See "Monitoring the Health of the Interplay Delivery Receiver Service" on page 289.

Registering the Delivery Receiver in an Avid Interplay Workgroup

The Delivery workflow requires you to register the Delivery Receiver service system with the receiving Interplay workgroup. The Avid Interplay Administrator site setting, Server Hostname Settings contains the settings for registering the Delivery Receiver service system.

You need to enter the hostname and port number of the system where the Delivery Receiver service is installed.
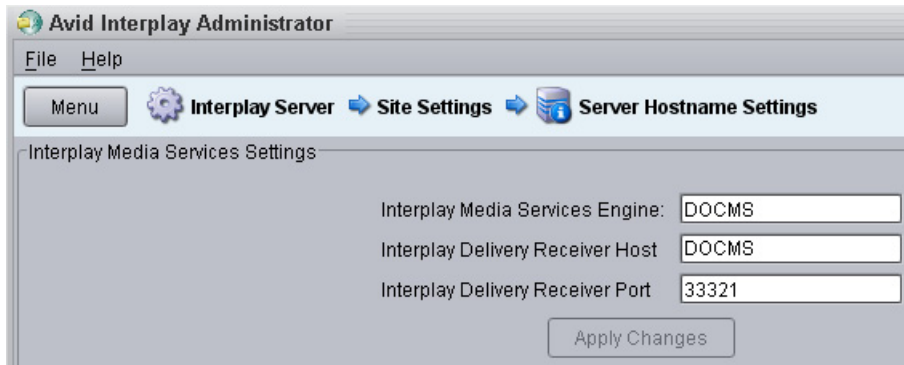
By default, the port number is 33321. If you change the default port number you need to update the configuration file ftpd.xml on the Delivery Receiver service system.

To change the Delivery Receiver port number 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\Avid Interplay Delivery Receiver\res\conf

2. Open the ftpd.xml file in Notepad.

3. Search for 33321.

4. Replace 33321 with the new port number.

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 288.

Installing and Registering the Delivery Service Provider

Before you can use the Delivery service provider, you must install the software needed by the service from the Avid Interplay installation DVD. 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 Delivery Service Description
- Registering the Delivery Provider
- Connecting the Delivery Provider to the Media Services Engine

Installing the Delivery Service Description

You use the Media Services and Transfer Status tool to install the Copy service description. For more information, see "Understanding Service Descriptions and Service Packages" on page 61.

To install the Delivery service description:

1. Make sure the Media Services Engine and the Interplay Delivery service 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 37.

3. Click the Services tab.

The Services page displays the currently configured services.
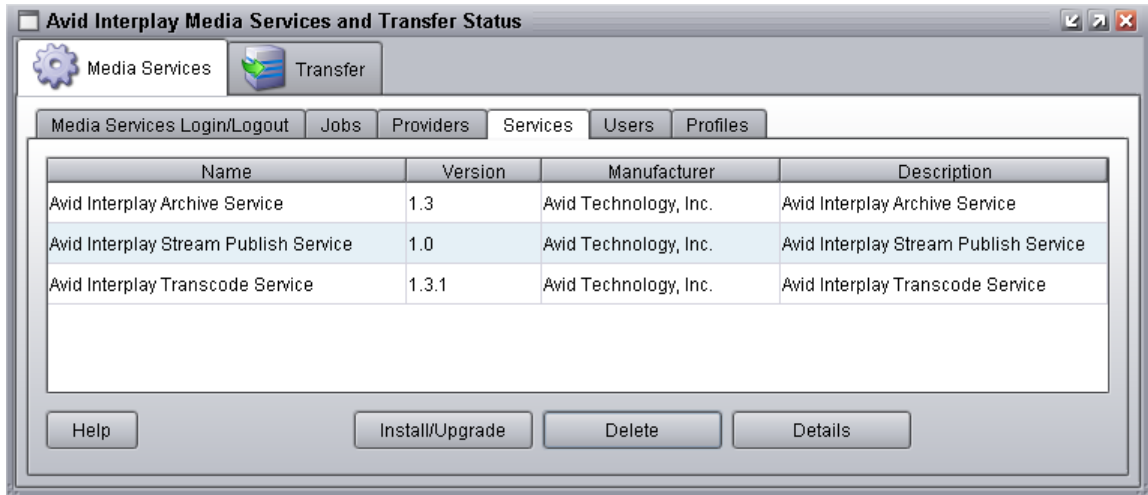
4. Click Install/Upgrade.

   The Install/Upgrade Service dialog box opens.
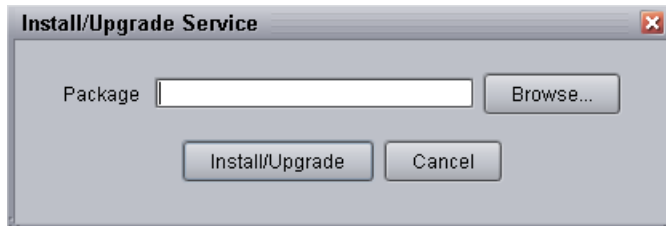
5. Click the Browse button and navigate to the folder containing the Delivery Service
   package (PTFService.zip file). Make sure you have access to the folder. By default the
   service package is installed in the following folder:

   C:\Program Files\Avid\Avid Interplay Delivery\

   You can use the Microsoft Windows Search tool to help you locate the folder that
   contains the PTFService.zip file.

6. In the folder, select the PTFService.zip file.

   The following illustration shows the PTFService.zip file selected.
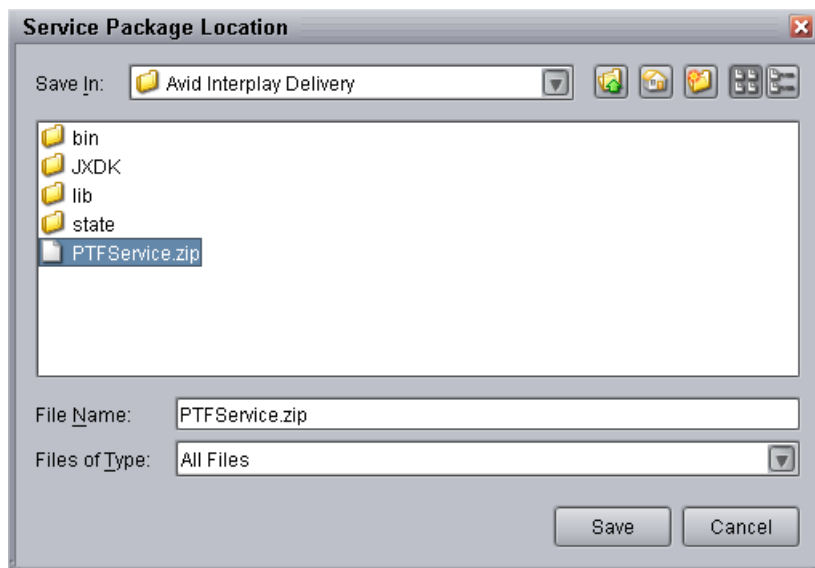
7. Click Save.

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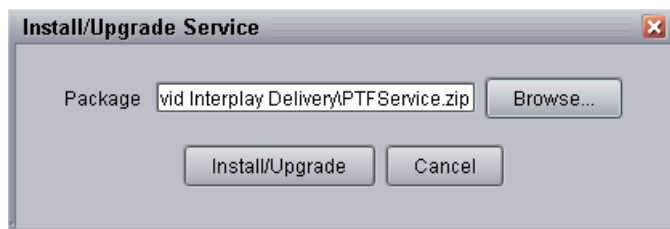
8. Click Install/Upgrade.

   The Avid Interplay Delivery Service appears on the Services page.
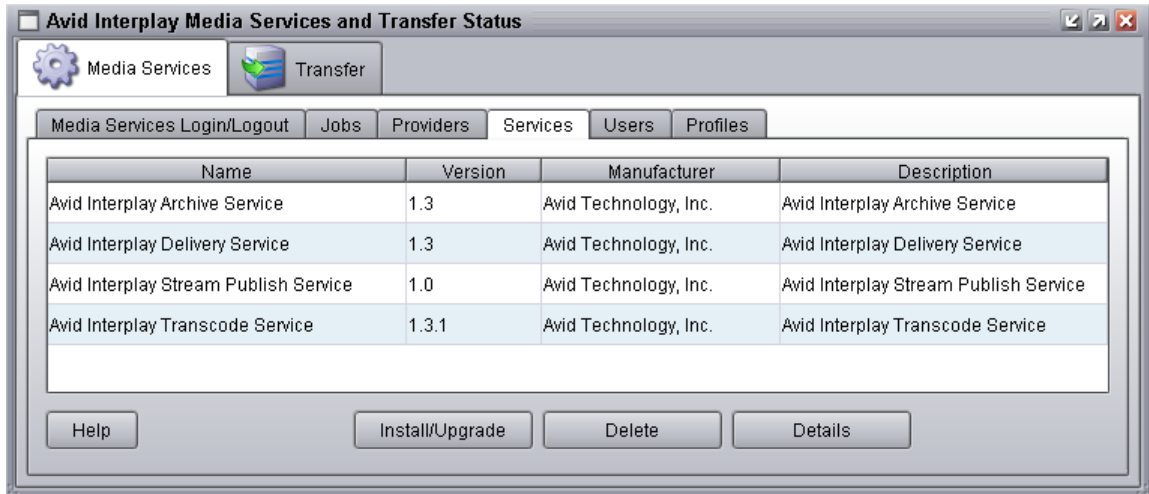
Registering the Delivery Provider

After you install the Delivery service provider, you need to register the Delivery provider with the Media Services Engine. If you are configuring multiple providers, you need to register each provider.

The Provider page on the Media Services and Transfer Status tool is used to register the Delivery provider for the Delivery 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 Delivery provider with the Media Services Engine:

1. Open and log in to the Media Services and Transfer Status tool. See "Opening the Media Services and Transfer Status Tool" on page 37.

2. Click the Providers tab.

   The Providers page displays all of the currently registered providers.
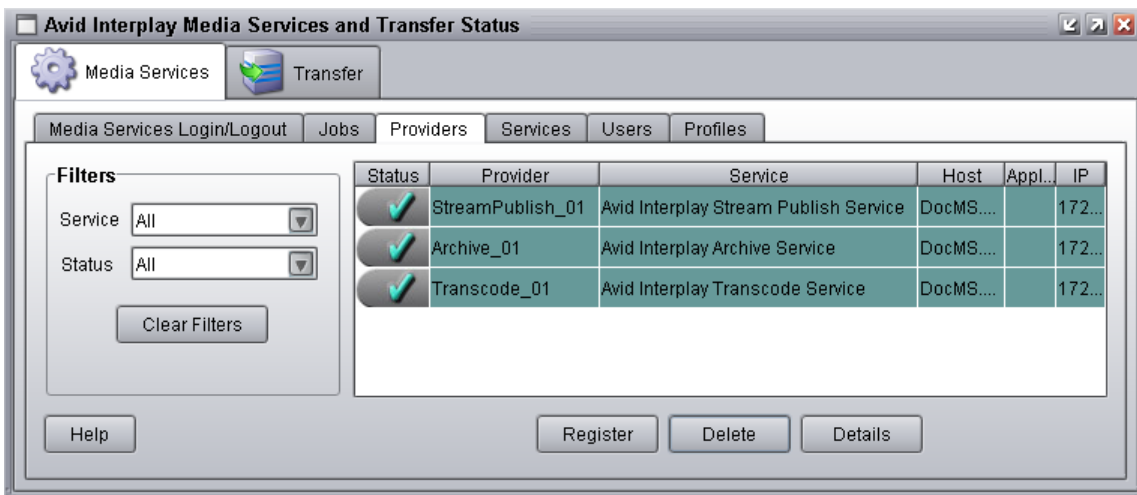
3. Click the Register button.

   The Register Provider dialog box opens.

4. Do the following:

   a. Service menu — Select Avid Interplay Delivery 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 Delivery service.

5. Click Register.

The Delivery 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 Delivery provider to the Media Services Engine software. See "Connecting the Delivery Provider to the Media Services Engine" on page 278.
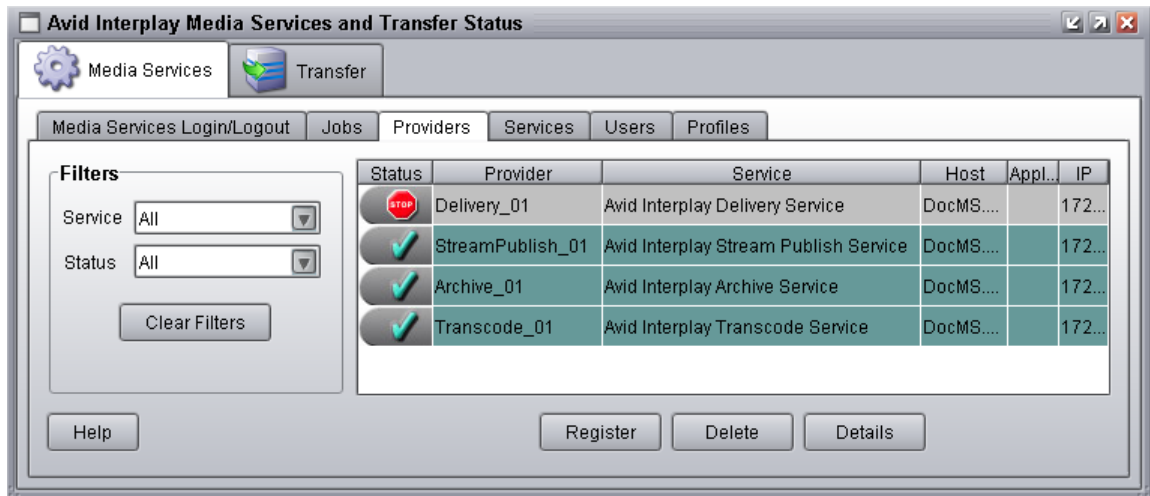
Connecting the Delivery Provider to the Media Services Engine

After you install the Delivery service description and register the Delivery provider, you need to connect the Delivery provider to the Media Services Engine software.

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.
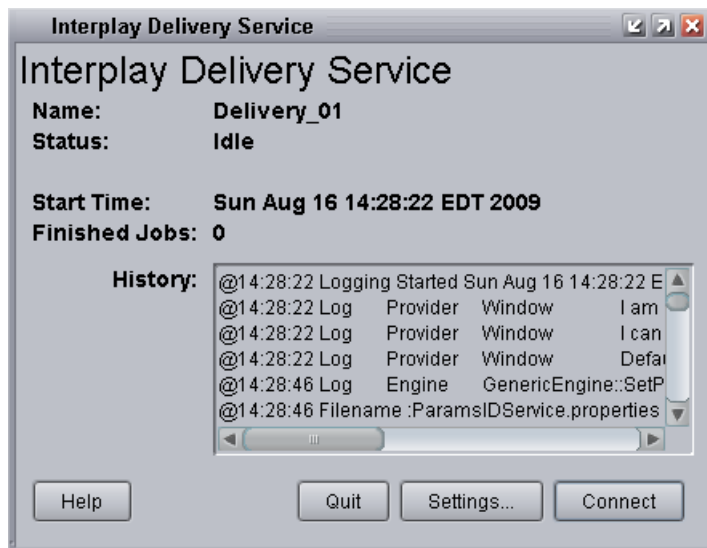
2. Click Settings.

   The Provider Settings dialog box opens.

3. Do the following:

   a. Provider Name — Type the name of the provider you specified in "Registering the Delivery Provider" on page 276. 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 either Yes or No (default) to automatically connect to the Media Services Engine when the application starts.

   The following illustration shows the Provider Settings dialog box with the values filled in for the Delivery provider.
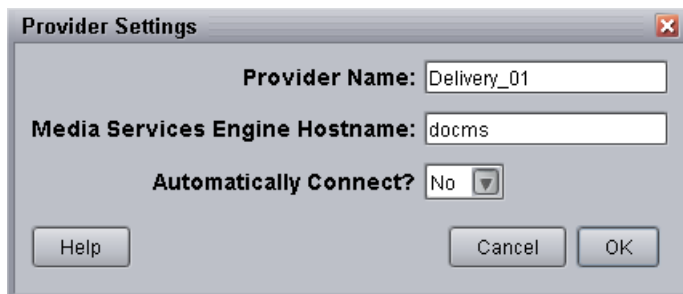
4. Click OK.

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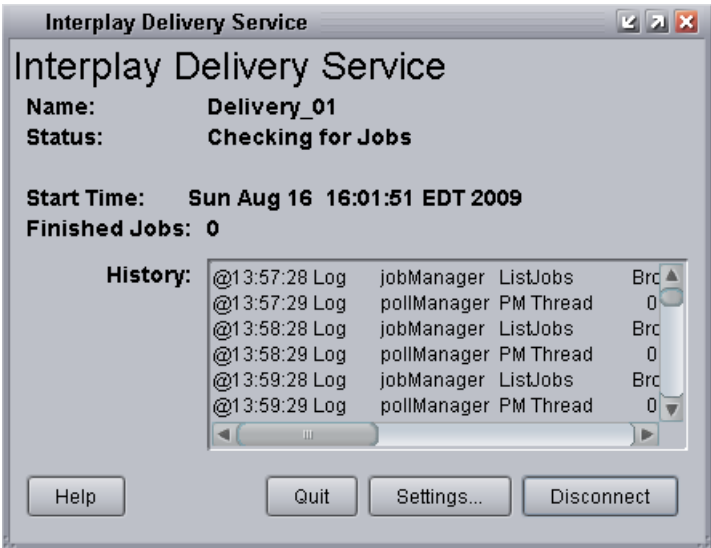
The Provider page in the Media Services and Transfer Status tool now shows that the service is connected, indicated by a check mark in the Status column.
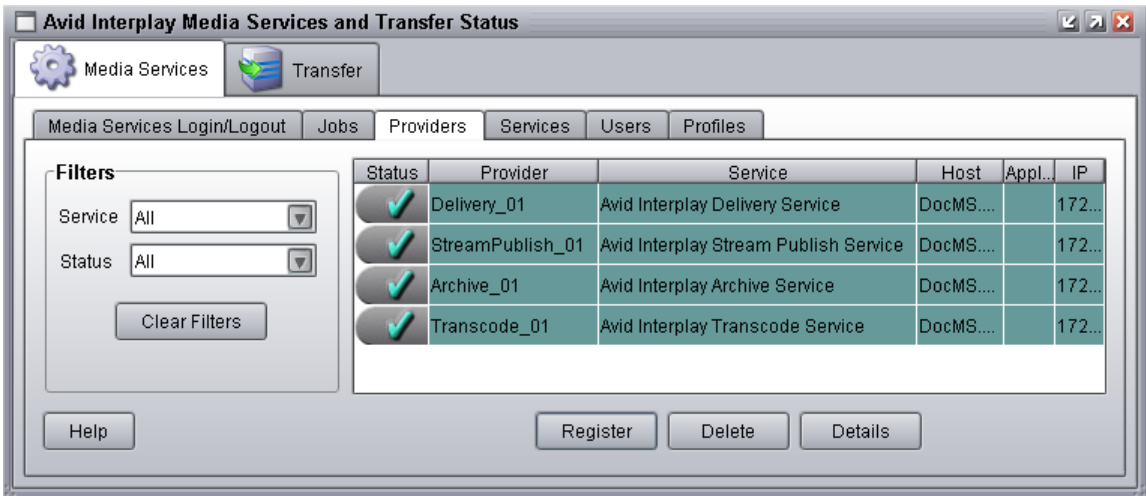
Starting the Delivery Provider

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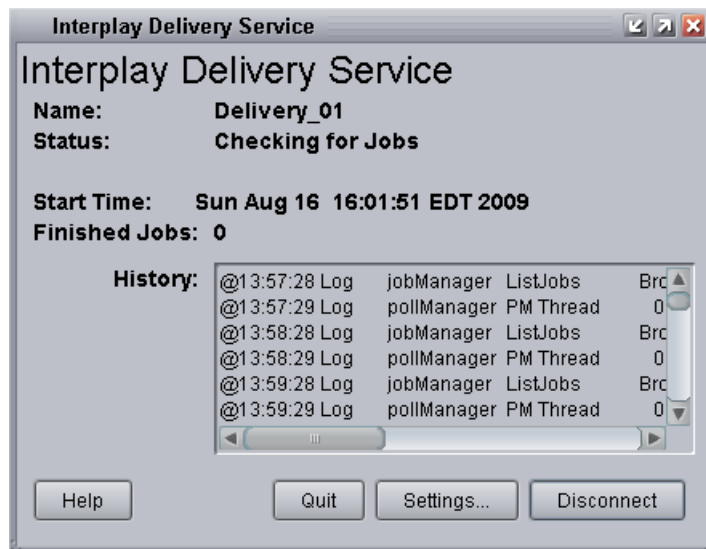
📖 *If the provider cannot connect to the Media Services Engine, the Status line reads "Connection Error." Ensure the Media Services Engine is running, the service description is installed, the provider is properly registered, and then click Connect again.*

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.

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 37.

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.
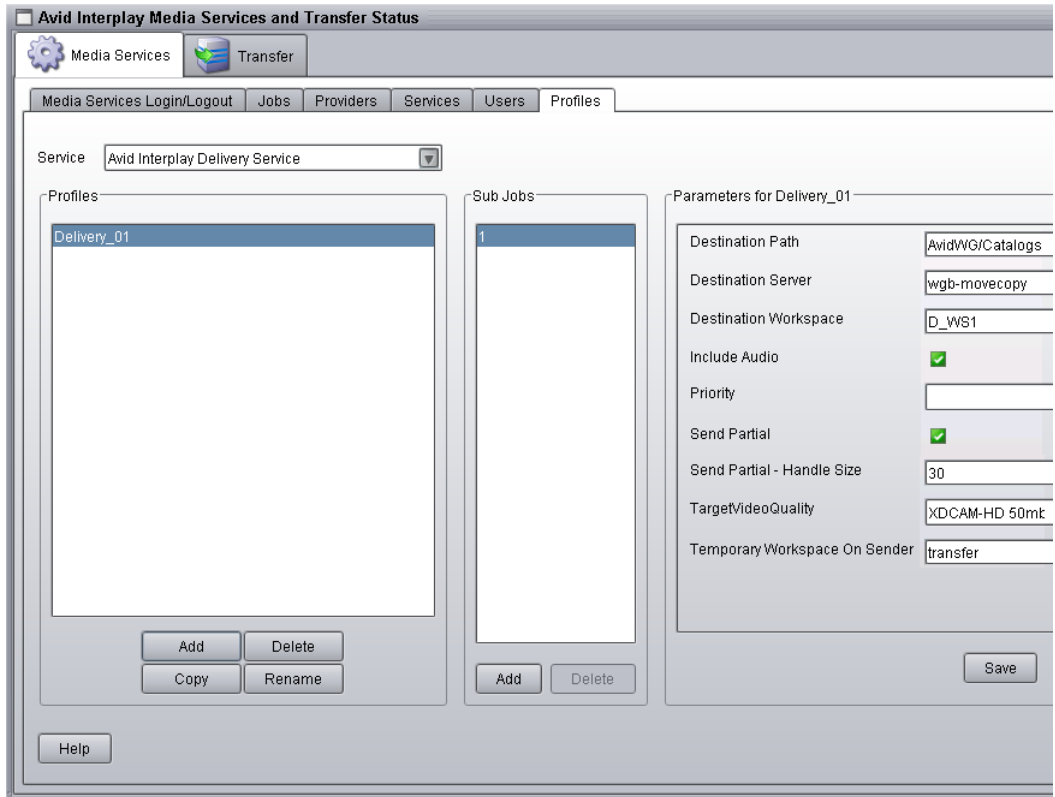
7. In the Parameters area, specify the following:

   - 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 Unity workspace on the target workgroup that will hold the transferred files.

   - (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) 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 42.

- Temporary Workspace On Sender: Type the name of the Avid Unity 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.

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.
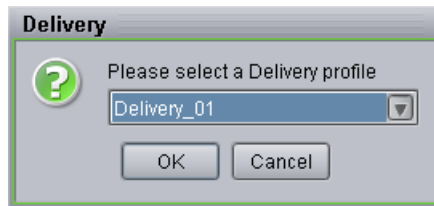
4. Select a profile from the menu and click OK.

   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 37.

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 37.

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.

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.
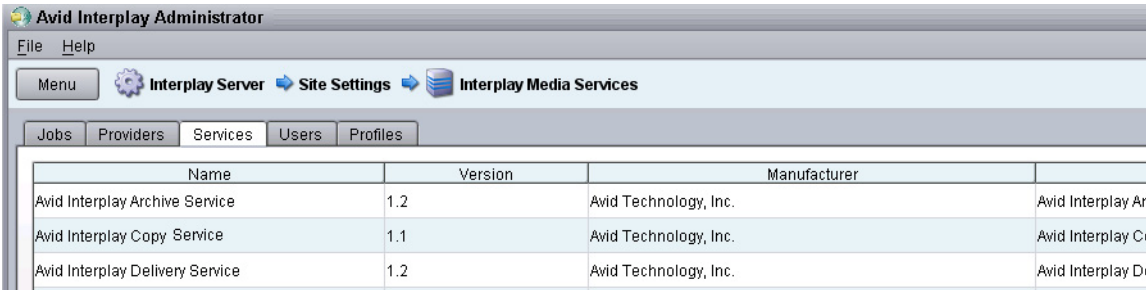
6. (Option) Click the Services tab.

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.

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.
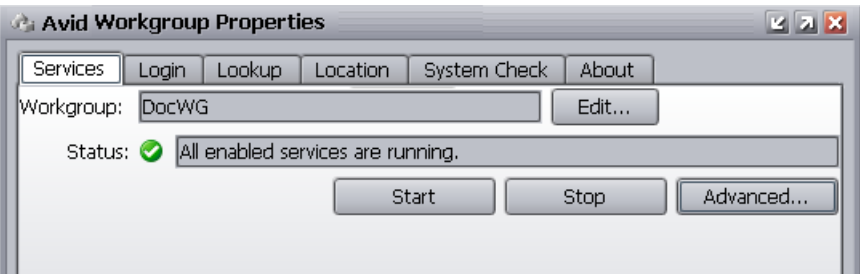
2. Click Advanced.

The Avid Services dialog box opens.
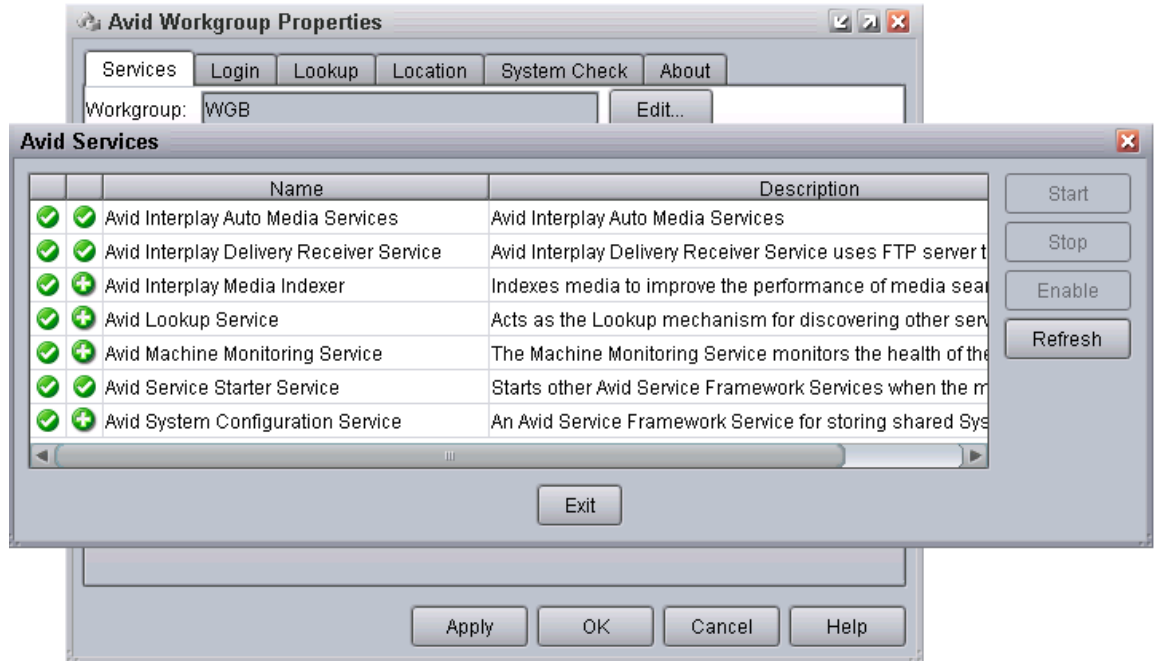
3. If necessary, select Avid Interplay Delivery Receiver Service and click Start.

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.
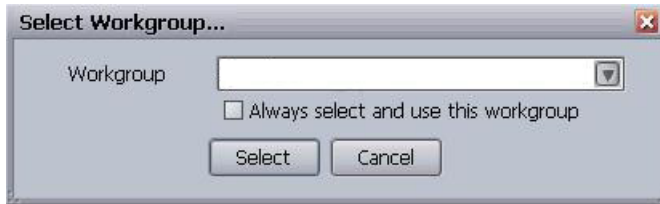
2. Select a workgroup.

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.
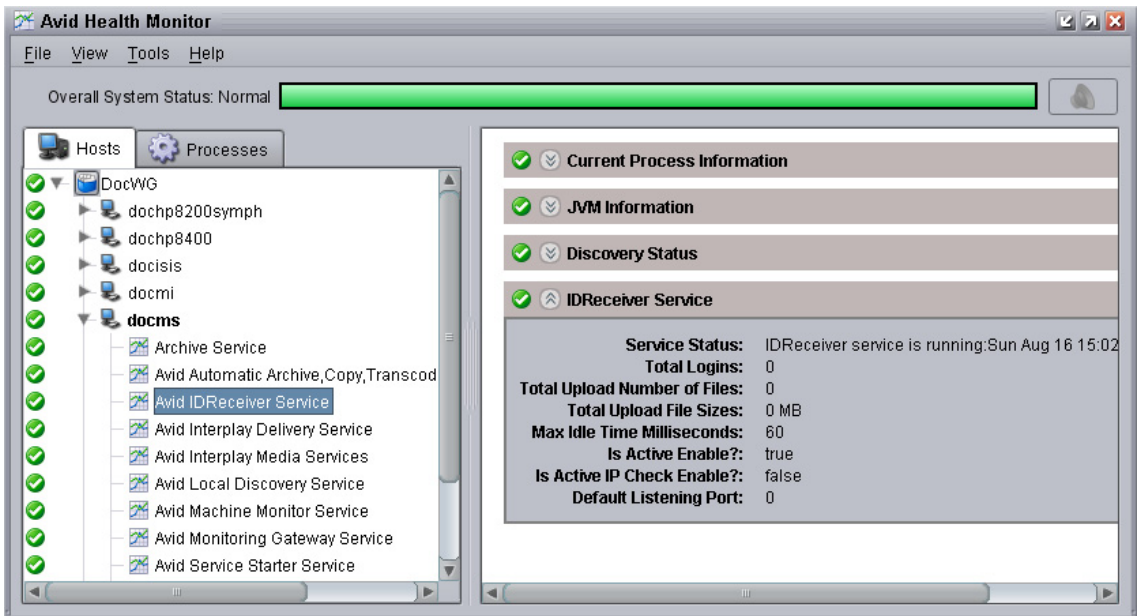
14 Exporting and Transferring Long GOP OP1a Media in the Background

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 Transfer
- 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
- Installing and Registering the STP Encode Service Provider
- Starting the STP Encode Provider
- Connecting to the Media Services Engine From Interplay Assist and an Avid Editing Application
- Performing a Send to Playback as a Background Process from Interplay Assist
- Performing a Send-to-Playback as a Background Process from an Avid Editing Application

Understanding Long GOP OP1a Transfer

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 off load 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 as you do with other services available with the Interplay Media Services Engine.

Workflow for Background Processing of Long GOP Splicing and Transferring of Long GOP OP1a Media

The *Avid Interplay Best Practices* document provides the Sony XDCAM HD and XDCAM EX End-to-End workflow. This section explains the portion of that workflow that can be handled by the Avid Interplay STP Encode service instead of the Avid editing application.

The STP Encode service provides background processing that off loads the time-consuming processes involved in Long GOP OP1a exporting and transferring from an Avid editing application. 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 295.

📖 *If an STP Encode service is not available, a send to playback request is handled in the foreground by the Avid editing application.*

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

📖 *Performing 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.*
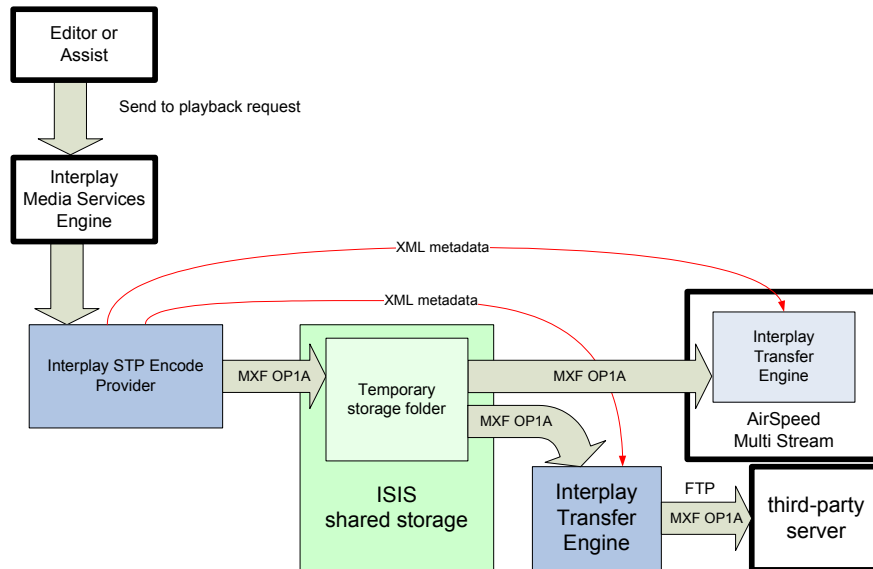
The following steps describe the workflow for playout through AirSpeed Multi Stream or a supported third-party server:

- 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 appropirate 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*.

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
☐ Check your workgroup configuration.	See the *Avid Interplay Best Practices document*.
☐ Make sure the workgroup is configured with an Avid Unity account with write access to at least one shared-storage workspace.	See the *Avid Interplay Software Installation and Configuration Guide*.
☐ Make sure the Avid Interplay Transfer Engine software is installed and configured to support the transfer of Long GOP OP1a media.	See the *Avid Interplay Transfer Setup and User's Guide*.
☐ Create an Avid Interplay Transfer Engine Long GOP OP1a media profile using Server Type OP1A_EXPORT or OP1A_EXPORT_K2.	See the *Avid Interplay Transfer Setup and User's Guide*.
☐ 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 *Avid Interplay Software Installation and Configuration Guide*.
☐ Make sure the Interplay Media Services Engine software and the supporting software are installed and configured in the workgroup. • Avid Service Framework for Client • Avid Interplay Access • Avid Interplay Media Services • Avid Interplay STP Encode service	See the *Avid Interplay Software Installation and Configuration Guide* and "Installing the Interplay STP Encode Service Package" on page 297.

Transferring Long GOP OP1a Media in the Background Check List (Continued)

Task	Section Reference
❑ Make sure the supported client software is installed on the Interplay STP Encode provider server.	See the *Avid Interplay Software Installation and Configuration Guide*.
• Avid Service Framework for Client	
• Avid Interplay Access	
• Avid Interplay Media Indexer	
• Avid Interplay Transfer Client	
❑ Install and register the Avid Interplay STP Encode service provider.	See "Installing and Registering the STP Encode Service Provider" on page 297.
❑ Connect the Avid Interplay STP Encode provider to the Media Services Engine.	See "Connecting the STP Encode Provider to the Media Services Engine" on page 302.
❑ Start the Interplay STP Encode service software and verify it is connected.	See "Starting the STP Encode Provider" on page 304.
❑ Enable the Media Services Engine in Interplay Assist and in the Avid editing application.	See "Connecting to the Media Services Engine From Interplay Assist and an Avid Editing Application" on page 305.
❑ Perform a send to playback from an Avid Interplay Assist.	See "Performing a Send to Playback as a Background Process from Interplay Assist" on page 307.
❑ Perform a send to playback from an Avid editing application.	See "Performing a Send-to-Playback as a Background Process from an Avid Editing Application" on page 309.

Installing and Registering the STP Encode Service Provider

Before you can use the STP Encode service provider, you must install the software needed by the service from the Avid Interplay installation DVD. 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 Interplay STP Encode Service Package
- Registering the Interplay STP Encode Provider
- Connecting the STP Encode Provider to the Media Services Engine

Installing the Interplay STP Encode Service Package

You use the Media Services and Transfer Status tool to install the STP Encode service description. For more information, see "Understanding Service Descriptions and Service Packages" on page 61.

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

To install the Interplay STP Encode service description:

1. Make sure the STP Encode service 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 37.
3. Click the Services tab.

   The Services page displays the currently configured services.
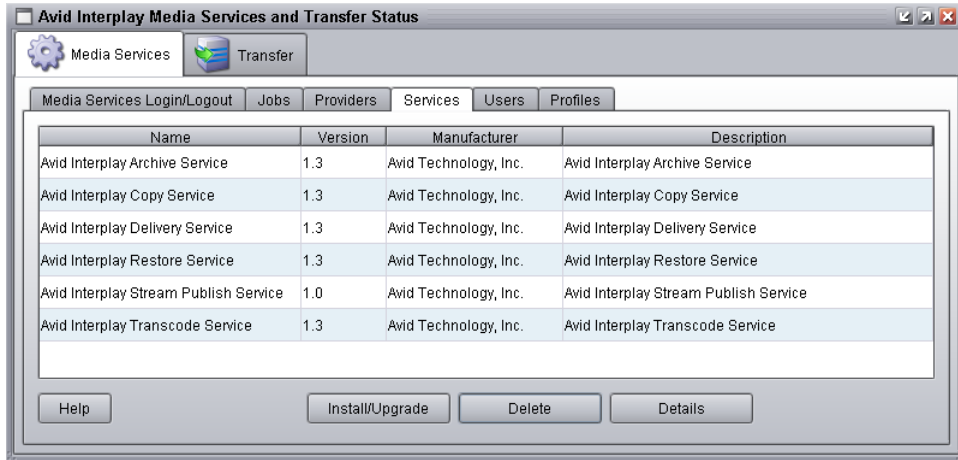
4. Click the Install/Upgrade button.

   The Install/Upgrade Service dialog box opens.
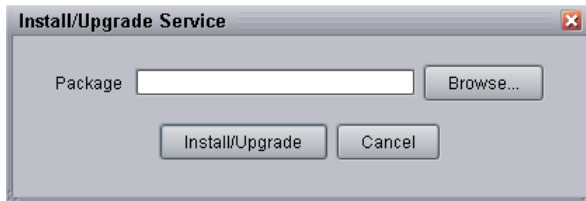
5. Click the Browse button and navigate to the folder containing the STP Encode service package (LongGOPExport.zip). Make sure you have access to the folder. By default the service package is installed in the following folder:

   C:\Program Files\Avid\Avid Interplay STP Encode folder.

   You can use the Microsoft Windows Search tool to help you locate the folder that contains the LongGOPExport.zip file.

6. In the folder, select the LongGOPExport.zip file.
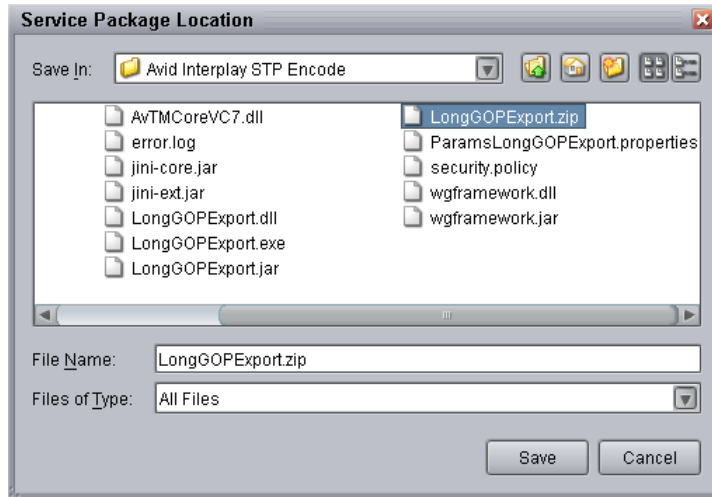
7. Click Save.

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

8. Click Install/Upgrade.

   The Avid Interplay STP Encode Service appears on the Services page.
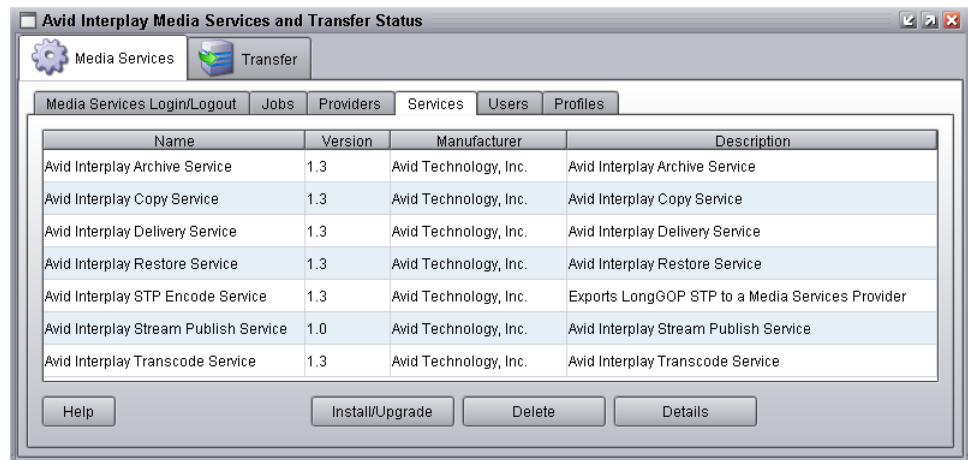
Registering the Interplay STP Encode Provider

After you install the Interplay STP Encode service provider, you need to register the STP Encode provider with the Media Services Engine. If you are configuring multiple providers, you need to register each 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. In some cases it passes the information to other applications..

To register the STP Encode provider with the Media Services Engine:

1. Open and log in to the Media Services and Transfer Status tool. See "Opening the Media Services and Transfer Status Tool" on page 37.

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 STP Encode 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 Interplay STP Encode Service.
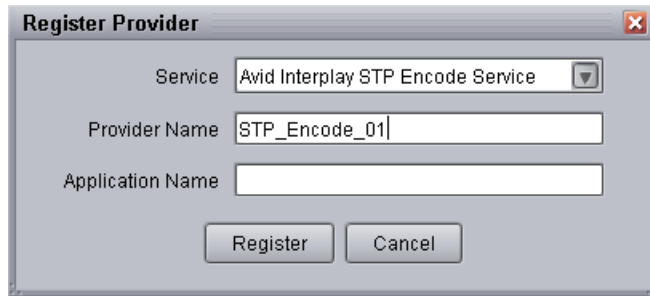
5. Click Register.

The STP Encode 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 provider to the Media Services Engine software. See "Connecting the STP Encode Provider to the Media Services Engine" on page 302.

Connecting the STP Encode Provider to the Media Services Engine

After you install the STP Encode service and register the STP Encodeprovider, you need to connect the provider to the Interplay Media Services Engine software.

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 — Type the name of the provider you specified in "Registering the Interplay STP Encode Provider" on page 300. 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 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 STP Encode provider service.
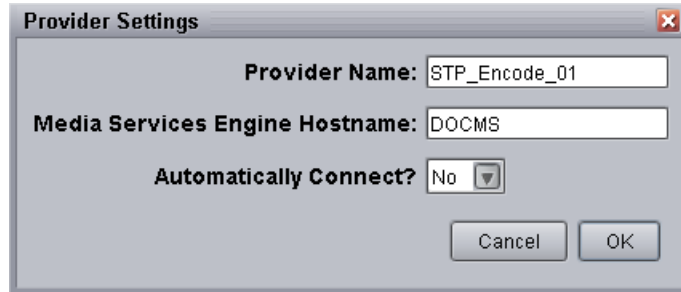
4. Click OK.

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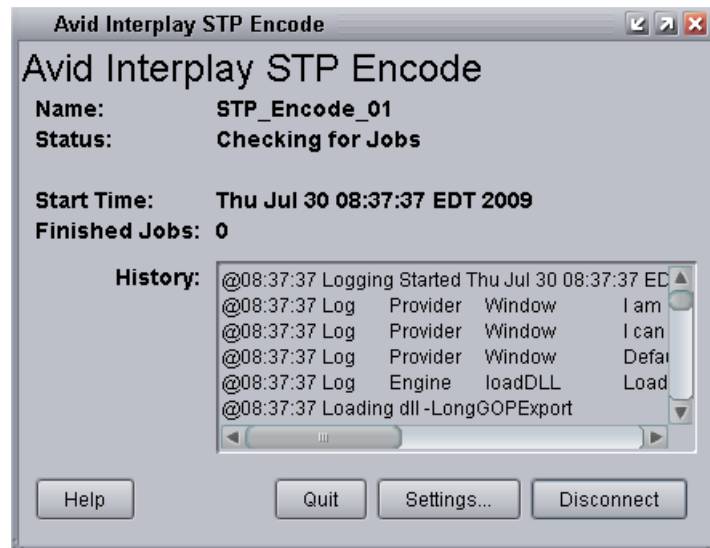
The Provider page in the Media Services and Transfer Status tool now shows that the service is connected, indicated by a check mark in the Status column.

Starting the STP Encode Provider

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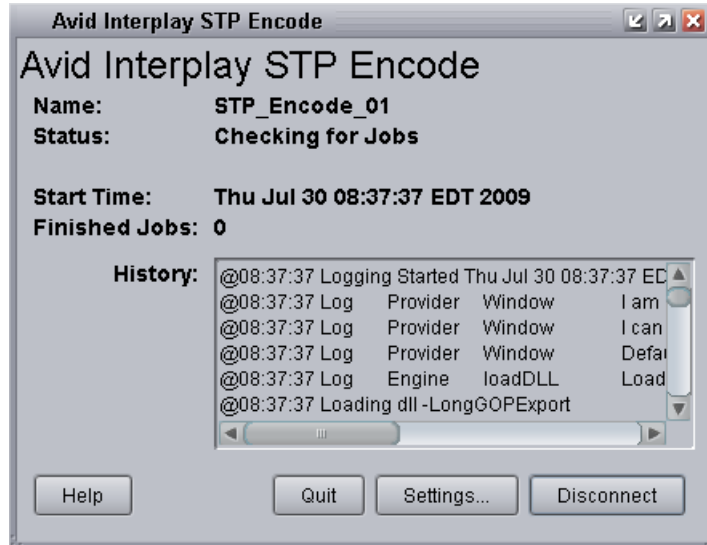
📖 *If the provider cannot connect to the Media Services Engine, the Status line reads "Connection Error." Ensure the Media Services Engine is running, the service description is installed, the provider is properly registered, and then click Connect again.*

Connecting to the Media Services Engine From Interplay Assist and 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.
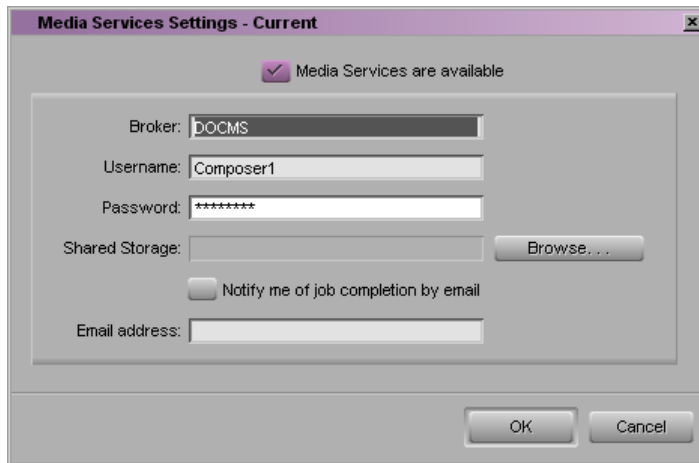
2. Fill in the following sections:

   - 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 only used for setting up Avid Interplay ProEncode.

   - Email address — You can use this option if your Media Services Engine is set up for e-mail notification.

3. Click OK.

Performing a 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 295.

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 305.

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 > *profile name*

   ▶ Select File > Interplay Transfer > Send Source to Playback > *profile name*

   The Send to Playback dialog box opens.

```
Send To Playback                                    ? ✕

Send: XDCAM 720p5050 May12 AssistShot.1
  To: K2_720p_50_50mbs
☑ Overwrite
☐ High Priority
☑ Use STP Encode
Video ID: [ 123                                    ]  (req.)

          [    Send    ]    [   Cancel   ]

─ Relink Settings (Input) ──────────────────────────
 Target Video Resolution:  XDCAM-HD 50mbps 720p 50
 Target Audio Resolution:
 Target Audio Resolution Sample Rate:  48000
 Target Audio Resolution Bit Depth:  24

─ Audio Mix Settings (Output) ──────────────────────
 Mode:  Stereo
 Bit Depth:  24
 Media Creation Workspace:  \\BPLNISIS\RAID_3
```

5. Do the following:

   ▶ (Option) Select Overwrite, to overwrite the videoID name in the Interplay Transfer
       if the same name exists.

   ▶ (Option) Select High Priority, if you want to send the sequence as a high-priority.

   ▶ Select Use STP Encode to use the STP Encode provider for processing the send to
       playback operation.

📖 *For the Background Export 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 a 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 295.

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 306.

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.
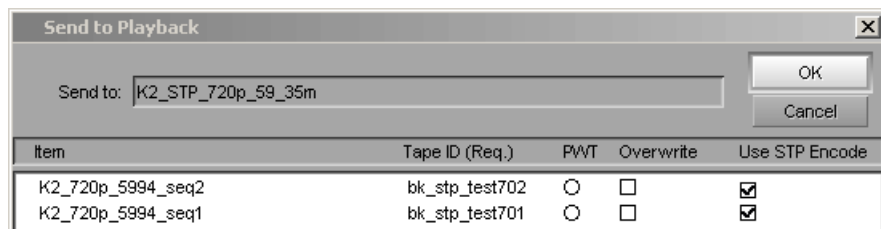
4. Do the following:

   ▶   Type a tape ID name.

   ▶   (Option) Select PWT (Play While Transferring), if you want to send the sequence as a high-priority.

   ▶   (Option) Select Overwrite, to overwrite the tape ID name in the Interplay Transfer if the same name exists.

   ▶   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.

15 Working with the ProEncode Service

The following topics explain how to set up and use the Avid Interplay ProEncode provider and how to use encoding applications to automate media encoding and transcoding of streaming, broadcast, and production formats:

- Understanding ProEncode
- Check List for Using ProEncode
- Setting Up ProEncode Client and Providers
- Configuring the ProEncode Provider
- Creating an Interplay ProEncode Provider Profile
- Setting Up a ProEncode Client
- Encoding a Clip or a Sequence
- Monitoring the Encoding
- ProEncode Provider Post-to-Web

Understanding ProEncode

Today's production houses face an increasing demand for translating media into formats suitable for distribution via the Web, DVD, and CD-ROM — often at the same time. ProEncode software automates this computing-intensive process and lets you move the encoding operation to dedicated workstations. These workstations, connected in a network and working simultaneously, serve as your "encoding farm." Distributing the encoding frees the editing workstations to perform other tasks.

You can use Interplay Media Services and Interplay ProEncode to send a sequence from your video editing system to multiple encoding workstations, which then simultaneously create a QuickTime movie, an MPEG-2 movie, and any other formats available from the encoding application. While these workstations are encoding, you can work on your next video editing sequence.

The Avid Interplay ProEncode provider accepts the job from the Media Services Engine and passes the information about the sequence to the encoding software. The provider monitors the progress of the encoding operation and reports the progress to the Media Services

Engine. When the job is complete, the Interplay ProEncode provider copies the new files to the proper location and notifies the Media Services Engine that the job is complete. You can monitor the job using the Media Services and Transfer Status tool.

For example, an Avid Interplay ProEncode provider runs on a system containing encoding software such as Anystream™Agility™ Workgroup™. ProEncode uses the encoding software to transform media into different formats that are suitable for delivery on the Web, DVD, or CD-ROM.

In a typical scenario, an Avid editor would send a sequence to the Media Services Engine using the File > Send to > Encoding > Avid Interplay ProEncode command. This tells the Media Services Engine that the editor wants to send the selected sequence to ProEncode for processing.

Check List for Using ProEncode

For the encoding process, the following table provides a check list of steps for installing and configuring the Interplay Media Services system in an Avid Unity environment. The check list also provides references where to find more information about each step. For additional information about installing encoding software, see "Installing Encoding Applications" on page 339.

ProEncode Check List

Task	Section Reference
❑ Check your configuration.	See "Configuration Requirements" on page 27 and the *Avid Interplay Best Practices*.
❑ Make sure the Interplay Media Services application key is connected to the Media Services server.	.
❑ Install the Avid Service Framework for Client software.	See the *Avid Interplay Software Installation and Configuration Guide*.
❑ Install the Avid Interplay Access software.	See the *Avid Interplay Software Installation and Configuration Guide*.
❑ Install the encoding software.	See "Installing Encoding Applications" on page 339.
❑ Install the Interplay Media Services Engine software.	See "Interplay Media Services Engine Installation and Configuration" on page 29.

ProEncode Check List (Continued)

Task	Section Reference
❑ Install the ProEncode provider software.	See "Interplay Media Services Engine Installation and Configuration" on page 29.
❑ Make sure an Interplay Media Services administrator account is setup on Avid Unity.	See the *Avid Interplay Software Installation and Configuration Guide*.
❑ Mount workspaces.	See *Avid Interplay Best Practices*.
❑ Register the Interplay Media Services Engine in a workgroup.	See "Registering the Media Services Engine in an Avid Interplay Workgroup" on page 30.
❑ Set e-mail notification for the Media Services Engine and let the Avid Interplay Administrator authenticate users during login.	See "Configuring the Media Services Engine" on page 33.
❑ Install the ProEncode service description.	See "Installing a Service Description" on page 62.
❑ Register the ProEncode provider.	See "Registering the Provider" on page 65.
❑ Connect the Provider to the Service.	See "Connecting a Provider to the Media Services Engine" on page 67.
❑ Start the ProEncode Service software.	See "Starting the Service Provider" on page 70.
❑ Verify the ProEncode service is connected.	See "Verifying That a Service Provider Is Connected" on page 71.
❑ Create a profile.	See "Creating an Interplay ProEncode Provider Profile" on page 316.
❑ Install Avid Interplay ProEncode Client.	See "Setting Up a ProEncode Client" on page 318.
❑ Perform an encode.	See "Working with the ProEncode Service" on page 311.

Setting Up ProEncode Client and Providers

You need to install and configure ProEncode as follows:

- Install the ProEncode provider software on the encoding system. You must install the encoding software before you install the ProEncode provider. See "Installing Encoding Applications" on page 339.

- Install the ProEncode service and register the ProEncode provider. See "Installing Services and Registering Providers" on page 61.

> 📖 *You must install the service from the Interplay Media Services server, and not from a remote system. This allows the appropriate files that are needed for communication through port 8080 and http to be placed on the Interplay Media Services server.*

- Configure the ProEncode provider. See "Configuring the ProEncode Provider" on page 314.

- Set up the ProEncode client on the Avid editing system as described in "Setting Up a ProEncode Client" on page 318.

Configuring the ProEncode Provider

After you register the ProEncode provider software, you must configure the ProEncode provider.

ProEncode requires the following:

- The ProEncode provider must be installed on each system that runs the encoding software.

- The ProEncode Client must be installed on each system that sends jobs to the ProEncode provider.

To configure the ProEncode provider:

1. Ensure the Interplay Media Services Engine is running as described in "Starting the Interplay Media Services Engine" on page 36.

2. Ensure the Interplay Media Services Engine is running.

3. Click the Start button, and select Programs > Avid > Avid Interplay ProEncode Provider.

   If this is the first time the ProEncode provider has been opened, the Welcome to the ProEncode Provider message appears.

4. Click OK.

   The Provider Settings dialog box opens.
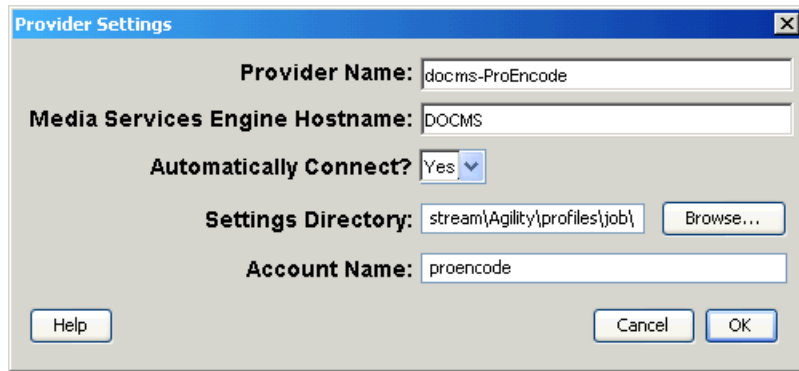
5. Specify the settings for the provider.

   See "ProEncode Provider Settings" on page 316.

6. Click OK to apply the settings and close the Provider Settings dialog box.

7. In the ProEncode Provider window, click Connect to connect the provider to the Media Services. If you selected Yes for Automatically Connect in the Provider Settings dialog box, the provider connects automatically to the Media Services.

8. Leave the ProEncode Provider window open.

   After the connection is made, the Status line in the ProEncode Provider window reads "Checking for Jobs," and the History window displays the message "Connection Established." The Connect button changes to a Disconnect button.

📖 *If the provider cannot connect to the Media Services, 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.*

   To set up other encoders, see "Registering the Provider" on page 65.

ProEncode Provider Settings

The following table describes the options in the Provider Settings dialog box.

Setting	Description
Provider Name	Type the provider name that you supplied when you registered the provider. If you need to change the provider name, you can type the new name here, but you also need to change it and reregister the provider. For more information, see "Registering the Provider" on page 65.
Media Services Engine Hostname	Type the name of the Media Services computer as shown in the Avid Interplay Media Services window.
Automatically Connect	Select Yes to connect to the Interplay Media Services whenever the provider software is started. If you select No, you need to connect the provider before you can use ProEncode.
Settings Directory	Type the correct encoding application settings folder. This location is different for every encoding application.
	For Anystream Agility Workgroup: <install path>\Program Files\Anystream\Agility Workgroup\Profiles\job
	For Telestream FlipFactory™: <Flip Server>:1099 You can also use the following because the FlipFactory application is installed on the same system as the ProEncode provider: localhost:1099
Account Name	By default this is "proencode." Do not change this value. This notifies the encoding application that it is a system enabled for ProEncode.

Creating an Interplay ProEncode Provider Profile

You can create a profile to use when performing a ProEncode operation. The ProEncode profile is available from the Transcode menu when you right-click an Avid asset.

Currently, there are no profile settings available for ProEncode operations. The settings displayed in the Parameters area are not used. However, you must create a ProEncode profile to use when accessing the ProEncode from a client.

To create a ProEncode profile:

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 Avid Interplay ProEncode Service.

4. Click Add in the Profiles area.

    The Add Profile 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.

6. Click Save in the Parameters area.

Setting Up a ProEncode Client

You typically set up a ProEncode client on an Avid editing system. However, you can set up a standalone client as well. For information, see "Setting up a Standalone ProEncode Client" on page 320.

Setting up a ProEncode Client on an Avid editing system requires the following procedures:

- Installing the ProEncode Client Software
- Configuring a ProEncode Client on an Avid Editing Application

Installing the ProEncode Client Software

If you need information on setting up Domain names (DNS names) on your system, see "Additional Installation and Configuration Information" on page 370.

To install the ProEncode client software:

1. On the Avid editing system, insert the Avid Interplay Installation DVD into the DVD drive.

   The Main Menu window opens.

2. Click Clients and then click Avid Editor Support.

   The Avid Editor Support window opens.

3. Click Avid Interplay ProEncode Client.

4. Follow the instructions in the installation program.

5. When the installation is complete, click Exit.

Configuring a ProEncode Client on an Avid Editing Application

The ProEncode Client installation program enables access to a ProEncode Client *applet* that is hosted by the Media Services Engine. An applet is a Java™ application that only runs in a browser window. The ProEncode Client applet uses the settings from the Media Services Settings dialog box in your Avid editing application Settings list. The applet can run independently from the Avid editing system.

ProEncode Client software includes optional settings that you can specify according to your work needs. If necessary, you can override these optional settings in the Add Jobs dialog box (see "Sending a Clip or Sequence to ProEncode from an Avid Editing Application" on page 321).

To configure a ProEncode Client on an Avid editing system:

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

📖 *If you are working with an older project, select DMS to open the Media Services Settings dialog box.*

The Media Services Settings dialog box opens.

2. Select the options as follows:

   ▶ Select the "Media Services are available" option to make sure you are connected to the Media Services Engine. You can deselect this option to disconnect without losing your setting information.

   ▶ Type the name of the system running the Interplay Media Services Engine in the Broker text box. The system name appears in the Avid Interplay Media Services window.

   ▶ 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. You must be a registered Media Services user to submit jobs.

▶ Navigate to a Shared Storage location where you intend to save the QuickTime reference movie files that are created during a Send to ProEncode. You can click the Browse button to locate the directory.

In an Avid Unity environment, this folder needs to be in a workspace that the encoders can access. This is also the default location for the encoded output file from the encoding application, if you do not define a different destination path from within the ProEncode Client.

> *You might find it convenient to create a separate folder for each ProEncode client. Separate folders will make it easy for each Avid editor to locate their processed movies.*

> *You might want to create a dedicated workspace on your Avid Unity shared storage system for these QuickTime Reference movies. This makes it easier to delete the files when necessary.*

▶ Type your e-mail address if your Media Services Engine is set up for e-mail notification. See "Configuring the Media Services Engine" on page 33.

3. Click OK.

Setting up a Standalone ProEncode Client

You usually configure a ProEncode client to be used from within an Avid editing application. However, you can configure a standalone client as well. In this scenario, you would export QuickTime Reference movies from your Avid editing application and then use the standalone client to process them at a later time. To set up a standalone client, install the software on the client system and use the procedure described in "Adding a File to ProEncode" on page 326.

Encoding a Clip or a Sequence

There are two methods for encoding a clip or sequence:

• Select the clip or sequence within an Avid editing application, and send it to ProEncode. See "Sending a Clip or Sequence to ProEncode from an Avid Editing Application" on page 321.

• Export a QuickTime Reference movie or any other file that the encoding application can process, and add it to ProEncode. See "Adding a File to ProEncode" on page 326.

Sharing Folders in an Avid Unity Environment

When you are working in an Avid Unity environment, the media for the clip or sequence that you are encoding needs to be on a mounted workspace. This workspace needs to be shared by the client and the encoder. Media that is on a local drive cannot be used.

Sending a Clip or Sequence to ProEncode from an Avid Editing Application

To send a clip or sequence to ProEncode:

1. Check the following:

   ▶ Make sure the Media Services Engine is running. See "Starting the Interplay Media Services Engine" on page 36.

   ▶ Make sure the ProEncode provider software is running on the encoders system that you want to use. See "Verifying That a Service Provider Is Connected" on page 71.

📄 *You can submit jobs to the Media Services Engine even if no encoders are available. The Media Services Engine assigns the jobs when one or more encoders become available. However, you cannot select a specific provider.*

2. In your Avid editing application, select the clip or sequence in one of the following ways:

   ▶ Click the clip or sequence in a bin.

   ▶ Click in the Timeline.

   ▶ Click the monitor that displays the clip or sequence you want to export.

📄 *ProEncode export does not recognize IN and OUT points in the sequence.*

3. Select File > Media Services > ProEncode.

   The Add Jobs dialog box opens.

Profiles list
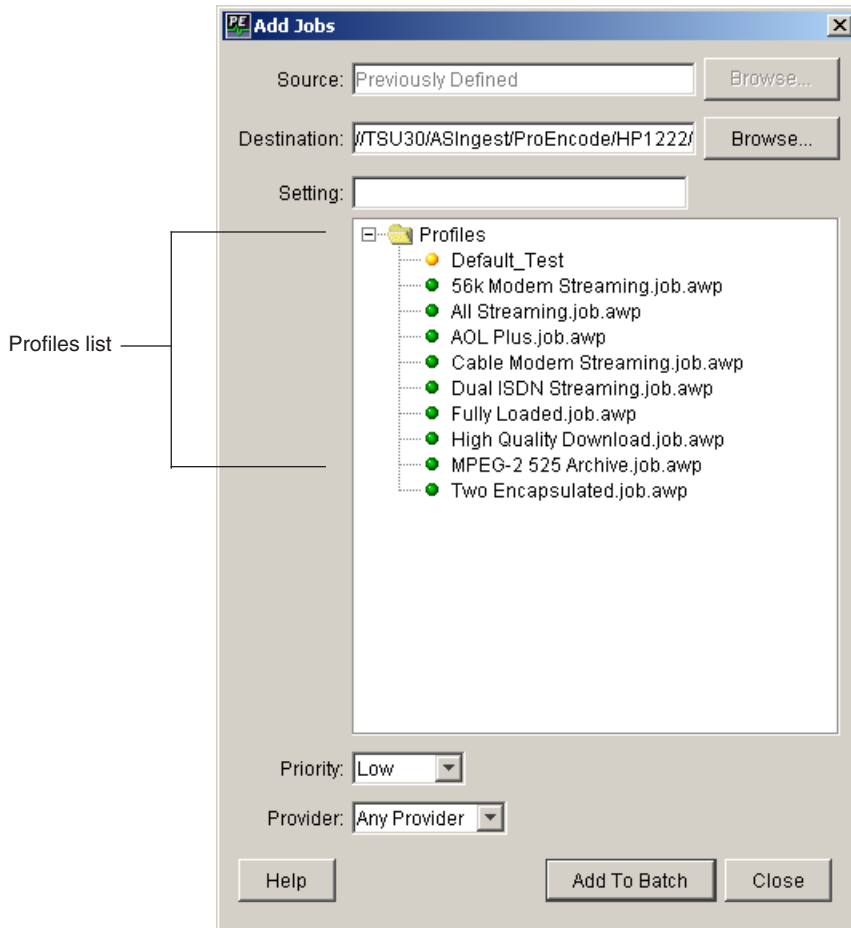
⌨ *When you send a job from an Avid editing application through Media Services, the Source field is not available because the Media Services Engine takes the clip or sequence name and the path from the source area you specify in the Media Services Settings dialog box and from the Export dialog box. (The Export dialog box appears at the end of this procedure.)*

The Destination text box contains the shared storage location that you specified in the Media Services Settings dialog box. This identifies the folder that will hold the encoded movie.

⌨ *You might find it useful to create a separate folder for each ProEncode client to make it easier to keep track of the movies each editor creates.*

4. Select the following parameters for the job:

a. Select a setting from the Settings list.

This list includes all encoding application settings that have been registered with the Engine, organized by folder. Double-click the Folder icon to view the individual settings within the folder.

Each setting is preceded by a colored Signal icon as described in the following table.

Color		Meaning
🟢	Green	A provider that can use this setting is online.
🟡	Amber	At least one provider can use this setting, but it is not online. You can submit a job, which will be processed when a provider that can use the setting becomes available.
🔴	Red	No registered provider can use this setting. This situation might occur if you create a custom setting on a provider and then delete the provider. You can use the Media Services and Transfer Status tool to delete the setting.

Click Browse if you want to find and select a setting that is not currently registered with the Media Services Engine. For example, if you created a custom setting by using Anystream Agility Workgroup on the client, you can send that setting file along with the job to a particular encoder.

📖 *For a description of the settings that are available with your system, see the Anystream Agility Workgroup or Telestream FlipFactory documentation.*

b. Click the Priority menu, and select a priority for this job.

If there are multiple jobs, the priority determines which jobs are processed first.

c. (Option) Click the Provider menu, and select a specific ProEncode provider for this job.

Selecting a provider might be necessary if you are sending a custom setting with the job. You can also use this setting to override whatever assignment the Media Services Engine would have made.

5. After you have selected the parameters, click Add To Batch.

The job is added to the current batch. You can now add another job to the batch. In most cases, you would use the same QuickTime reference movie with different profile parameters.

6. After you have added all jobs to your batch, click Close.

The Add Jobs dialog box closes, and the jobs are shown in the ProEncode Client window, along with information about each job.
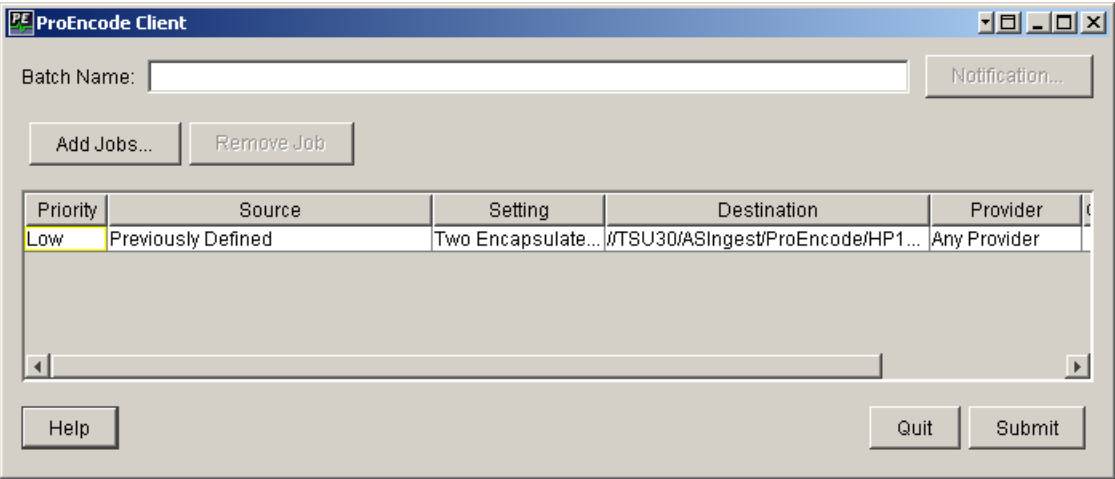
When you send a job from an Avid editing application through Media Services, the Batch name is not available and the Notification button is grayed out. The Media Services Engine uses any notification information that you entered in the Media Services setting dialog box.

7. (Option) If you want to delete or change a job, do the following:

a. Select the job.

b. Click Remove Job.

c. You can then add the job again, using new parameters.

d. Click OK.

8. Click Submit.

   The Export of file for Media Services Job window dialog box opens.
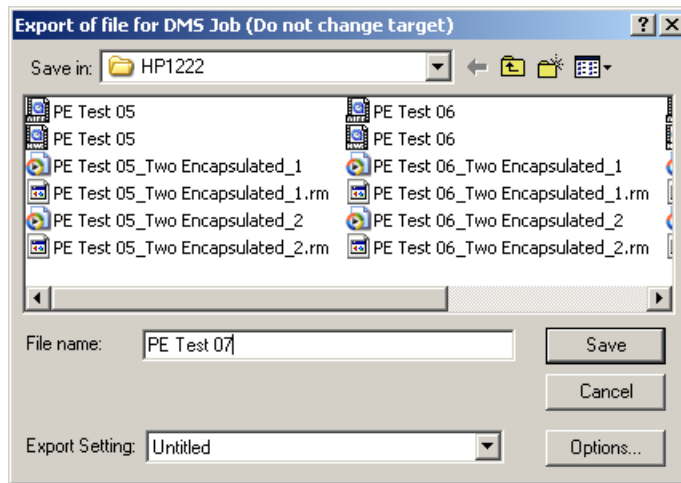
This dialog box is provided solely to give you the opportunity to change the file name before you submit the job. The Option button works but the options are disabled at this point.

⚠️ **Do not change the pathname in the Export dialog box. Use this dialog box only to change the file name.**

9. (Option) Change the name of the file if necessary.

10. Click Save.

    The Avid editing system processes the sequence by rendering any unrendered effects, creating files for audio media, and creating a QuickTime reference movie that points to video and audio media.

    The Client sends information about all jobs in the batch to the Media Services Engine, which in turn assigns each job to a provider. The provider starts the encoding application, which processes the job. The provider then sends information about the job to the Media Services Engine. If you have chosen to receive a notification in the Media Services Settings dialog box, the Media Services Engine sends a message to the Client.

Adding a File to ProEncode

You can use ProEncode to manage the encoding of any video or audio format that the encoding application can process, such as QuickTime, AVI, or AIFF-C.

To create a QuickTime Reference movie:

1. In your Avid editing session, select the clip or sequence in one of the following ways:

   ▶ Click the clip or sequence in a bin.

   ▶ Click in the Timeline.

   ▶ Click the monitor that displays the clip or sequence you want to export.

2. Select File > Export.

3. Export your sequence as a QuickTime Reference movie. For information on creating a QuickTime movie, see the Help in your Avid editing application. You can press F1 in the Export As dialog box to open the appropriate Help topic.

To add a QuickTime Reference movie to ProEncode:

1. Make sure the QuickTime Reference movie and the associated media files are in a folder that can be accessed by an encoder. For more information, see "Sharing Folders in an Avid Unity Environment" on page 321.

2. You use the Media Services Engine to process the encoding request. Enter the following text in your browser window, using the Media Services Engine name that you are connected to:

   http://<*MediaServicesEngineName*>:8080/ProEncodeApplet.html

⊫ *The URL is case sensitive.*

   For example, if the Media Services Engine's name is bpdms, use the following URL:

   http://bpdms:8080/ProEncodeApplet.html

   The Add Jobs dialog box opens.

⊫ *After you successfully connect to the ProEncode applet, you can create a shortcut by dragging the Address icon in the browser window to your desktop.*

3. Type the path of the source file in the Source text box, or click Browse and navigate to the file.

4. Type the path of the Destination folder in the Destination text box, or click Browse and navigate to the file.

5. Enter the remainder of the options for the Add Jobs dialog box as described in "Sending a Clip or Sequence to ProEncode from an Avid Editing Application" on page 321.

6. After you select the parameters, click Add to Batch. You can now add another job to the batch. In most cases you would use the same QuickTime Reference movie with different profile settings.

7. After you add all the jobs to your batch, click Close.

   The Add Jobs dialog box closes, and the jobs are shown in the ProEncode Client window. All the options for the ProEncode Client window are described in "Sending a Clip or Sequence to ProEncode from an Avid Editing Application" on page 321, with the exception of the following options:

   a. Type a name in the Batch Name text box.

      A batch name identifies the group of jobs for notification. The batch name appears in any notification message sent by the Media Services Engine. Jobs are not identified by batch in the Media Services and Transfer Status tool.

      You can set a default batch name in the Client Settings dialog box (see "Configuring a ProEncode Client on an Avid Editing Application" on page 318). If you don't name the batch, the Media Services and Transfer Status tool monitors the batch by using an internally generated job ID.

   b. (Option) If you want to be notified about the failure or completion of the jobs in this batch, click Notification.

      The Notification Settings dialog box opens.

      Select the notification options you want. If you do not want to receive notification, do not select either option.

8. Click OK.

9. Click Submit.

   The ProEncode Client window closes and the Connect to Media Services Engine dialog box opens.

10. Type your Media Services Engine user name and password, and click OK.

    The Client sends information about all jobs in the batch to the Media Services Engine, which in turn assigns each job to a provider. The provider starts the encoding application, which processes the job. The provider then sends information about the job to the Media Services Engine. If you chose to receive a notification, the Media Services Engine sends a message to the Client.

Monitoring the Encoding

After you submit the batch to be encoded, you can monitor the jobs by using the following:

• **Media Services and Transfer Status tool:** The Media Services and Transfer Status tool gives you the most information for monitoring and managing jobs. For complete information, see "Using the Media Services and Transfer Status Tool" on page 37.

• **Avid Interplay Media Services and ProEncode provider windows:** Each window includes a Status line and a History window. The History window includes information that you can use for troubleshooting.

• **Avid Interplay Access application**: If you have the Interplay Access installed on your system you can run the application and select Tools > Avid Interplay Media Services Status to view the job progress.

For troubleshooting information, see "Troubleshooting" on page 363.

ProEncode Provider Post-to-Web

This section explains the requirements and configuration for using the ProEncode Provider Post-to-Web feature. A check list is provided to help with the configuration and setup.

The following components are needed:

• Interplay Media Services Engine

• Interplay ProEncode Provider

• Interplay ProEncode Client

• Telestream FlipFactory

• Avid NewsCutter®

• NewsPoller

• Avid Active™ ContentManager

• Avid Unity ISIS®

Check List for ProEncode Provider Post-to-Web

The following table provides a check list of steps used to configure and perform ProEncode Provider Post-to-Web.

Check List for ProEncode Post-to-Web

	Task	Document Reference
❑	All systems — Install Avid Unity ISIS Client Manager and activate the required workspace for reading and writing.	See the *Avid Unity ISIS Client Manager User's Guide*.
❑	Set up Unity ISIS workspace folders: • Create a workspace folder for holding NewsCutter exports. • Create a workspace folder for holding Post-to-Web files. 📑 *Make sure these folders are outside the range of Media Indexer configured storage.* *For example, Avid Media Indexer has storage configured for \\ISIS\workspace1\Avid Mediafiles. The new folders cannot be children of the Avid Mediafiles folder.*	See the *Avid NewsCutter products documentation*.
❑	Install and set up Interplay Media Services Engine.	See the *Avid Interplay Media Services help*. See "Interplay Media Services Engine Installation and Configuration" on page 29.
❑	Install the Interplay ProEncode provider software on the Media Services server.	See the *Avid Interplay Media Services help*. See "Interplay Media Services Engine Installation and Configuration" on page 29.
❑	Install ProEncode Provider using the Avid Interplay Media Services and Transfer Status tool. 📑 *You must access the Avid Interplay Media Services and Transfer Status tool from the Interplay Media Services server, and not from a remote system.*	See the *Avid Interplay Media Services help*. See "Installing a Service Description" on page 62.
❑	Configure the ProEncode provider. Set the Setting Directory setting as follows: localhost:1099	See "Configuring the ProEncode Provider" on page 314.
❑	Install and set up the Telestream FlipFactory application.	See "Installing Telestream FlipFactory" on page 342.

Check List for ProEncode Post-to-Web (Continued)

Task	Document Reference
❑ Create a FlipFactory user account for ProEncode.	See "Creating a FlipFactory Administrator Account for ProEncode" on page 332.
❑ Log in to FlipFactory using the ProEncode account and create a new Factory. For Post-to-Web to recognize a Factory, the Factory name must include double-underscores surrounding the proposed extension. For example, WindowsMediaFactory__WMV__.	See "Creating a Factory for the ProEncode Account" on page 333.
❑ Install and set up the FTP server. • Create a local folder to hold the FTP notifications from the Interplay Media Services. For example, C:\Notifications. • Create an FTP user using the following example: Name: `imsname` Password: `imspass` Home directory: `C:\Notifications` Read-Write-Delete access to `C:\Notifications`	
❑ Install and configure Avid NewsPoller. When configuring the poller.properties file, use these values: • `Poll.directory=c:\\Notifications` • `Poll.interval=60` • `StoryDirectory.deleteOnCleanup=FALSE` • `FTP.location=`<*IP address of the Avid Active ContentManager*> • `FTP.port=21` • `FTP.username=amcuser` • `FTP.password=amcpass` • `FTP.destinationDirectory=/ACMUser/newspoller`	See the *Avid NewsPoller Installation and Operations Manual* and "Preparing Java for Avid NewsPoller" on page 338.
❑ Before using Avid NewsPoller: • Make sure Java is installed. • Create a JAVA_HOME environment variable.	See "Preparing Java for Avid NewsPoller" on page 338.

Check List for ProEncode Post-to-Web (Continued)

Task	Document Reference
❑ Set up the Avid Active ContentManager server.	See the *Avid Active ContentManager Operations Manual*.
Create a folder to accept Post-to-Web media from NewsPoller, for example C:\ACMUser\newspoller.	
Create an FTP user:	
- Name = acmuser	
- Password = acmpass	
- Read-Write-Delete access to C:\ACMUser\newspoller.	
Set Active ContentManager to monitor C:\ACMUser\newspoller.	
❑ Install the ProEncode client software on the Avid NewsCutter.	See "Setting Up a ProEncode Client" on page 318.
❑ Set up Avid NewsCutter.	See the *Avid NewsCutter Products ReadMe.*
❑ Set up Avid NewsCutter Settings for Media Services:	
• Select "Media Services are available"	
• Username: \<Interplay user name\>	
• Password: \<Interplay password\>	
• Shared Storage: Z:\Media	
• Select "Notify me of job completion by email"	
• Email address: ftp://imsname:imspass@imsserver/	
❑ Start order of systems:	
1. FTP server	
2. Interplay Media Services	
3. NewsPoller	
4. Avid Active ContentManager	
5. FlipFactory Engine	
6. Interplay ProEncode Provider - connect	
7. NewsCutter	
❑ Using Post-to-Web:	
Web Server Server Path = Z:\Post	

Configuring Telestream FlipFactory

To use Interplay ProEncode with Telestream FlipFactory, you need to create a FlipFactory administrator account for ProEncode and create a Factory for this ProEncode account.

📑 *To configure Telestream FlipFactory and ProEncode, use these procedures with any Telestream FlipFactory documentation. To install Interplay ProEncode and Telestream, see "Interplay Media Services Engine Installation and Configuration" on page 29 and "Telestream FlipFactory" on page 342.*

These procedures are based on an installation where the ProEncode provider and the Telestream FlipFactory Encoder are installed on the same system.

Creating a FlipFactory Administrator Account for ProEncode

After you install the ProEncode and FlipFactory software, you need to create an administrator account for ProEncode.

To create a FlipFactory administrator account for ProEncode:

1. Start the Telestream FlipFactory application.

   The FlipFactory application window opens.

2. Click Administer Accounts.

Click Administer Accounts.

3. In the Administer Accounts window, click the Create button and create the ProEncode account using the following values:

- Login Name: Proencode

- Personal Name: proencode

Create button
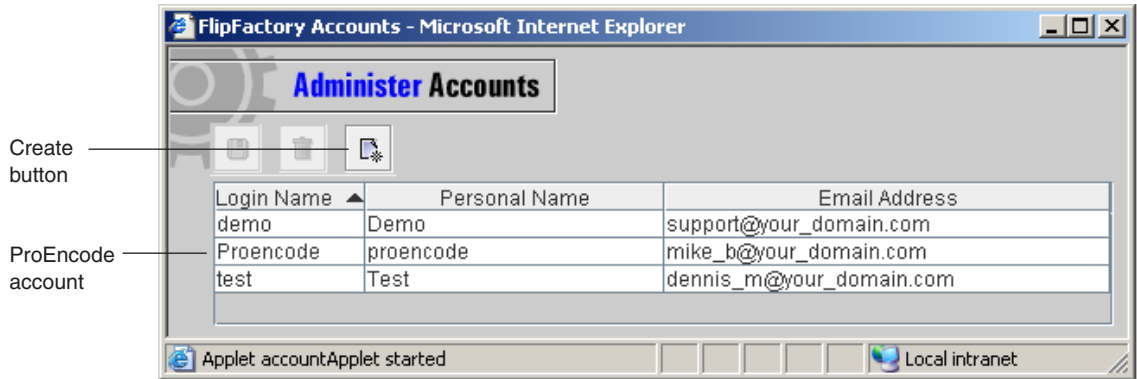
ProEncode account

4. Save the ProEncode account and close the Administer Accounts window.

Creating a Factory for the ProEncode Account

After you create the ProEncode account, you need to create a Factory for it.

To create a Factory for the ProEncode account:

1. Log in to FlipFactory using the ProEncode account you created.

Select ProEncode account.
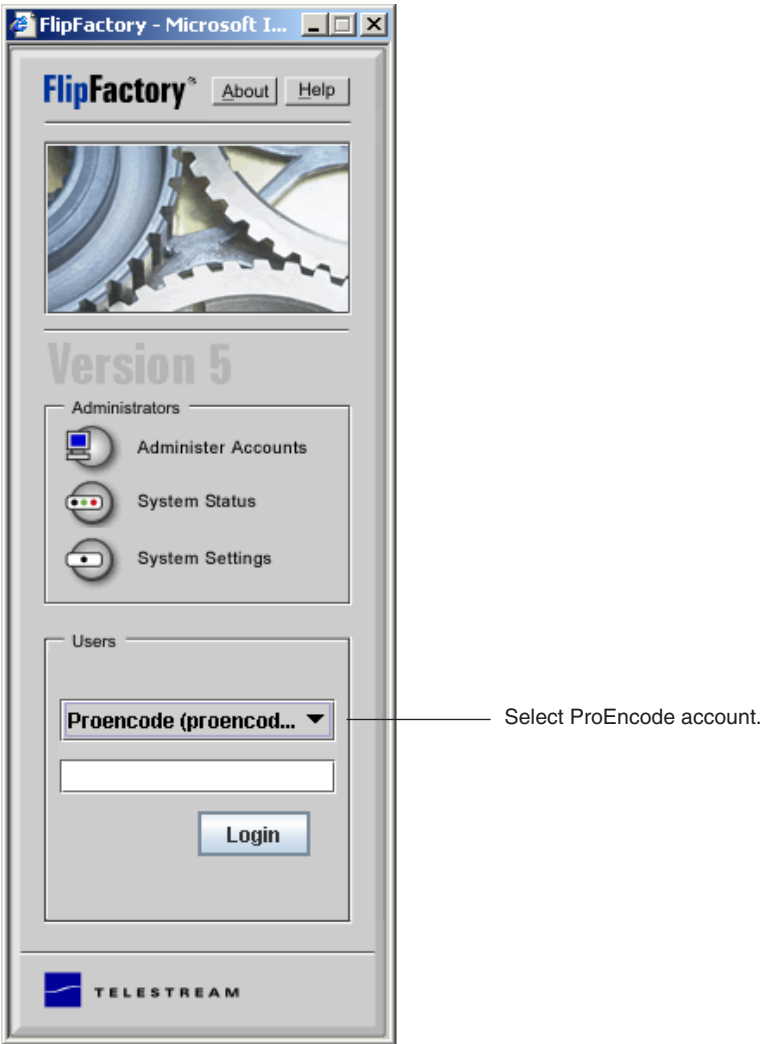
2. Click Manage Factories.

Click Manage Factories.

3. In the Manage Factories window, right-click the Factories folder and select New Factory.
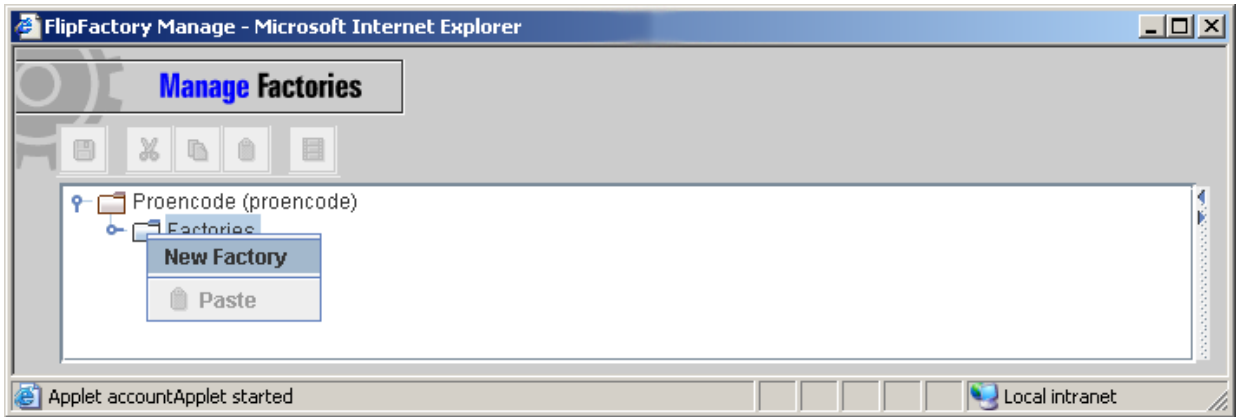
4. Create a Factory for the ProEncode and select options.

   For Post-to-Web to recognize a Factory, the Factory name must include double-underscores surrounding the proposed extension. For example:

   - WindowsMediaFactory__WMV__

   - RealMediaFactory__RM__

5. In the Product options area, if you are setting up multiple bit rates of the same format, do the following:

   ▶ Use multiple products; do not use a single Product that produces multiple bit rates.

   ▶ End each product Nickname in _*bitrate*. For example:
     100kbps Encoding = _100
     256kbps Encoding = _256

   Adding a bit rate to the end of the nickname distinguishes the media files of the same format. You can choose something other than bit rate, such as frame rate, to distinguish media files of the same format. Whatever follows the underscore of the file nickname is used to ensure uniqueness of final file names. For example, if frame rate is used as the distinguishing factor, type _framerate at the end of the file nickname.

6. Save the new Factory.

Created ProEncode Factory

Factory for Windows
Media files

bit rates

Product

Nickname

_128

Description

Available Media F

○ Duplicate Ori

○ Abekas6000

○ AutoDesk Sto

○ ClipMail MPE(

○ DV AVI Strear

○ DVD Stream

○ Final Cut Pro

- Proencode (proencode)
  - Factories
    - Factory__WMV__
      - Monitors
      - Process/Analyze
      - Products
        - _128
        - _256
        - _512
        - _1024
        - _2048
      - Notifications
    - Factory__RM__
      - Monitors
      - Process/Analyze
      - Products
        - _128
        - _256
        - _512
      - Notifications

FlipFactory Manage - Microsoft Internet Explorer

Manage Factories

Created ProEncode
Factory

- Proencode (proencode)
  - Factories
    - ProEncodeTest
      - Monitors
      - Process/Analyze
      - Products
      - Notifications

Applet accountApplet started   Local intranet

Save button

Created ProEncode
Factory

You can now start ProEncode and connect to both the Encoder and the Interplay Media Services Engine. For information on ProEncode provider configuration settings, see *"Configuring the ProEncode Provider" on page 314*.

Preparing Java for Avid NewsPoller

Before using Avid NewsPoller, you need to do the following:

- Make sure Java is installed
- Create a JAVA_HOME environment variable

To create a JAVA_HOME environment variable:

1. Right-click My Computer.

2. Select Properties.

3. On the Advanced tab, click Environment Variables.

4. Below the System variables area, click New System variables.

   The New System Variable dialog box opens.

5. Select the following options:

   - Variable name = JAVA_HOME

   - Variable value = <location of the Java JRE>

   For example, C:\Program Files\Java\jre1.5.0_06.

A Installing Encoding Applications

Anystream Agility and Telestream FlipFactory software are examples of encoding applications. They allow you to automate media encoding and transcoding of streaming, broadcast, and production formats.

You must install the ProEncode provider software on the same system as the encoding software. You can also install the Interplay Media Services Engine on the same system as the provider system, depending on the individual provider and the workload of the particular computer.

You must install the encoding software before you install the ProEncode provider software.

These topics describe the following encoding applications:

*   Anystream Agility Workgroup
*   Telestream FlipFactory

Anystream Agility Workgroup

Anystream Agility Workgroup lets users and service providers automate media encoding and transcoding of streaming, broadcast, and production formats. When the Interplay Media Services Engine sends a job to an encoder, the ProEncode provider contacts Anystream Agility Workgroup, monitors the encoding, and sends information about the job to the Interplay Media Services Engine. Anystream Agility Workgroup creates the output movies in the destination folder.

With Anystream Agility Workgroup, you can run up to three jobs simultaneously. However, Agility Workgroup can only preprocess one job at a time, so the preprocessing graphic display can be misleading.

You must install Anystream Agility Workgroup on each encoder system. Each encoder needs its own registered copy of Anystream Agility Workgroup. The Anystream Agility Workgroup software and ProEncode software must be installed on the same system. You can also install the Interplay Media Services Engine software on the same system as the Agility software.

📄 *For information about the supported version of Anystream Agility Workgroup, see the* Avid Interplay ReadMe.

For more specific requirements, see the Anystream Web site:

www.anystream.com

Check List for Installing Anystream Agility Workgroup

The check list in this section provides a list of steps for installing Anystream Agility software.

For a complete check list for installing ProEncode, registering and configuring providers, see "Check List for Using ProEncode" on page 312.

When you configure the ProEncode provider for using Anystream Agility, the proper entry in the Settings Directory in the Provider Settings dialog box, is as follows:

<*install path*>\Program Files\Anystream\Agility Workgroup\Profiles\job

For more information, see "Configuring the ProEncode Provider" on page 314.

Anystream Agility Workgroup does not install support for ProEncode by default. You must install the Agility ProEncode software using the ProEncode Support installer provided by Anystream.

⚠ **If you reinstall the ProEncode provider software you must also reinstall the Agility ProEncode software used to communicate with Anystream Agility.**

Check List for Installing Anystream Agility Workgroup

Task	Section Reference
❑ Install the Agility software.	See "Installing the Anystream Agility Workgroup Software" on page 341.
❑ Uninstall the Sentinel™ drivers installed by Anystream.	See "Uninstalling the GLOBEtrotter FlexID and Sentinel Drivers" on page 341.
❑ Install Interplay Media Services Engine from the Avid Interplay Installation DVD.	See the *Avid Interplay Media Services Setup and User's Guide*.
📄 *You can install the Interplay Media Services Engine on the same system as the Agility software or on a separate system.*	See "Interplay Media Services Engine Installation and Configuration" on page 29.

Check List for Installing Anystream Agility Workgroup (Continued)

Task	Section Reference
❑ Install the ProEncode provider software from the Avid Interplay Installation DVD.	See the *Avid Interplay Media Services Setup and User's Guide*.
	See "Interplay Media Services Engine Installation and Configuration" on page 29.
❑ Install the Agility ProEncode software using the ProEncode Support installer provided by Anystream. This installs the correct Encoder.jar Provider file for ProEncode.	See the Anystream Agility documentation.

Installing the Anystream Agility Workgroup Software

To install and configure Anystream Agility Workgroup software:

1. Insert the Anystream Agility Workgroup installation CD-ROM into the CD-ROM drive.

2. Navigate to the Setup.exe file and double-click the file.

3. Follow the on-screen or printed instructions provided by Anystream.

4. Click Finish when the installation is completed and then restart the system.

5. Continue with the check list in "Check List for Installing Anystream Agility Workgroup" on page 340.

Uninstalling the GLOBEtrotter FlexID and Sentinel Drivers

You must install Anystream Agility Workgroup on your system *before* you install ProEncode. If you install Agility Workgroup *after* installing ProEncode, the ProEncode dongle driver stops functioning.

If the ProEncode dongle driver stops functioning, you must remove the GLOBEtrotter® FlexID and the Sentinel Protection Installer selections and reinstall the ProEncode dongle driver (or all of ProEncode).

📖 *You must also remove the drivers if you install Anystream, Media Services Engine, and the ProEncode provider on the same system.*

To remove Globetrotter FlexID and the Sentinel Driver:

1. Click the Start button, and select Settings > Control Panel > Add Remove Software.

2. Select the Globetrotter FlexID and the Sentinel Protection Installer, and click Remove.

3. Reinstall the ProEncode dongle driver or all of ProEncode.

See .

Telestream FlipFactory

Telestream FlipFactory works as an encoder in a similar way to Anystream Agility Workgroup. FlipFactory allows users and service providers to automate media encoding and transcoding of streaming, broadcast, and production formats.

For more information on FlipFactory, see the Telestream Web site: www.telestream.net.

When the Interplay Media Services Engine sends a job to an encoder, the ProEncode provider contacts Telestream FlipFactory, monitors the encoding, and sends information about the job to the Interplay Media Services Engine. Telestream FlipFactory creates the output movies in the destination folder.

You must install TeleStream FlipFactory on each encoder system. Each encoder needs its own registered copy of TeleStream FlipFactory.

📖 *For information about the supported version of TeleStream FlipFactory, see the* Avid Interplay Media Services ReadMe.

Installing Telestream FlipFactory

To install Telestream FlipFactory and ProEncode:

1. Install the ProEncode provider software from the Avid Interplay Installation DVD.

2. Install FlipFactory as described in the Telestream documentation.

3. Browse to the FlipFactory directory and locate the ProEncode.jar file.

4. Copy the ProEncode.jar file to the ProEncode/Provider folder.

5. Rename the Encoder.jar file. For example, rename it to Encoder.null.

6. Rename the ProEncode.jar file to Encoder.jar

7. Register the ProEncode provider.

   See .

   When setting the Setting Directory in the Provider Settings dialog box, type the following:

   localhost:1099

Configuring Telestream FlipFactory for Avid Unity

FlipFactory must be configured to run as a user with Avid Unity access to the necessary workspaces. If it is not configured correctly, you receive the following error message from FlipFactory: "Unable to decode input file."

This error message can occur even if the QuickTime Reference movie source files play back and all permissions appear acceptable with Avid Unity and the ProEncode and Flip applications.

If FlipFactory is using the local user account, it cannot access media referenced by the input source file. Use the following procedure to configure FlipFactory.

To configure FlipFactory for Avid Unity:

1. Right-click My Computer and select Manage.

2. Select services.

3. Select Flip Service and Select Properties.

4. Select the login Tab.

5. Change the login type from local account to "login as user with Avid Unity read/write access to workspaces."

You must use the correct password to change permissions.

6. Select OK.

7. Restart the service.

   FlipFactory service should now be able to access media on the Avid Unity.

A **Installing Encoding Applications**

B Installing Microsoft SQL Server 2005 Express

When you install the Interplay Media Services Engine, the following software is automatically installed. Therefore, you do not need to manually install them:

• Microsoft .NET Framework 2.0

• SQL Server 2005 Express Toolkit

• SQL Server 2005 Express

The automatic installation of the SQL Server 2005 Express sets the default password to AvidInterplay-01, that is a zero. You can change the default password.

⚠ **After the installation of SQL Server 2005 Express, you need to configure it. See "Configure Microsoft SQL Server 2005" on page 359**

In case you need to manually install these software products, this appendix provides an installation check list and procedures.

Installing SQL Server 2005 Express Check List

Task	Section Reference
❏ Remove SQL Server Desktop Engine.	See "Remove SQL Server Desktop Engine" on page 346.
❏ Install Microsoft .NET Framework 2.0.	See "Installing Microsoft .NET Framework 2.0" on page 347.
❏ Install SQL Server 2005 Express Toolkit.	See "Installing Microsoft SQL Server 2005 Express Toolkit" on page 348.
❏ Install SQL Server 2005 Express.	See "Installing Microsoft SQL Server 2005 Express" on page 351.
❏ Configure SQL Server 2005 Express.	See "Configure Microsoft SQL Server 2005" on page 359.
❏ Restart the system.	

Verify That Microsoft SQL Server 2005 Express is Installed

You can use the procedure in this section to check whether the SQL Server 2005 Express is installed.

If you need to install SQL Server 2005 Express, see the check list in

To verify that SQL Server 2005 Express is installed:

1. Open Add or Remove Programs in the Microsoft Control Panel.

2. Verify that Microsoft SQL Server 2005 is listed.
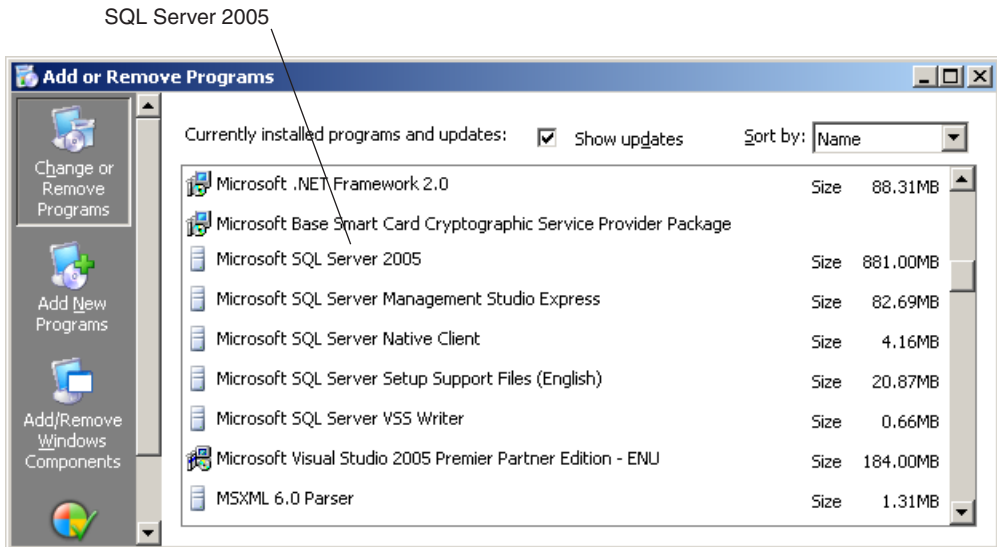
SQL Server 2005

3. Close the Add or Remove Programs window.

Remove SQL Server Desktop Engine

Before you can install SQL Server 2005 Express, you must remove the SQL Server Desktop Engine from the Media Services server, if it is installed on the server.

To remove SQL Server Desktop Engine:

1. Open Add or Remove Programs in the Microsoft Control Panel.

2. Select Microsoft SQL Server Desktop Engine.

3. Click Remove.

Click Remove
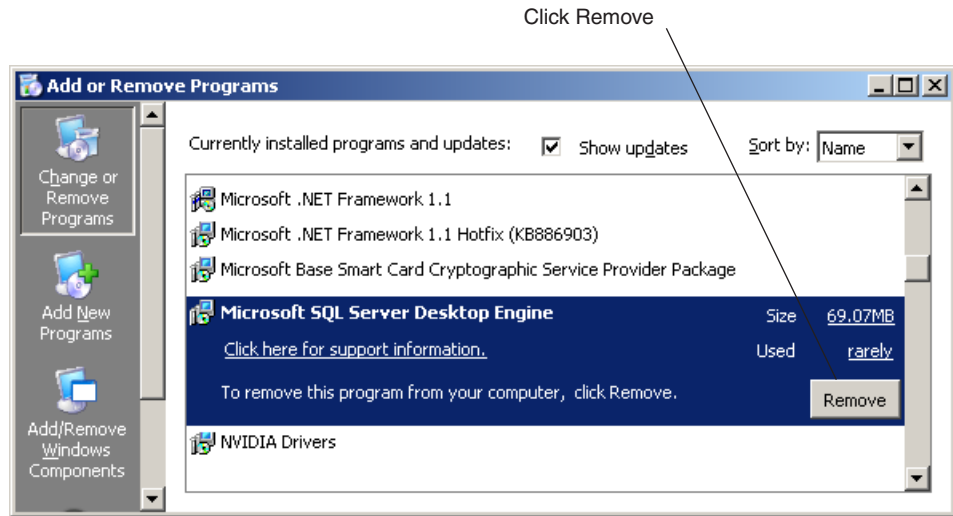
4. Close the Add or Remove Programs window.

Installing Microsoft .NET Framework 2.0

Before you install the SQL Server 2005 Express, you must install Microsoft .NET Framework 2.0. The installation of Microsoft .NET Framework 2.0 takes several minutes.

To install Microsoft .NET Framework 2.0:

1. Insert the Avid Interplay Installation DVD into the DVD drive on the Media Services server.

2. In the Installers\SQL2005Express folder on the DVD, double-click dotnetfx.exe.

   The Microsoft .NET Framework 2.0 Setup Welcome window opens.

3. Click Next.

   The End-User License Agreement page opens.

4. Read the license agreement, select "I accept the terms of the License Agreement," and click Install.

   The installation begins. This takes a few minutes to install.

5. Click Finish in the Setup Complete window.

Installing Microsoft SQL Server 2005 Express Toolkit

The installation of Microsoft SQL Server 2005 Express Toolkit takes approximately 15 minutes.
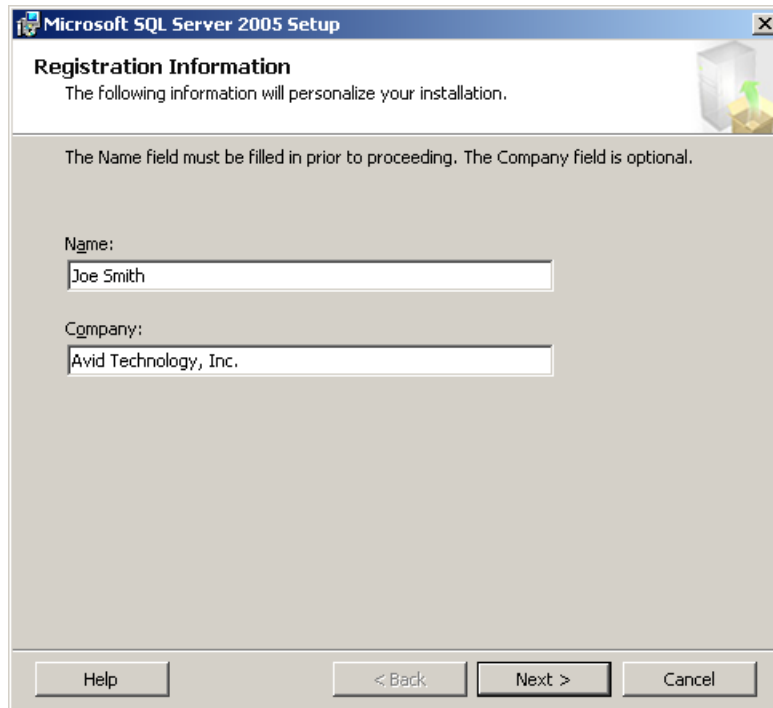
To install Microsoft SQL Server 2005 Toolkit:

1. Insert the Avid Interplay Installation DVD into the DVD drive on the Media Services server.

2. In the Installers\SQL2005Express folder on the DVD, double-click SQLEXPR_TOOLKIT.exe.

3. In the End-User License Agreement dialog box, read the license agreement, select "I accept the licensing terms and conditions," and click Next.

   The Installing Prerequisites dialog box opens.

4. Click Install.

5. Click Next when the statement "The required components were installed successfully" displays.

6. In the Welcome Server Installation Wizard dialog box, click Next.

7. In the System Configuration Check dialog box, click Next.

8. In the Registration Information dialog box, do the following:

   a. Type the name and company you want to use to register the software.

   b. Click Next.

9. In the Feature Selection dialog box, click Client Components and select "Entire feature will be installed on local hard drive."

10. Click Next.

11. In the Error and Usage Report Settings dialog box, click Next.

12. In the Ready to Install dialog box, click Install to begin the installation.

    The Setup Progress dialog box opens and displays setup status. The installation takes approximately 10 minutes.
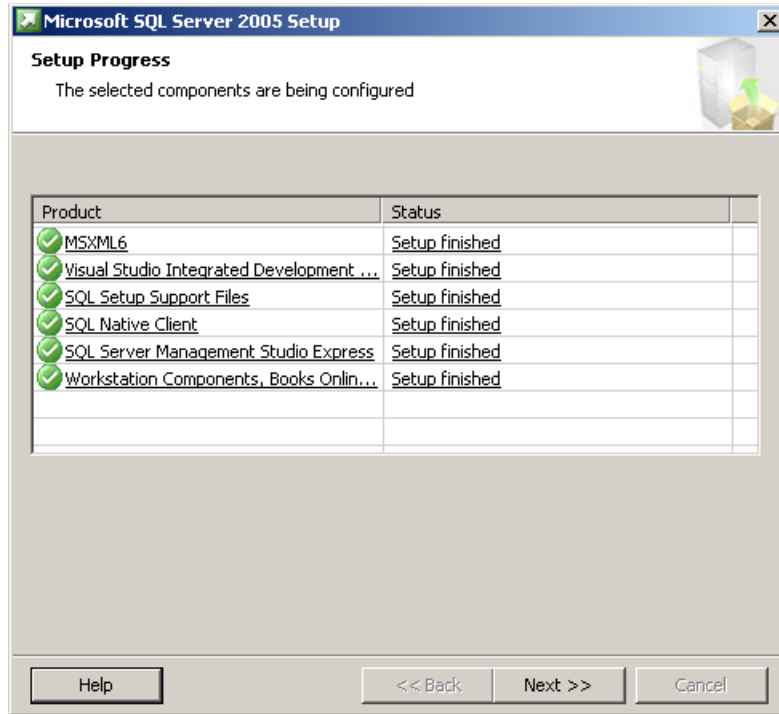
13. After "Setup finished" displays next to each product, click Next.

   The "Completing Microsoft SQL Server 2005 Setup" dialog box opens.

14. Click Finish.

Installing Microsoft SQL Server 2005 Express

The installation of Microsoft SQL Server 2005 Express takes approximately 15 minutes.

To install Microsoft SQL Server 2005 Express:

1. Insert the Avid Interplay Installation DVD into the DVD drive on the Media Services server.

2. In the Installers\SQL2005Express folder on the DVD, double-click SQLEXPR.exe.

   The End-User License Agreement page opens.

3. Read the license agreement, select "I accept the licensing terms and conditions, and click Next.

   The Installing Prerequisites dialog box opens.

4. Click Install.

   The Microsoft SQL Native Client and SQL Server 2005 Setup Support files are installed.

5. Click Next.

6. In the Welcome Server Installation Wizard dialog box, click Next.

7. In the System Configuration Check dialog box, click Next.
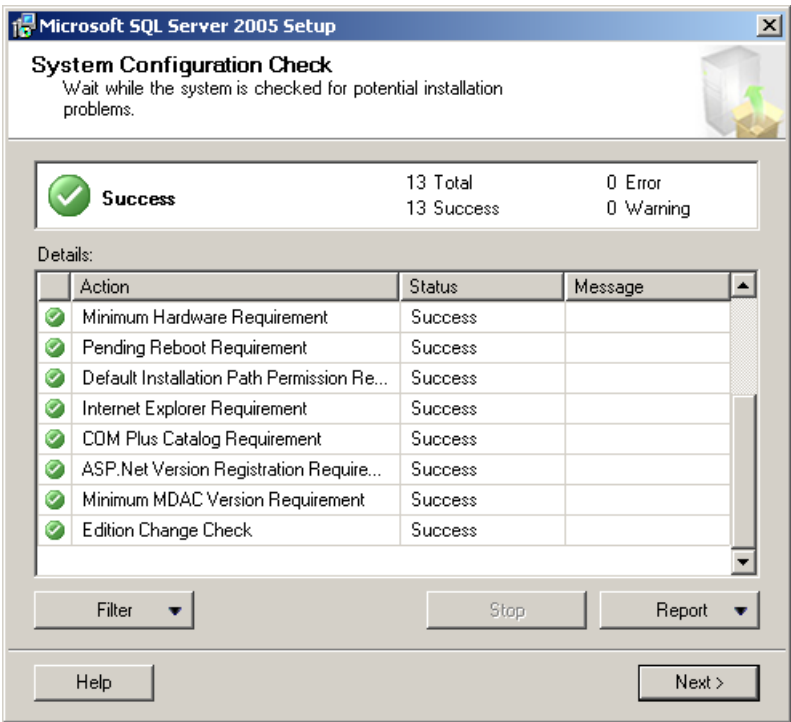
8. In the Registration Information dialog box, do the following:

   a. Type the name and company you want use to register the software.

   b. Deselect "Hide advanced configuration options."

   c. Click Next.

Deselect
this option

9. In the Feature Selection dialog box, click Client Components and select "Entire feature will be installed on local hard drive."
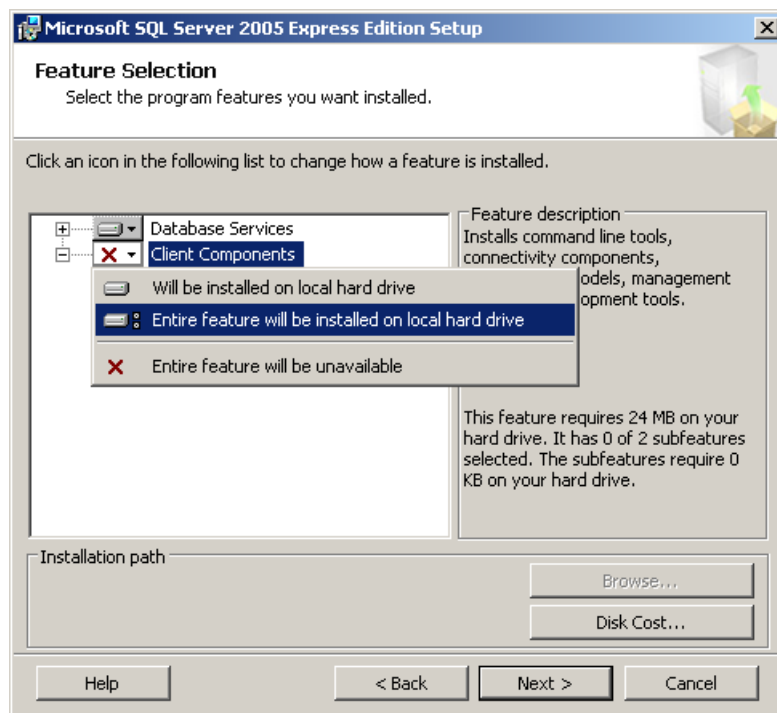
10. Click Next.

11. In the Instance Name dialog box, select Default instance and click Next.
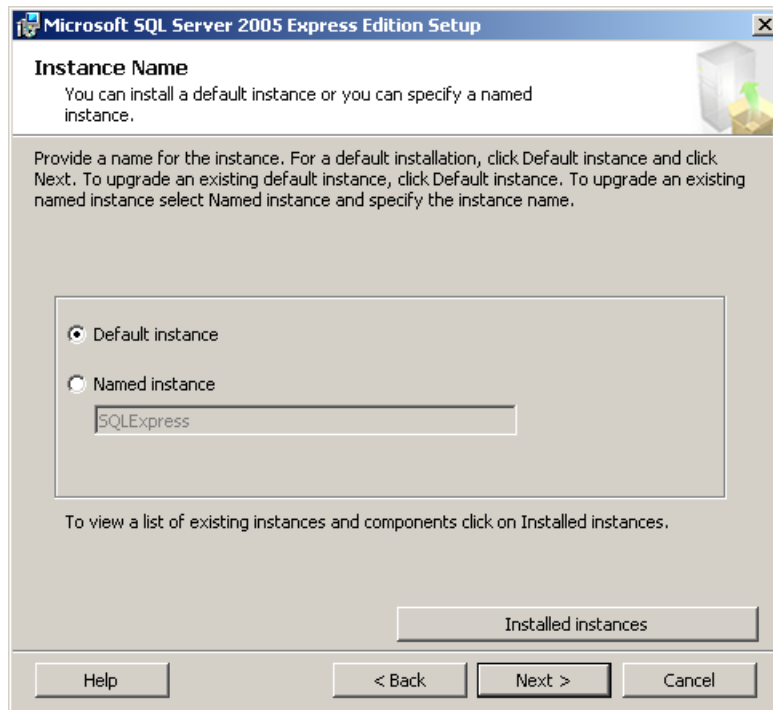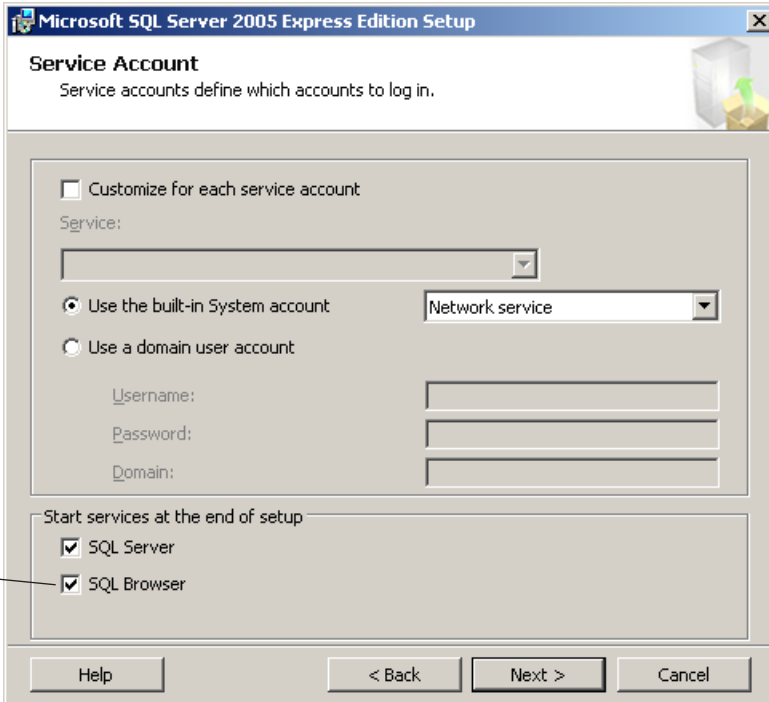
12. In the Existing components dialog box, click Next.

13. In the Service Account dialog box, select SQL Browser and click Next.

Select SQL
Browser

14. In the Authentication Mode dialog box, do the following:

    a.   Select "Mixed Mode (Windows Authentication and SQL Server Authentication)."

    b.   Type a password and confirm the password.

    c.   Click Next.
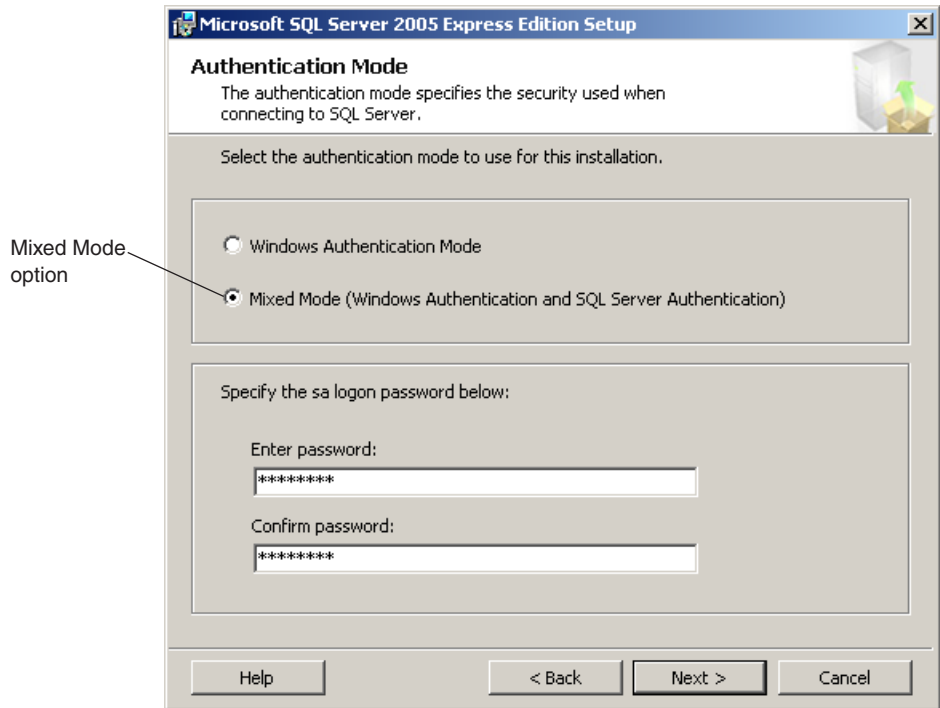
15. In the Collation Settings dialog box, click Next.

16. In the User Instances dialog box, click Next.

17. In the Error and Usage Report Settings dialog box, click Next.

18. In the Ready to Install dialog box, click Install to begin the installation.
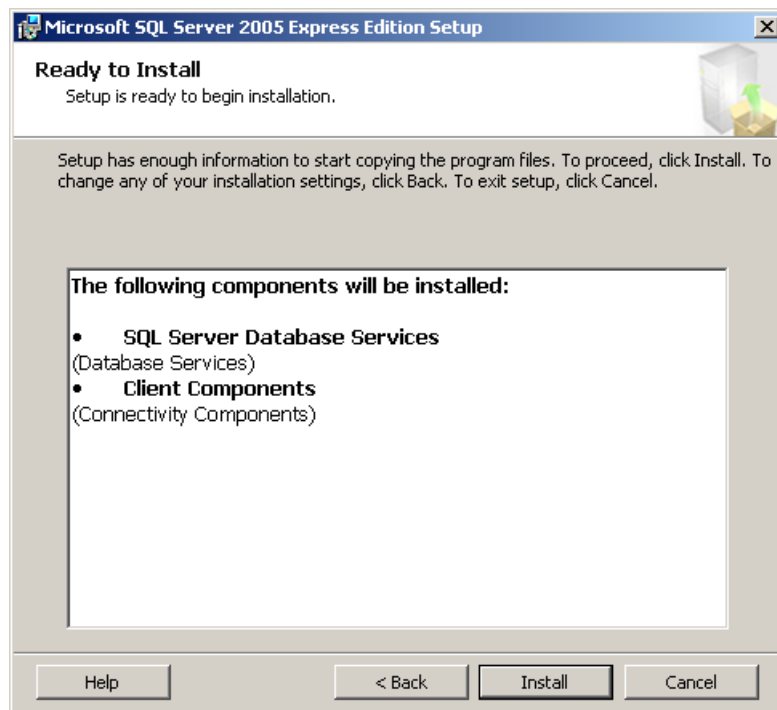
The Setup Progress dialog box opens and displays setup status. The installation takes approximately 5 minutes.
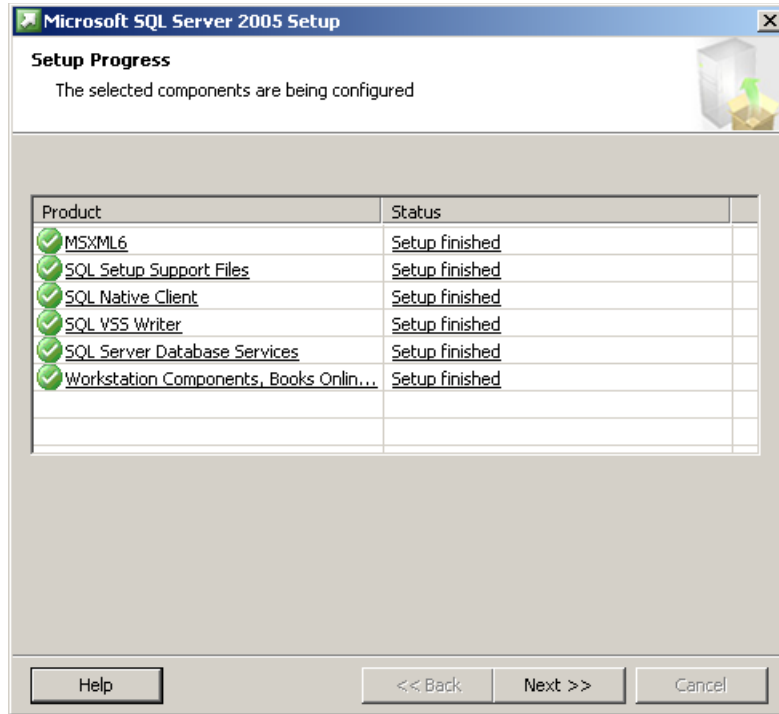
19. After "Setup finished" displays next to each product, click Next.

    The "Completing Microsoft SQL Server 2005 Setup" dialog box opens.

20. Click Finish.

Configure Microsoft SQL Server 2005

After you install Microsoft SQL Server 2005, you need to configure it.

To configure Microsoft SQL Server 2005:

1. Click Start and select Programs > Microsoft SQL Server 2005 > Configuration Tools > SQL Server Configuration Manager.

   The SQL Server Configuration Manager window opens.

Select this item
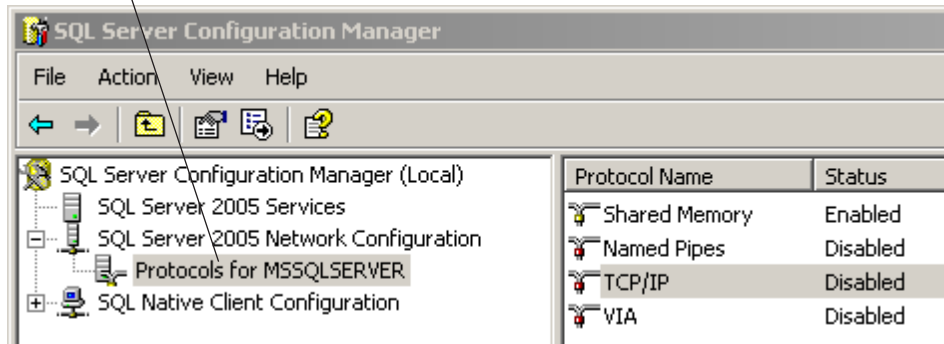
2. Select Protocols for MSSQLSERVER in the left pane.

3. Right-click TCP/IP in the right pane and select Properties.

   The TCP/IP Properties dialog box opens.
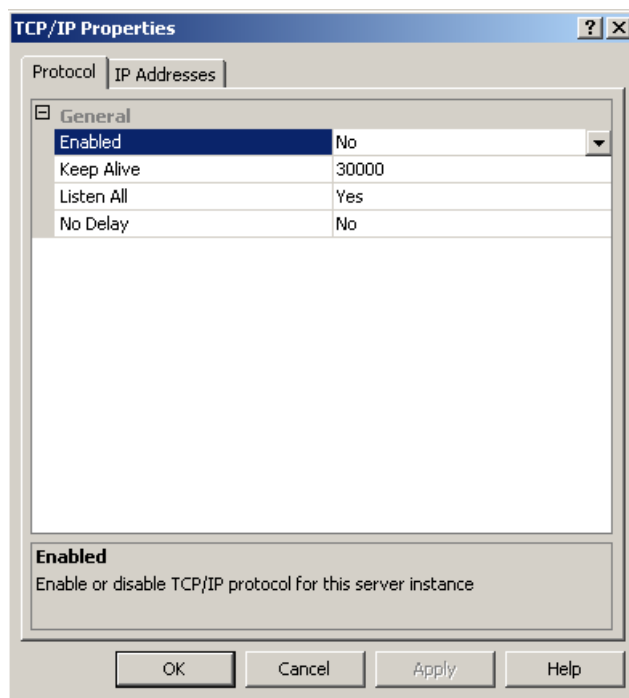
4. On the Protocol tab in the General area, change Enabled from No to Yes.
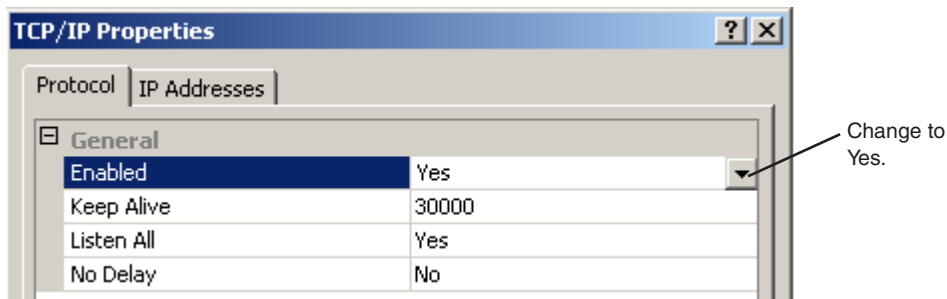
Change to Yes.

5. Click the IP Addresses tab.

6. Do the following:

    a.   In the IP1 list, select Enabled and change from No to Yes.

    b.   In the IP2 list, select Enabled and change from No to Yes.

Select Yes for Enabled

Select Yes for Enabled
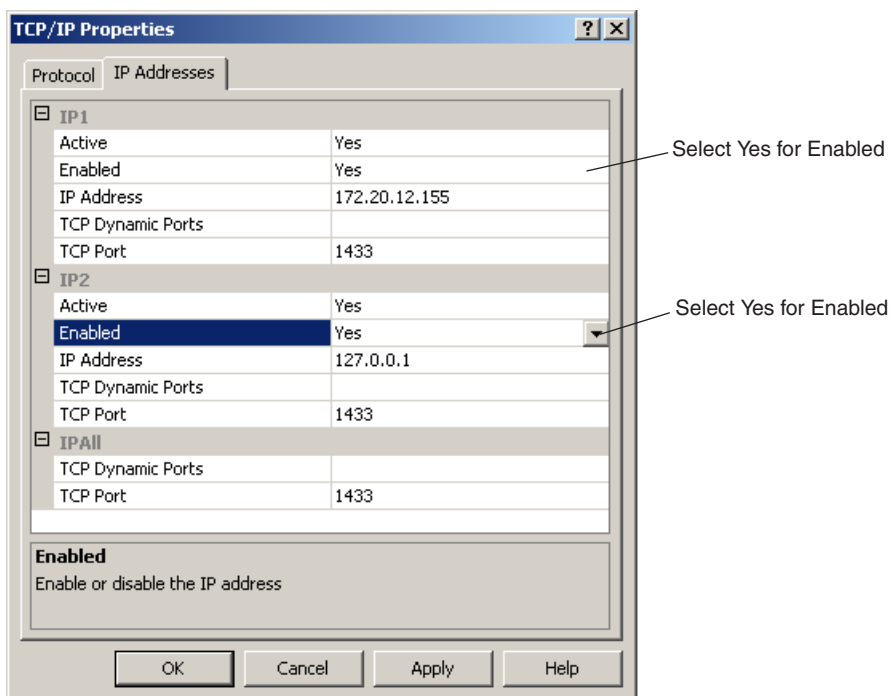
7. Click Apply and click OK in the message box.

8. Click OK to close the TCP/IP Properties dialog box.

9. Do the following:

   a. Select SQL Server 2005 Services in the left pane.

   b. Select SQL Server (MSSQLSERVER) in the right pane.

   c. Click the Restart Service button.

b. Select item.

c. Restart Service button

a. Select item.
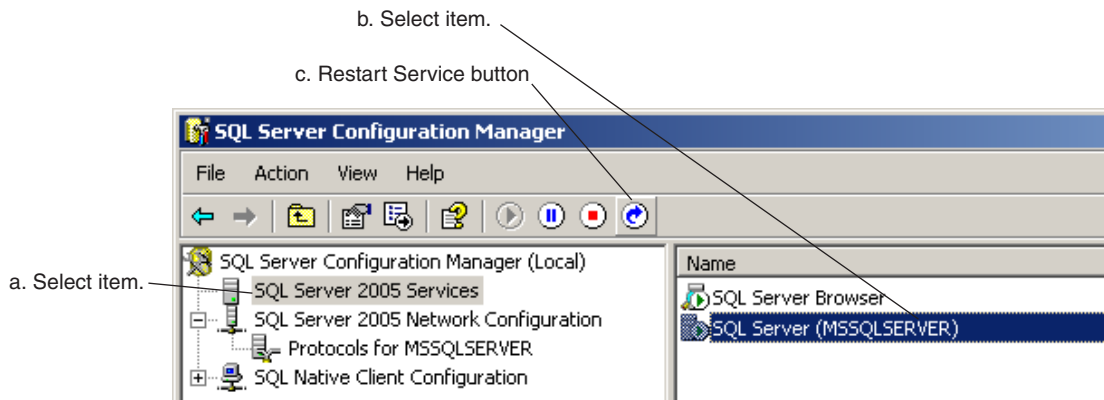
10. Restart the system.

C Troubleshooting

This appendix covers some common problems you might find when using the Media Services Engine.

Log files might help when troubleshooting problems. The location of the log files depends on the location chosen during the software installation. The default location is:

C:\Documents and Settings*windowslogin**media service* service

For example, the Interplay Archive service default location for log files is:

C:\Documents and Settings*windowslogin*\Archive Service

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 topics provide troubleshooting information:

Finding Solutions for Specific Problems

The following table lists problems, probable causes, and solutions.

Troubleshooting Media Services Engine Services

Problem	Probable Cause	Solution
Media Services Engine		
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 (see the *Avid Interplay Software Installation* document). Then, reinstall the Media Services Engine software (see "Interplay Media Services Engine Installation and Configuration" on page 29).
Provider Problems		
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 "Registering the Provider" on page 65).
	The Media Services Engine is not running.	Start the Media Services Engine. See "Starting the Interplay Media Services Engine" on page 36.
	The provider settings have an incorrect name for provider, Media Services Engine, or both.	Change the settings for the provider (see "Registering the Provider" on page 65 or "Configuring the ProEncode Provider" on page 314.
The provider fails to contact the encoding application. The error is "NULL_ENCODER" or "Unable to Connect to Encoding Engine".	Rge encoding engine support (Encoder.jar) is not installed.	Reinstall the ProEncode Support software provided by Anystream or copy Encoder.jar from the Flip directory.

Troubleshooting Media Services Engine Services (Continued)

Problem	Probable Cause	Solution
Processed jobs are output to an incorrect or unknown location.	The folder specified in the ProEncode Client Add Jobs dialog box is incorrect or does not exist.	Make sure the output folder exists (see "Sending a Clip or Sequence to ProEncode from an Avid Editing Application" on page 321).
"SETTINGS ERROR" message appears in the encoding application, and no jobs encode.	The drive or workspace specified for output is not available.	Make sure the drive or workspace is online and shared correctly. See "Sharing Folders in an Avid Unity Environment" on page 321.
	On a Macintosh client, the Avid Unity Server name is incorrect.	Specify the correct Avid Unity Server name (see "Configuring a ProEncode Client on an Avid Editing Application" on page 318).
"CAN'T ADD" error message appears in the encoding application, and no jobs encode.	The Shared Storage directory for the Avid editing application or the ProEncode Client's source setting is either offline or not on a shared volume.	In an Avid Unity configuration, make sure the workspace that contains the media is online. See "Sharing Folders in an Avid Unity Environment" on page 321.
	The provider is not correctly registered with the Media Services Engine.	Register the provider (see "Registering the Provider" on page 65).
Client Problems		
When using Telestream FlipFactory, the following error message occurs: "Unable to decode input file"	FlipFactory must be configured to run as a user with Avid Unity access to the necessary workspaces.	See "Configuring Telestream FlipFactory for Avid Unity" on page 343.
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.	On the encoder, register ProEncode (see "Registering the Provider" on page 65).

Troubleshooting Media Services Engine Services (Continued)

Problem	Probable Cause	Solution
In the Add Jobs dialog box, no settings appear.	Settings failed to register with the Media Services Engine.	On the encoder, register ProEncode (see "Registering the Provider" on page 65).
In the Add Jobs dialog box, a custom setting does not appear.	The setting is not stored in the path defined in the Provider Settings.	On the encoder, register ProEncode (see "Registering the Provider" on page 65).
A user has submitted a job with a name containing non-ASCII characters and the job did not process.	The encoder might not support the characters contained in the file name or path name to the file. If the pathname to the file contains non-ASCII characters the job still might not process.	Rename the file with ASCII characters and send the job again. See "International Character Support" in the Interplay Help.
Media Services and Transfer Status Tool		
ProEncode client does not show settings and loads slowly.	Java 1.31_01 INT (international) was not installed or not defined as the default runtime environment.	Reinstall the ProEncode client.
The ProEncode provider is unable to login to FlipFactory.	The user "proencode" does not exist, or has no factories.	Create a user named "proencode" with no password and create factories for this user.
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.
The Media Services and Transfer Status Tool shows a job as complete, but no output file exists.	The destination folder specified in the ProEncode Client Add Jobs dialog box is incorrect or does not exist. The destination folder or workspace in the Media Services profile might be incorrect.	Make sure the output folder exists (see "Configuring a ProEncode Client on an Avid Editing Application" on page 318 or "Sending a Clip or Sequence to ProEncode from an Avid Editing Application" on page 321).

Troubleshooting Media Services Engine Services (Continued)

Problem	Probable Cause	Solution
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 "Using the Users Page" on page 57.

General ProEncode Troubleshooting Procedure

If you have checked "Finding Solutions for Specific Problems" on page 364 and cannot solve your problem, use the following procedure to isolate the problem.

To isolate a ProEncode problem:

1. On a provider system, open the QuickTime reference file created by the Avid editing system.

    ▶ If you can view the movie, go to step 2.

    ▶ If you cannot view the movie, go to step 3.

2. Submit the job through the ProEncode Client applet using the procedure described in "Adding a File to ProEncode" on page 326.

    If the job encodes correctly, submit another job by selecting File > Avid Interplay Media Services > ProEncode in the Avid editing application. Occasionally, problems involving network updating are corrected after a short time.

3. Make sure all media drives are correctly shared by doing the following:

    a. Start your Avid editing application.

    b. In the Project window, click the Settings tab.

        The Settings list opens.

    c. Double-click Media Services.

        The Media Services Settings dialog box opens.

d. In the Shared Storage text box, make sure the path includes a shared folder.

In an Avid Unity environment, this folder needs to be in a workspace that the encoders can access.

e. Click OK.

f. If this setting is correct, check that all files referenced by the QuickTime reference movie are on shared directories.

4. If a problem still exists, it might be network-related. Have your network administrator verify the TCP/IP addresses, DNS tables, and other network functions. For information on DNS, see "Name Resolution" on page 370.

Checking Media Services Jobs Using Avid Diagnostics

The Avid Diagnostics is an 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*.

Troubleshooting the Progress of Jobs

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 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 Diagnostics window opens.

3. Click the Processes tab.

4. 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.

Log View pane

Tree view pane

Additional Installation and Configuration Information

The following sections supply additional installation and configuration information.

Name Resolution

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.

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
Error: Third party software returns File read error	An error from third party software	Refer to the third party software company.
Error: Third party software returns error: object already exists	An error from third party software	Refer to the third party software company.
Error: Third party software returns DET pull status: Bad Request	An error from third party software	Refer to the third party software company.
Error: Third party software returns DET push status: Bad Request	An error from third party software	Refer to the third party software company.
Error: Third party software returns Failed to connect to AM Communicator	An error from third party software	Refer to the third party software company.
Error: Third party software returns error: object in use	An error from third party software	Refer to the third party software company.
Error: Media files cannot be found. ClipName: *clip*.psd: clean	Not all media files exist on shared storage.	Re-digitize the clip to make all media files available at the time of archival. Or make sure you perform an archive before any deletions.
One non-error: A restore hanging at 99% for more than a day.	Partial restore shows 99% when it is re-creating MXF media files from the raw video frames retrieved from third party software. Performance improvements are planned for future releases of the Restore provider.	1. Partial 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. 2. The Interplay Engine might be busy which increases the time for the clip and sequence to check in.

Archive and Restore Error Messages (Continued)

Error Name	Explanation	Recommended Solution
Error: Unable to start the job [com.avid.utils.ProviderExcep tion: -8:third party software returns Failed to connect to AM Communicator]	An error from third party software	Refer to the third party software company.
Error: Provider archive 4 files, including\\TOR-DTV\Archive s\Avid MediaFiles\MXF\ TORNTDTVAP01.1\Creating\ 122504163570\in032a047466 17f4.mxf	The specified media file needs to be archived; however, it cannot be found on shared storage.	Re-digitize the clip to make all media files available at the time of archival. Or make sure you perform an archive before any deletions.
Error: Unable to start job [com.avid.utils.ProviderExcep tion: -1:Provider Error: net.nxn.JXDK.CommandFaile dException: Archiving an empty subclip, sequence or shotlist is not allowed at com.avid.dms.archivemgr.arch ive.ArchiveAvidAssetlmpl.B (Unknown Source) at com.avid.dms.arcive.ArchiveA vidAssetlmpl.execute(Unkown source) at com.avid.dms.archivemgr.arch ive.Archivelmpl..]	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
Error: unable to start the job [com.avid.utils.provider.ProviderException:-1:Provider Error:net.nxn.JXDK.CommandFailedException:The selected node is null at com.avid.dms.archivemgr.A (Known Source) at com.avid.dms.archivelmpl.Start(Uknown source) at com.avid.dms.providerlib.GenericEngine.Startjob(Unkown Source) at com.avid.dms.providerlib.job. Processor.Runjob(Uknown source) at com.avid.dms.providerlib.poll Manager.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.	Do not delete or move the asset after sending the asset to archive. Wait until the archive is finished. Depending on the volume of archival, it might take awhile before the archive provider starts processing the job.
Restore Error: Unable to start the job [com.avid.utils.ProviderException: -3:net.nxn.JXDK.CommandFailedException: No Items on archive manager at com.avid.dms.archivemgr.restore.RestoreAvidassetlmpl.B(unkown Source) at comm.avid.dms.archivemgr.restore.RestoreAvidAssetlmpl.A (Unkown source) at com.avid.dms.archivemgr.restore.RestoreAvidAssetlmpl.execute(Unkown Source) at com.avid.dms.archivemgr.restore.Restorelmpl.E(Unkown Source) at com.avid.dms.archivemgr...]	You are trying to restore an asset that is not in the Archive Engine.	Only restore the assets that were archived.

Archive and Restore Error Messages (Continued)

Error Name	Explanation	Recommended Solution
No resolution was archived	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.	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. 2. Check if this particular resolution for the desired clip is online in Archive Engine. If so, restore it from the AvidAM database.
Failed to find master clip ProviderException: Failed to find master clip inside aaf file in c:/temp/xxxx	1. When multiple jobs are running for restore, some jobs might fail with this error. 2. An archive appears to complete successfully, however the restore fails.	Retry the job. 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 ToolTip.
Error: 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.

Archive and Restore Error Messages (Continued)

Error Name	Explanation	Recommended Solution
"No resolutions were found for selected asset from server {0}"	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.	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. 2. Check if this particular resolution for the desired clip is online in Archive Engine. If so, restore it from the AvidAM database.
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.

D Media Supported by Partial Restore and Interplay Delivery

Partial Restore and Delivery supports the following media:

- All Avid DNxHD®
- Avid JFIF
- IMX 30, 40, 50
- Uncompressed SD and HD
- DV 25, DV 50, DV 100
- P2
- XDCAM, XDCAM HD

Partial Restore and Delivery does not support the following media:

- MPEG 2 (IPV)
- MPEG-1 Layer 2 audio
- HDV
- All LongGOP resolutions (except the resolutions listed in the above supported list)
- AVCIBP-BLL (AVCI proxy)
- NL Tek
- All media that includes ancillary data
- All rendered effects
- All imported files
- All master clips with chunked media files
- All OMF media

Partial restoring or delivery of unsupported media should produce a full restore or delivery.

D **Media Supported by Partial Restore and Interplay Delivery**

E AVC-Intra Resolutions Supported by the Interplay Media Services

AVC-Intra is a compression format that is created by the Panasonic P2 AVC-Intra codec. The following table lists the resolutions supported by Interplay Media Services and Avid editing systems.

Project	Edit Rate	Resolution Name	MBit/Sec	Raster Size
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 supported for standalone editing systems, but are not supported by Media Services because they are not supported by Media Indexer in an Interplay environment:

• AVC-Intra 50 720p 23.976

• AVC-Intra 100 720p 23.976

- AVC-Intra 50 1080p 23.976
- AVC-Intra 100 1080p 23.976

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).

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