



Interplay[®] | Transfer Setup and User's Guide

Version 3.4

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Using This Guide

Congratulations on your purchase of an Interplay® | Transfer application. You can use your application to move Avid assets (media and metadata) and manage the transfer of assets to and from workgroups in an Interplay | Production environment. You can also use Interplay Transfer in a standalone environment to move assets between workstations. The Interplay Transfer system transfers assets to and from supported third-party applications, devices, and archive integration systems.




This guide contains all the task-oriented instructions, conceptual information, and reference material you need to transfer assets in an Interplay Production or in a standalone environment.

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

Date Revised	Changes Made
9/24/2015	Updated for Interplay v3.4. No new features.
12/15/2014	Updated for Interplay v3.2. No new features.
6/23/2014	Updated the following: <ul style="list-style-type: none">• “Specifying Interplay Transfer Engines for Direct Transfers” on page 58• “Configuring OP1A/XDCAM Profiles for Catalog Checkins” on page 80• “Writing to a Temp File with Generic FTP profiles” on page 89
10/12/2011	Updated the following: <ul style="list-style-type: none">• “Specifying Interplay Transfer Engines for Direct Transfers” on page 58• Added new Force UTF-8 option to FTP Directory Profile dialog box. See “FTP Directory Profile Window Settings” on page 94.

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.
<i>Italic font</i>	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. You should always check online for the most up-to-date release notes or ReadMe because the online version is updated whenever new information becomes available. To view these online versions, select ReadMe from the Help menu, or visit the Knowledge Base at www.avid.com/support.
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3 Interplay | Transfer Overview

Interplay Transfer Engine lets you transfer Avid assets to and from another workgroup, send finished sequences to a configured playback device, and capture media from a configured ingest device.

Interplay Transfer Engine receives and queues transfer requests from one or more clients. Transfers are then initiated by the Interplay Transfer Engine to off load the client.

You can monitor the status of all transfers using the Interplay Transfer Engine Status view from within Interplay | Access or you can monitor your own transfers from within your Avid editing application. You can also monitor the status of transfers using the Interplay | Production Services and Transfer Status software. You can designate a single Transfer Cache engine to monitor the transfers handled by several Interplay Transfer Engines, Avid AirSpeed® Multi Stream, or other Interplay Transfer Engine enabled devices.

The following topics in this chapter provide an overview of working with Interplay Transfer Engine:

- [Understanding Interplay | Transfer Engine Configurations](#)
- [Networking Considerations](#)
- [Transfer Types](#)
- [Support for MXF/AAF Media](#)
- [Operating Points Qualified for Interplay | Transfer Playback](#)

Understanding Interplay | Transfer Engine Configurations

Interplay Transfer Engine can be configured in a workgroup or in a standalone configuration.

Terminology

The following terminology applies to Interplay Transfer configurations:

- Avid shared storage - Avid ISIS
- Workgroup - another term for Interplay environment. A workgroup always includes an Interplay Engine and shared storage.
- Standalone environment - the Transfer Engine is not part of an Interplay environment (workgroup). A standalone environment may or may not include shared storage.

Workgroup Configurations

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

Your workgroup environment might consist of the following components, depending on the workgroup configuration:

- Interplay Engine to track and manage Avid shared storage media
- Interplay Transfer Engine to manage the transfer of media to and from the workgroup, and to and from other workgroups
- Supported Avid editing applications, such as Media Composer®
- Avid ISIS file server and storage.
- Ethernet® network that connects the Avid editing systems, Interplay Engine, and Interplay Transfer Engine server to an Avid ISIS shared storage environment
- Ethernet network used as a general-purpose communication network

Supported Interplay | Transfer Configurations

Starting at Interplay v3.0, Interplay Transfer is a 64-bit application. The supported Interplay Transfer Engine configurations are as follows:

- A dedicated Interplay Transfer Engine server connected to Avid shared storage (Avid ISIS) that includes an Interplay Engine.
- Standalone Interplay Transfer Engine software installed on an Avid editing system that is connected to Avid shared storage without an Interplay Engine. Each networked client must install both the Interplay Transfer Engine software and the Interplay Transfer Engine client software.



In order to perform a Send to Playback of XDCAM HD material, the Standalone Interplay Transfer system must be connected to Avid shared storage.



Standalone Interplay Transfer Engine is not supported on Avid Instinct® systems.

- Standalone Interplay Transfer Engine software installed on an Avid editing system with local storage and no access to shared storage (Windows operating systems only).
- Starting at Interplay Production v3.0, standalone Interplay Transfer supports Windows 7 Professional and Windows 8 Professional on Avid Media Composer systems:

When installing a standalone Interplay Transfer client on one of these Avid editing systems, the location of the TMClient.ini file varies depending on the operating system of the Avid editing system. See [“Location of Interplay | Transfer Files” on page 11](#).

Background Processes for Interplay | Transfer

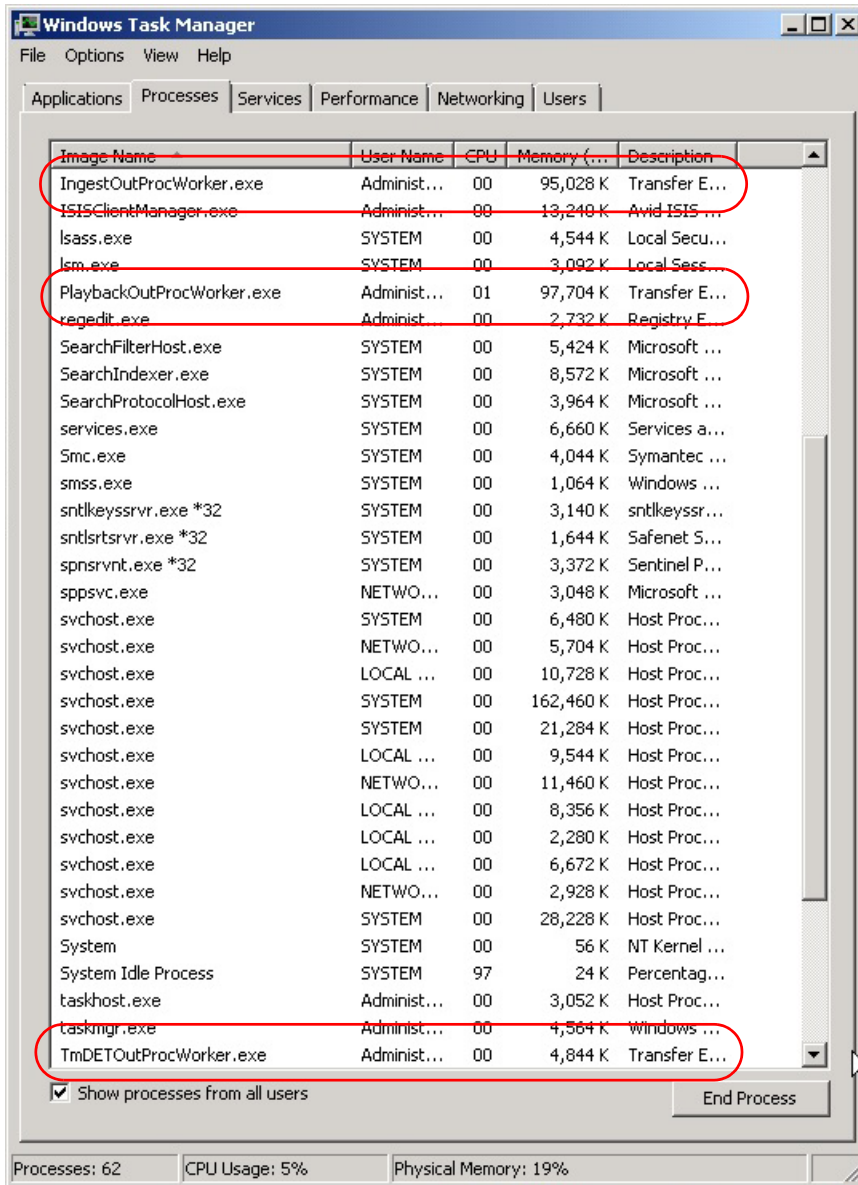
Starting at Interplay Transfer v3.0, Interplay Transfer runs the following as background processes:

- Playback
- Ingest
- DET

This technique is also referred to as “out of proc.” (out of process). The system creates a separate process for each playback, ingest, or DET job. One of the benefits of running these as background processes is that if one of these jobs hangs or crashes it only affects that particular job and does not affect the Interplay Transfer Engine.

If a background process hangs it is designed to automatically shut down after a certain period of time (usually less than one minute) if it can’t connect to the Interplay Transfer Engine.

The following illustration shows the background processes running in the Windows Task manager.



You normally do not need to be concerned about these processes. They are added here for troubleshooting purposes.

Location of Interplay | Transfer Files

The location of the Interplay Transfer files depends on the location selected during the installation process. The tables in this section provide the default locations. If you have any problems locating the files, you should use the Microsoft Windows Search tool.

The following table list the locations for Interplay Transfer files on an Interplay Transfer Engine system.

Files on Interplay Transfer Engine System	Location^a
Interplay Transfer log files	C:\Documents and Settings\ All Users\Application Data\Avid\Temp\TMServerLog
TMserver.ini	C:\Documents and Settings\All Users\ Application Data\Avid\Avid Interplay Transfer Engine

- a. The Application Data folder is a hidden folder in Microsoft Windows. To view this folder you need to change the View settings in the Folder Options dialog box.

The following table list the locations of the Interplay Transfer files on an Interplay Transfer client system.

Files on Interplay Transfer Client System	Location^a
Interplay Transfer Client log files	(Windows 7 and Windows 8) C:\ProgramData\Avid\
TMClient.ini	When installing an Interplay Transfer client on a supported Avid editing system, the location of the TMClient.ini file varies depending on the operating system and type of Avid editing system.

Standalone Interplay Transfer Engine files

Interplay Transfer log files	(Windows 7 and Windows 8) C:\ProgramData\Avid\Temp\TMServerLog
TMserver.ini	(Windows 7 and Windows 8) C:\ProgramData\Avid\Avid Interplay Transfer Engine

- a. The Application Data folder is a hidden folder in Microsoft Windows. To view this folder you need to change the View settings in the Folder Options dialog box.

Networking Considerations

For two workgroups to cooperate, some workstations in one workgroup must have access to services in the other workgroup. If these workgroups are not in the same site, or are separated by routers or firewalls, you have to establish access to allow these services to work together.

The main components are an Interplay Engine and two Interplay Transfer Engines. All these services are TCP/IP based.

- The Interplay Engine leverages the standard HTTP service on port 80.
- The Interplay Transfer Engines use port numbers that are defined in the services file in `\WINDOWS\SYSTEM32\DRIVERS\ETC\`. As installed, these port numbers are as follows:
 - 6532 - the Interplay Transfer Engine listens on this port for requests from other TM servers (for example, initiating a workgroup transfer).
 - 6535 - This is the default port used by the Interplay Transfer Engine for connecting to playback servers (for example, AirSpeed Multi Stream).
 - 6539 - The Interplay Transfer Engine listens on this port for incoming requests from the Transfer Client.

Interplay Transfer uses ports 6432 and 6535 to communicate with the sending or receiving device. After the Transfer Engine establishes the connection, the OS on the external device assigns a port and notifies the Transfer Engine of the new port number. Then the external device starts listening on that port. Transfer Engine uses the new port number for sending or receiving data.

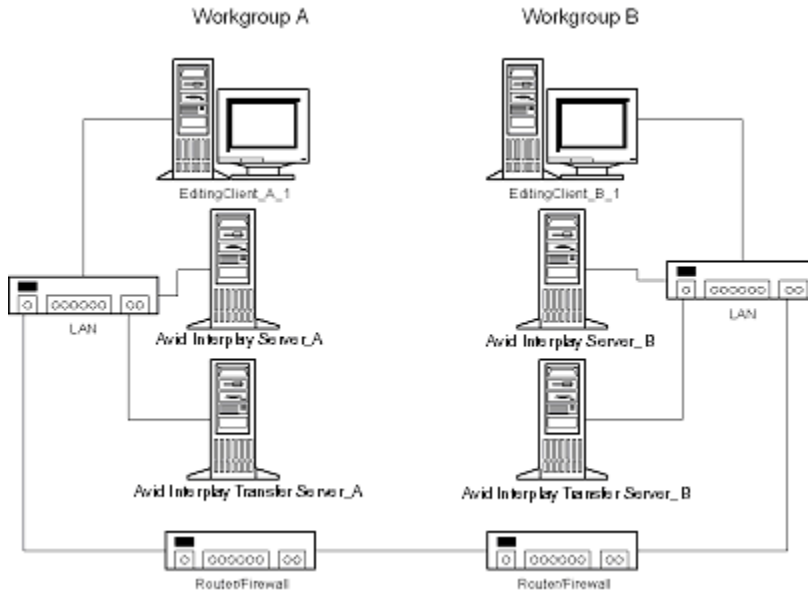
Remote Workgroup Connectivity Rules

For minimal remote workgroup connectivity, the following rules apply:

- Avid editing clients must be able to access the remote Interplay Transfer Engine server and Interplay Engine services.
- Interplay Transfer Engine servers must be able to access the remote Media Transfer service. Interplay Transfer Engine servers access only workgroup-local Interplay Engine services, not remote ones.
- The Interplay Engine must be able to access the remote Interplay Transfer Engine service.

Typical Configuration

The following figure shows a typical configuration.



In the above illustration, the term “Interplay Production Server” refers to the Interplay Engine.

Remote Workgroup Network Configuration

The figure in “[Typical Configuration](#)” on page 13 shows only one Avid editing client per workgroup. You should assume that there are more clients and that each client requires the same connectivity. To access Interplay Transfer Engine when network traffic is restricted at the router/firewall point, the network administrator must enable the combinations listed in the following table.

Use the following table to verify which port numbers to use, depending on your source and destination.

Remote Workgroup Network Connection Guidelines

Source	Destination	Port
EditingClient_A_1	Interplay Production Server_B	http:80
EditingClient_A_1	Interplay Transfer Server_B	6539

Remote Workgroup Network Connection Guidelines

Source	Destination	Port
EditingClient_B_1	Interplay Production Server _A	http:80
EditingClient_B_1	Interplay Transfer Server _A	6539
Interplay Production Server _A	Interplay Transfer Server _B	6539
Interplay Production Server _B	Interplay Transfer Server _A	6539
Interplay Transfer Server_A	Interplay Transfer Server _B	6532
Interplay Transfer Server _B	Interplay Transfer Server _A	6532

Any additional Avid editing clients should follow the rules listed in [“Remote Workgroup Connectivity Rules”](#) on page 12.

Transfer Types

When you use Interplay Transfer Engine in a workgroup environment, you can use several types of transfers.

- You can perform a transfer from within the Avid editing system (for example, NewsCutter) to another workgroup or playback device. See [“Transferring Avid Assets from an Avid Editing Application”](#) on page 115.
- You can perform a remote transfer from the Interplay Access user interface. See [“Transferring Avid Assets from Workgroup 4.5 to an Interplay | Production Workgroup”](#) on page 118.
- You can capture media from a configured ingest device to your Avid editing application bin. See [“Transferring Files From an Ingest Device”](#) on page 126.
- If you are working in a broadcast environment, you can transfer finished sequences to a configured playback device. See [“Transferring Avid Assets to a Playback Device \(Send to Playback\)”](#) on page 122.
- You can import and export MXF OP1a files into an Avid ISIS, or an Avid editing environment from an FTP server. See [“Transferring To and From Generic FTP Servers”](#) on page 128.

- You can capture media from FTP video servers. See [“Transferring Files From FTP Deck Devices” on page 134](#).
- You can perform transfers from an Interplay Production environment to an Avid Unity MediaManager v4.5 MXF workgroup environment that includes Avid editing systems supported in an Interplay Production environment. See [“Transferring Avid Assets from an Interplay | Production Workgroup to Another Workgroup” on page 115](#).



Transfers from Interplay Production to MediaManager v4.5 OMF® workgroups are not supported.

- You can drag and drop from Avid Unity MediaManager v4.5.x workgroup to an Interplay workgroup if you are going from the MediaManager browser to a standalone Interplay Access or to an Interplay Window. See [“Transferring Avid Assets from Workgroup 4.5 to an Interplay | Production Workgroup” on page 118](#).
- You can edit media during the capture process. See [“Using Frame Chase Editing” on page 141](#).
- You can create an AutoTransfer folder with a Transfer Preset to automatically transfer assets to the Interplay Transfer Engine for workgroup-to-workgroup transfers. See [“Automatically Transferring Assets to Another Workgroup” on page 119](#).

Support for MXF/AAF Media

MXF media created and edited in an Avid editing application can be shared in an Interplay Production environment with other Avid MXF-capable devices. For a description of compatible issue between the various Avid products when working in an Interplay workgroup, see *Interplay | Production Best Practices*.



Any third-party video servers included in an Interplay Transfer Engine workgroup must support integration with an Avid MXF workgroup. Check with the manufacturers of the third-party video servers to verify that your video servers support Avid MXF workgroups.

Operating Points Qualified for Interplay | Transfer Playback

Due to variations in FTP servers, Avid cannot guarantee that the GENERIC_FTP and OP1A_EXPORT profiles will work with all FTP servers. In addition to specific playback devices, we have also tested with FileZilla and Linux Vsftpd FTP servers.

Note that the GENERIC_FTP_PROFILE and the OP1A_EXPORT_PROFILE expect that the files on the FTP server will have an ".mxf" extension, and that these profiles will not work with servers that don't.

The Grass Valley K2 does not use MXF extensions and the OP1A_EXPORT_K2 profile was created to handle that and other differences with that server. This profile may work with other servers that don't use the extension, but this cannot be guaranteed and it is best to try it first.

Generic FTP Profile - DHM Workflows

The following table lists the operating points qualified for Interplay Transfer Generic FTP playback.



Note that Avid has not qualified AVC-Intra FTP for any specific video servers. Support is for Generic FTP only.

Generic_FTP_Profile - DHM Workflows

Format	Ingest	Playback	W	H NTSC/PAL	Interlaced / Progressive	Frame Rate NTSC/PAL
DV 25, DV50	Yes	Yes	720	480/576	Interlaced	25, 29.97
IMX 30, IMX 40, IMX 50	Yes	Yes	720	486/576	Interlaced	25, 29.97
DNxHD 100	Yes	Yes	1440	1080	Interlaced Progressive	25, 29.97
DNxHD 444	Yes	Yes	1920	1080	Progressive	25, 29.97, 50, 59.94
DNxHD 1080 175X-185X-220X 1 Field	Yes	Yes	1920	1080	Progressive	23.976, 24, 25, 29.97, 50, 59.94
DNxHD 1080 175-185-220 1 Field	Yes	Yes	1920	1080	Progressive	23.976, 24, 25, 29.97, 50, 59.94
DNxHD 1080 115-120-145 1 Field	Yes	Yes	1920	1080	Progressive	23.976, 24, 25, 29.97, 50, 59.94
DNxHD 1080 36	Yes	Yes	1920	1080	Progressive	25, 29.97, 50, 59.94

Generic_FTP_Profile - DHM Workflows

Format	Ingest	Playback	W	H NTSC/PAL	Interlaced / Progressive	Frame Rate NTSC/PAL
DNxHD 1440	Yes	Yes	1920	1080	Progressive	50, 59.94
DNxHD 720p 100	Yes	Yes	960	720	Progressive	25, 29.97, 50
DNxHD 720 90X-110X-220X	Yes	Yes	1280	720	Progressive	25, 29.97, 50
DNxHD 720 90-110-220	Yes	Yes	1280	720	Progressive	25, 29.97, 50
DNxHD 720 60-75-145	Yes	Yes	1280	720	Progressive	25, 29.97, 50
DNxHR 444 DNxHR HQX DNxHR HQ DNxHR SQ DNxHR LB	Yes	Yes	3840	2160	Progressive	23.976, 24, 25, 29.97, 50, 59.94
AVC-Intra 50	Yes	Yes	1440	1080	Interlaced	59.94, 50
AVC-Intra 50	Yes	Yes	960	720	Progressive	59.94, 50
AVC-Intra 100	Yes	Yes	1920	1080	Interlaced	59.94, 50
AVC-Intra 100	Yes	Yes	1280	720	Progressive	59.94, 50
XAVC-Intra 50 1080i	Yes	Yes	1440	1080	Interlaced	50, 59.94
XAVC-Intra 50 1080p	Yes	Yes	1440	1080	Progressive	23.976
XAVC-Intra 100 1080i	Yes	Yes	1920	1080	Interlaced	50, 59.94
XAVC-Intra 100 1080p	Yes	Yes	1920	1080	Progressive	23.976,
XDCAM HD EX 35Mbps VBR	Yes	No	1280	720	Progressive	59.94, 50
XDCAM HD Phase III 4:2:2 50Mbps CBR	Yes	No	1280	720	Progressive	59.94, 50
XDCAM HD Phase III 4:2:2 50Mbps CBR	Yes	No	1920	1080	Interlaced	59.94, 50

OP1A Export to Omneon Spectrum and Grass Valley K2

Avid has qualified the supported XDCAM HD formats with the Omneon Spectrum and Grass Valley K2 servers. OP1A_EXPORT profile was used for Omneon playback, OP1A_EXPORT_K2 was used for K2 playback, and GenericFTP was used for ingest.

Avid has qualified the OP1A_EXPORT profile with the Omneon server and the OP1A_EXPORT_K2 Profile with the Grass Valley K2 server. These profiles may work with other devices that play and record Sony compliant media, but variations have been found and these are the only servers that we can guarantee will work. Deviations from the Sony XDCAM HD specification may result in clips not being recognized as the correct format, longer splicing and encoding times on export, or failure to work.

OP1A_Export - DET Workflows to Omneon and Other FTP Servers

Format	Ingest	Playback	W	H	Interlaced / Progressive	Frame Rate NTSC/PAL	Profile and Level
XDCAM HD Phase III 4:2:2 50Mbps CBR	No	Yes	1920	1080	Interlaced	59.94, 50	422@HL
XDCAM HD Phase III 4:2:2 50Mbps CBR	No	Yes	1280	720	Progressive	59.94, 50	422@HL
XDCAM HD EX 4:2:0 35Mbps VBR	No	Yes	1280	720	Progressive	59.94, 50	MP@ML

The following table lists the K2 media server playback formats available when setting up an FTP Server profile using Server Type: OP1A_EXPORT_K2. For information about working with a K2 server, see the document *Working with a Thompson Grass Valley K2 Media Server*.

OP1A_Export_K2 - DET Workflows to Grass Valley K2

Format	Ingest	Playback	W	H	Interlaced / Progressive	Frame Rate NTSC/PAL	Profile and Level
XDCAM HD Phase III 4:2:2 50Mbps CBR	Yes	Yes	1920	1080	Interlaced	59.94, 50	422@HL
XDCAM HD Phase III 4:2:2 50Mbps CBR	Yes	Yes	1280	720	Progressive	59.94, 50	422@HL
XDCAM HD EX 4:2:0 35Mbps VBR	Yes	Yes	1280	720	Progressive	59.94, 50	MP@ML

Supported Formats for Sony XDCAM Profile - used only with Sony XDCAM Decks

Format	Ingest	Playback	W	H NTSC/PAL	Interlaced / Progressive	Frame Rate NTSC/PAL
DV 25	Yes	Yes	720	480/576	Interlaced	29.97, 25
DV 50	Yes	Yes	720	480/576	Interlaced	29.97, 25
IMX 30	Yes	Yes	720	486/576	Interlaced	29.97, 25
IMX 40	Yes	Yes	720	486/576	Interlaced	29.97, 25
IMX 50	Yes	Yes	720	486/576	Interlaced	29.97, 25
HD 1080i 17.5 Mbps	Yes	No	1440	1080	Interlaced	59.94, 50
HD 1080i 25 Mbps	Yes	No	1440	1080	Interlaced	59.94, 50
HD 1080i 35 Mbps	Yes	No	1440	1080	Interlaced	59.94, 50
HD 1080p 17.5 Mbps ^a	Yes	No	1440	1080	Progressive	23.976
HD 1080p 25 Mbps ^a	Yes	No	1440	1080	Progressive	23.976
HD 1080p 35 Mbps ^a	Yes	No	1440	1080	Progressive	23.976
XDCAM HD Phase III 4:2:2 50Mbps CBR	Yes	No	1920	1080	Interlaced	59.94, 50
XDCAM HD Phase III 4:2:2 50Mbps CBR	Yes	No	1280	720	Progressive	59.94, 50

a. Half height clips (1440x540) are not supported for 1080p formats.

4 Interplay | Transfer Installation

The following sections are included in this chapter:

- [Installation and Configuration Check List](#)
- [Turning On the Interplay | Transfer Engine Server](#)
- [Installing Avid Shared Storage Client Software](#)
- [Understanding the Software Required for Performing Transfers](#)
- [Installing the Interplay | Transfer Engine in a Workgroup Environment](#)
- [Installing Interplay | Transfer Engine Support Software](#)
- [Installing the Interplay | Transfer Engine Software in a Standalone Environment](#)

Installation and Configuration Check List

The following sections provide check lists for setting up an Interplay Transfer Engine server and installing the Interplay Transfer Engine support software in a workgroup environment. There is also a check list for setting up Interplay Transfer in a standalone environment.

- [Check List for Installing and Configuring an Interplay | Transfer Engine Server](#)
- [Check List for Installing and Configuring an Interplay | Transfer Engine in a Standalone Environment](#)
- [Check List for Installing Interplay | Transfer Engine Support Software](#)

Check List for Installing and Configuring an Interplay | Transfer Engine Server

The following table provides a check list of steps for installing and configuring the Interplay Transfer Engine server in an Avid shared storage workgroup and includes pointers to information about each step. The check list also covers installing and configuring the Interplay Transfer Engine client software on an Avid editing system.

Task	Section Reference
❑ Check your configuration.	See “ Supported Interplay Transfer Configurations ” on page 9.
❑ Review network considerations.	See “ Networking Considerations ” on page 12.
❑ Connect the Interplay Transfer server hardware and cables.	In a workgroup, the Interplay Transfer server is an Avid shared storage client. Depending on your Avid shared storage environment, see the following documents: For Avid ISIS, see the Avid ISIS client setup documentation.
❑ Install cards in the Interplay Transfer server.	See “ Installing Cards in the Interplay Transfer Server ” in the <i>Interplay Production Software Installation and Configuration Guide</i> .
❑ (Avid ISIS environment) Make sure the System Director software is installed and is running.	See the Avid ISIS administrator documentation.
❑ Start the Interplay Transfer server.	See “ Turning On the Interplay Transfer Engine Server ” on page 23.
❑ Install the Avid ISIS client software.	See “ Installing Avid Shared Storage Client Software ” on page 24.
❑ Make sure the Interplay Production server has a user account for the Interplay Transfer server.	The two accounts match exactly on the Interplay Transfer engine and Interplay Engine.
❑ Connect the Interplay Transfer application key.	See the <i>Interplay Production Software Installation and Configuration Guide</i> .
❑ Install the Avid Service Framework for Client software.	See the <i>Interplay Production Software Installation and Configuration Guide</i> .
❑ Install the Interplay Access software.	See the <i>Interplay Production Software Installation and Configuration Guide</i> .

Task	Section Reference
<input type="checkbox"/> Install the Interplay Transfer Engine.	See “Installing the Interplay Transfer Engine Software” on page 27.
<input type="checkbox"/> Set up the Interplay Transfer Engine Configuration tool.	See “Opening the Avid Interplay Transfer Engine Configuration Tool” on page 36.
<input type="checkbox"/> Register the Interplay Transfer Engine in the workgroup.	See “Configuring an Interplay Production Workgroup For Transfers” on page 48.
Avid Editing System	
<input type="checkbox"/> Install the Interplay Transfer client software on Avid editing systems.	See “Installing the Interplay Transfer Engine Client Software” on page 29.
<input type="checkbox"/> Configure the Transfer settings in the Avid editing application.	See “Configuring the Avid Editing Application for Transfers” on page 68.

Check List for Installing and Configuring an Interplay | Transfer Engine in a Standalone Environment

The following table provides a check list of steps for installing and configuring the Interplay Transfer Engine software in a standalone environment and references where to find more information about each step. Note that a standalone environment can include shared storage but it does not include an Interplay Engine.



Do not install Avid Service Framework on a standalone Avid editing system. The Service Framework is only required in an Interplay Production environment.

Task	Section Reference
<input type="checkbox"/> Check your configuration.	See “Supported Interplay Transfer Configurations” on page 9.
<input type="checkbox"/> Connect the Interplay Transfer application key.	See the <i>Interplay Production Software Installation and Configuration Guide</i> .
<input type="checkbox"/> Install the Interplay Transfer Engine software on Avid editing systems.	See “Installing the Interplay Transfer Engine Software in a Standalone Environment” on page 31.
<input type="checkbox"/> Install the Interplay Transfer client software on Avid editing systems.	See “Installing the Interplay Transfer Engine Client Software in a Standalone Environment” on page 34.

Task	Section Reference
<input type="checkbox"/> Setup the Interplay Transfer Engine Configuration tool.	See “Opening the Avid Interplay Transfer Engine Configuration Tool” on page 36.
<input type="checkbox"/> Configure the Transfer settings in the Avid editing application.	See “Configuring the Avid Editing Application for Transfers” on page 68.

Check List for Installing Interplay | Transfer Engine Support Software

Depending on your workgroup configuration and the type of transfers performed in your workflow, you might need to install additional support software to transfer Avid assets or monitor transfers. The following table lists the support software and references where to find more information about installing the software.

Task	Section Reference
<input type="checkbox"/> Install the Interplay Production Services and Transfer Status software.	See “Installing the Interplay Production Services and Transfer Status Tool” on page 30.
<input type="checkbox"/> Install the AutoTransfer Service	See “Installing the Interplay Auto Production Services Service” on page 29.
<input type="checkbox"/> Install the Transfer Cache Engine software.	See “Installing the Transfer Cache Engine” on page 31.

Turning On the Interplay | Transfer Engine Server

To prepare your environment before you turn on the Interplay Transfer server:

1. Connect the Interplay Transfer Engine server hardware and cables.
See the Avid shared storage client setup documentation.
2. Make sure your Avid shared storage environment is installed and running. Make sure the ISIS System Director is installed and running.

To start your Interplay Transfer Engine server:

1. Turn on all the peripherals connected to the Interplay Transfer Engine server.
Make sure their power lights are on.
2. Press the Power button on the Interplay Transfer Engine server.

The MEDIASwitch port lights turn on as the Interplay Transfer Engine server becomes ready.

Installing Avid Shared Storage Client Software

After the Interplay Transfer Engine server starts properly, and before you install the Interplay Transfer Engine, you must install the Avid shared storage client software.

In an Avid shared storage environment, the Interplay Transfer Engine server is an ISIS client.

Throughout this document the term Avid shared storage client refers to Avid ISIS client.



To install the Avid ISIS client software:



- ▶ See the *Avid ISIS Client Quick Start Card*.


Understanding the Software Required for Performing Transfers

To perform transfers, you need to install specific software components on the various servers and systems. The software you install and where you install it depends on your workgroup environment. The following table outlines where the software components are installed to perform transfers. You should use this table as a guide, depending on your workgroup environment.

The following sections provide procedures for installing the software components on the Interplay Transfer Engine server and Avid editing system. For detailed steps on installing Interplay Engine and Avid Service Framework for Server, see the *Interplay / Production Software Installation and Configuration Guide*.

Software	Installed on Interplay Production Server	Installed on Interplay Transfer Server	Installed on Avid Editing Client
Interplay Transfer Engine		X	X
		 <i>To perform Generic FTP transfers you must install the Interplay Transfer Engine on the C partition of the Interplay Transfer server.</i>	 <i>Install only if in a standalone environment (not an Avid shared storage environment).</i>

Software	Installed on Interplay Production Server	Installed on Interplay Transfer Server	Installed on Avid Editing Client
Interplay Transfer Client			X
Interplay Engine	X		
Interplay Access	X	X	X
Interplay Auto Transfer (option)			
 <i>You can install the Interplay Auto Transfer service on any system in the workgroup.</i>			
Avid Service Framework for Client		X	X
Avid ISIS Client	X	X	X
 <i>The shared storage client software you install depends on your Avid shared storage environment.</i>			

 *After installing the latest version of Interplay Transfer Engine, if you decide to reinstall an older version, make sure you uninstall the latest version before reinstalling the older version. When uninstalling the latest version, you should use Add or Remove Programs in the Control Panel and restart your computer after the uninstall is complete.*

Understanding the Workgroup Environment Software

In a workgroup environment, after your hardware is properly set up, perform the following software installation procedures on the Interplay Transfer Engine server:

- Install the Avid Service Framework for Client software. See the *Interplay / Production Software Installation and Configuration Guide*.
- Install the Interplay Access software. See the *Interplay / Production Software Installation and Configuration Guide*.
- Install the Interplay Transfer Engine software. See [“Installing the Interplay | Transfer Engine in a Workgroup Environment” on page 26](#).

Install the following software on the various systems in the workgroup:

- Install the Interplay Transfer Engine Client software on the Avid editing systems. See [“Installing the Interplay | Transfer Engine Client Software” on page 29](#).
- (Option) Install the Interplay Production Services and Transfer Status application on a standalone system. See [“Installing the Interplay | Production Services and Transfer Status Tool” on page 30](#).
- (Option) Install the Interplay AutoTransfer service software on any system. See [“Installing the Interplay | Auto Production Services Service” on page 29](#).

Understanding the Standalone Transfer Environment Software

In a standalone transfer environment, for workstation-to-workstation transfers in an environment other than Avid shared storage, you must install the Interplay Transfer Engine software and the Interplay Transfer Engine client software on each client. For installation procedures, see [“Installing the Interplay | Transfer Engine Software in a Standalone Environment” on page 31](#).



In a standalone transfer environment, media files are tracked using Persistent Media Record (PMR) files. The Interplay | Media Indexer is not used to manage the media files.

Installing the Interplay | Transfer Engine in a Workgroup Environment

After you install the Avid shared storage client software on your Interplay Transfer Engine server, you can install the Interplay Transfer Engine software. Then you need to install the Interplay Transfer Engine client software on each client in the workgroup. The following sections provide procedures for installing the Interplay Transfer Engine software.



Avid reminds you that data networks, such as standard data networks that support Internet Protocols, are not necessarily secure networks, and that any transfer of information over such networks — whether internally or externally — is not necessarily a secure transfer. As when you communicate any information over any network, you are responsible for ensuring that you use network settings or implement policies that meet your security needs. Like other applications designed for use over a data network, the Interplay Transfer Engine application provides the capability for making transfers over a network but does not provide security for such transfers over unsecured networks. Avid makes no representations that transfers using Interplay Transfer Engine will be secure. Avid recommends that, before using Interplay Transfer Engine to transfer Avid assets over a network, you first evaluate your own security needs and implement appropriate measures to accommodate those needs, such as building any requisite firewalls and obtaining security certificates, or any other measures that you deem necessary to protect media being transferred over any network.



While Avid systems include password protection, such passwords are provided solely for your convenience to protect access to the Avid systems themselves and do not affect the security of information transferred over an unsecured data network.

Installing the Interplay | Transfer Engine Software

In a workgroup environment, you need to install the Interplay Transfer Engine on the Interplay Transfer Engine server system. This software also installs the Interplay Transfer Engine Configuration software, which lets you set up the particular configuration for your Interplay Transfer Engine server. For descriptions of the Interplay Transfer Engine Configuration options, see [“Interplay | Transfer Engine Configuration Settings” on page 36](#).



If a previous release of Interplay Transfer Engine is installed on the computer, you should remove it before installing the new version of the software.

To install the Interplay Transfer Engine software:

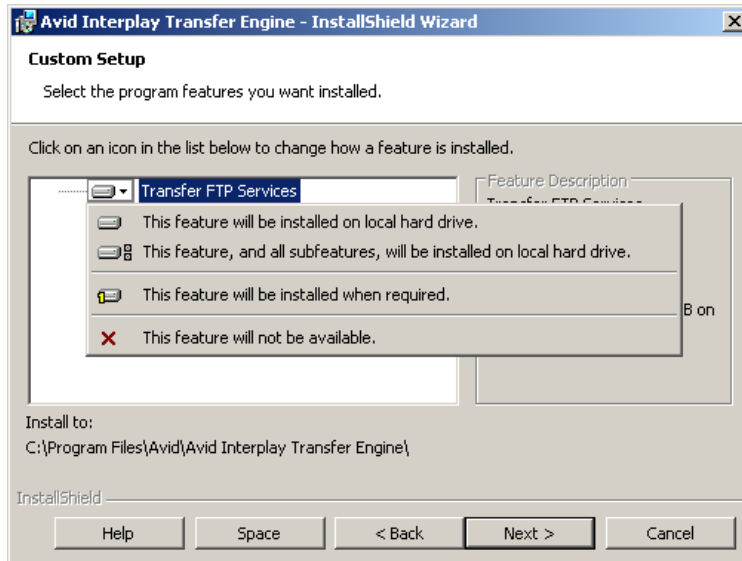
1. Before you install the Interplay Transfer Engine, you need to connect the Interplay Transfer Engine USB application key (also called a dongle).
2. Select the following from the Interplay Production Server Installer Main Menu:
Servers > Interplay Transfer Engine
The Install Interplay Transfer Engine page opens.
3. Make sure the following components are installed on the Interplay Transfer Engine server:
 - Avid Service Framework for Client
 - Interplay Access

For installation procedures, see the *Interplay | Production Software Installation and Configuration Guide*.

4. Click Interplay Transfer Engine and follow the steps in the InstallShield Wizard.

5. In the Custom Setup dialog box, select how you want the Transfer FTP Services feature installed, if at all.

If your workgroup configuration includes supported ingest or playback of FTP devices, you should install the Transfer FTP Services.



6. Click Next to continue with the InstallShield Wizard.
7. (Option) In the InstallShield Wizard Completed dialog box, select Launch Interplay Transfer Engine Configuration tool, if you want to open the tool.



To open the Interplay Transfer Engine Configuration tool after the Interplay Transfer Engine installation is complete, click the Start button, and select All Programs > Avid > Interplay Transfer Engine Configuration.

8. Click Finish.
9. If you selected Launch Interplay Transfer Engine tool, the Interplay Transfer Engine Configuration tool opens. Set the appropriate options in the Interplay Transfer Engine Configuration tool.
See “[Interplay | Transfer Engine Configuration Settings](#)” on page 36.
10. Click Yes to restart the server.

Installing the Interplay | Transfer Engine Client Software

You must install the Interplay Transfer Engine client software on each client in the workgroup that plans on transferring Avid assets to another workgroup or playback device. However, Avid Instinct® and Interplay Assist have their own Interplay Transfer software, so you don't need to install the Interplay Transfer client software on systems running Avid Instinct or Assist.



If a previous release of Interplay Transfer Engine client is installed on the computer you should remove it before installing this version of the software.

To install the Interplay Transfer Engine client software on an Avid editing system:

1. Select the following from the Interplay Production Client Installer Main Menu:
Clients > Avid Editor Support
The Install Avid Editor Support page opens.
2. Click Interplay Transfer Engine Client.
3. Follow the installation instructions.
4. Repeat the installation for each client.

For information on configuring the Avid editing system for transfers, see [“Configuring the Avid Editing Application for Transfers”](#) on page 68.

Installing Interplay | Transfer Engine Support Software

Depending on your workflow and workgroup environment, you might need to install one of the Interplay Transfer Engine support software products. The following sections provide procedures for installing these software products

- [Installing the Interplay | Auto Production Services Service](#)
- [Installing the Interplay | Production Services and Transfer Status Tool](#)
- [Installing the Transfer Cache Engine](#)

Installing the Interplay | Auto Production Services Service

If your workflow requires auto transferring of assets, you need to install the Interplay Auto Production Services service that includes the AutoTransfer service. Installation of the Interplay Auto Production Services service is included with the Interplay Auto Archive installation. You

can install the Interplay Auto Production Services service on any system in the workgroup. However, it is usually installed on the system with the Interplay Production Services Engine. The Interplay Auto Transfer service automatically runs in the background.

To install the Interplay Auto Production Services service:

1. Select the following from the Interplay Production Server Installer Main Menu:
Servers > Interplay Production Services > Install Local Workflow Support > Interplay Auto Production Services
2. Follow the installation instructions.
AutoTransfer service is included with the Interplay Auto Production Services installation.
After you install the Interplay AutoTransfer service, see the following:
 - For information about configuration settings for the AutoTransfer service, see [“Configuring the Interplay | Auto Transfer Service” on page 110.](#)
 - For information on automatically transferring assets, see [“Automatically Transferring Assets to Another Workgroup” on page 119.](#)

Installing the Interplay | Production Services and Transfer Status Tool

The Interplay Production Services and Transfer Status tool lets you monitor transfers from a standalone system on your network. The Interplay Production Services and Transfer Status configuration settings apply only to the standalone system. These settings do not effect other components in a workgroup.

To install Interplay Production Services and Transfer Status software on a standalone system:

1. Select the following from the Interplay Production Server Installer Main Menu:
Servers > Interplay Production Services > Install Local Workflow Support > Interplay Production Services and Transfer Status
2. Follow the installation instructions.

For procedures on configuring the Interplay Production Services and Transfer Status tool, see [“Configuring a Standalone System to Monitor Transfer Status” on page 64.](#)

Installing the Transfer Cache Engine

You can install the Interplay Transfer Cache Engine on a system without installing the Interplay Transfer Engine. The Transfer Cache Engine lets you monitor transfers in the workgroup.

The Interplay Transfer Cache engine automatically runs in the background. For procedures on monitor transfers, see [“Configuring an Interplay | Production Workgroup For Transfers”](#) on page 48.



The Transfer Status window retrieves transaction status from the cache engine instead of the Interplay Transfer Engine.

To install the Transfer Cache Engine:

1. Select the following from the Interplay Production Server Installer Main Menu:
Servers > Interplay Transfer Engine > Interplay Transfer Cache
2. Follow the installation instructions.

Installing the Interplay | Transfer Engine Software in a Standalone Environment

If you are installing Interplay Transfer Engine for workstation-to-workstation transfers in an environment other than Avid shared storage, you must install the Interplay Transfer Engine software and Interplay Transfer Engine client software on each client.

The Interplay Transfer Engine software also installs the Interplay Transfer Engine configuration software, which lets you set up the particular configuration for your workstation transfers.



Workstation-to-workstation transfers are not supported with Avid Instinct systems.

A hardware application key (also known as a dongle) is not required when installing the Interplay Transfer Engine in a standalone environment. The Avid editing software handles the licensing of the Interplay Transfer Engine.

For procedures on installing the Interplay Transfer Engine standalone software:

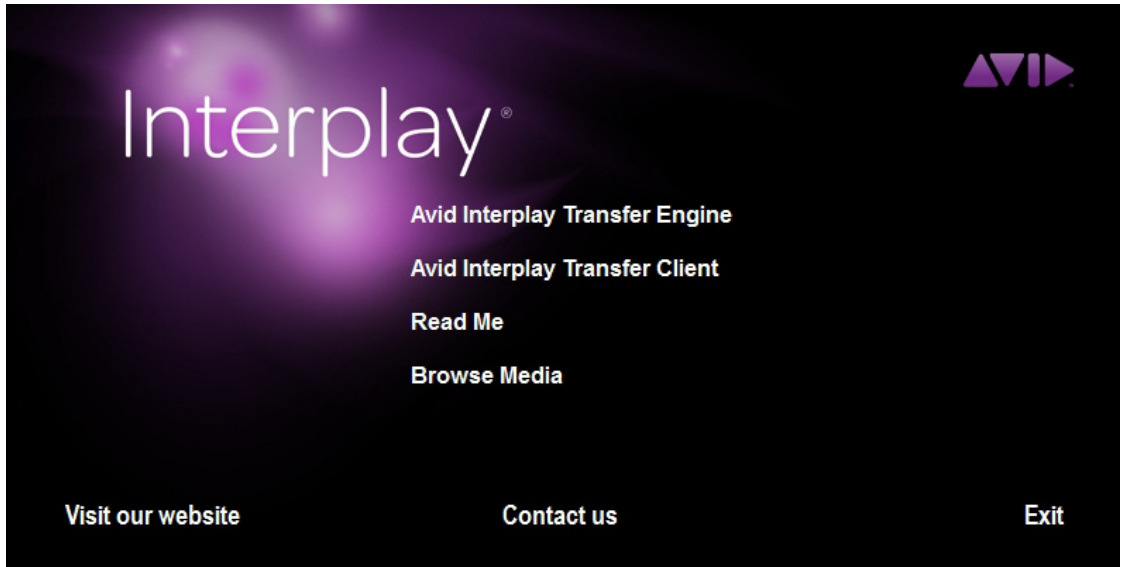
- [Installing the Interplay | Transfer Engine on a Standalone Editing System](#)
- [Installing the Interplay Transfer Engine Client Software in a Standalone Environment](#)

Installing the Interplay | Transfer Engine on a Standalone Editing System

To install the Interplay Transfer Engine on an Avid editing system:

1. Insert the Interplay Transfer application media and double-click autorun.exe.

The Interplay Transfer installer opens.



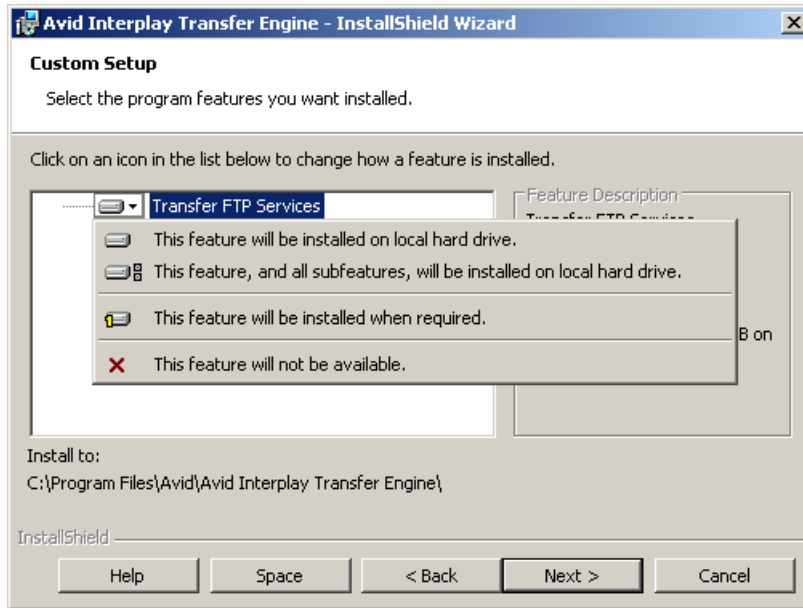
2. Click Interplay Transfer Engine and follow the steps in the InstallShield Wizard.

3. In the Custom Setup dialog box, select how you want the Transfer FTP Services feature installed, if at all.

If your environment configuration includes supported ingest or playback FTP devices, you should install the Transfer FTP Services.



In a standalone editor plus AirSpeed workflow, do not select the Transfer FTP Services option. This option causes transfers to fail as the Interplay Transfer tries to use an FTP profile instead of the correct AirSpeed DHM to handle the transfer.



4. Click Next to continue with the InstallShield Wizard.
5. In the InstallShield Wizard Completed dialog box, select Launch Interplay Transfer Engine tool, if you want to open the tool.



To open the Interplay Transfer Engine Configuration tool after the Interplay Transfer Engine installation is complete, click the Start button, and select All Programs > Avid > Interplay Transfer Engine Configuration.

6. Click Finish.

7. If you selected Launch Interplay Transfer Engine tool, the Interplay Transfer Engine Configuration tool opens. Set the appropriate options in the Interplay Transfer Engine Configuration tool.

See “[Interplay | Transfer Engine Configuration Settings](#)” on page 36.

8. Click Yes to restart the server.

Installing the Interplay Transfer Engine Client Software in a Standalone Environment

You must install the Interplay Transfer Engine client software on each standalone client.

To install Interplay Transfer Engine client software in a standalone environment:

1. Insert the Interplay Transfer application media and double-click the autorun.exe file.
The Interplay Transfer installer opens.
2. Click Interplay Transfer Engine Client.
3. Follow the installation instructions.

5 Interplay | Transfer Configuration

This chapter describes how to configure the Interplay Transfer Engine system and Interplay Transfer Engine clients after you install the software. This chapter describes both an Interplay workgroup environment and a standalone Interplay Transfer configuration. The Interplay Transfer Engine server is a Avid shared storage client.

- [Opening the Avid Interplay | Transfer Engine Configuration Tool](#)
- [Interplay | Transfer Engine Configuration Settings](#)
- [Setting the Number of Simultaneous Transfers Allowed by the Interplay | Transfer Engine](#)
- [Configuring Workgroup Transfer Presets](#)
- [Configuring an Interplay | Production Workgroup For Transfers](#)
- [Configuring a Remote Workgroup for Workgroup-to-Workgroup Transfers](#)
- [Specifying Interplay | Transfer Engines for Direct Transfers](#)
- [Configuring a Standalone System to Monitor Transfer Status](#)
- [Configuring Interplay | Transfer Engine in a Standalone Environment](#)
- [Configuring the Avid Editing Application for Transfers](#)
- [Configuring Capture and Playback of MXF DHM OPIa File Formats](#)
- [Configuration for Playing Back to a Sony XDCAM SD Device](#)
- [Configuration for Working with XDCAM HD and XDCAM EX Assets](#)
- [Configuring a Thunder Production Server](#)
- [Configuring Ingest From FTP Deck Devices](#)
- [Configuring an Ingest Device Catalog](#)
- [Configuring a Playback Device Catalog](#)
- [Configuring the Interplay | Auto Transfer Service](#)

Opening the Avid Interplay | Transfer Engine Configuration Tool

To open the Interplay Transfer Engine Configuration tool:

- ▶ In a workgroup environment, from the Interplay Transfer Engine server, click the Start button, and select All Programs > Avid > Avid Interplay Transfer Engine Configuration.
- ▶ In a standalone environment, from an Avid editing system, click the Start button, and select All Programs > Avid > Interplay Transfer Engine Configuration.

Interplay | Transfer Engine Configuration Settings

The Interplay Transfer Engine Configuration tool lets you set several options for performing various types of media transfers.



The Interplay Transfer Engine Configuration tool does not display options that are deselected. Also, when setting values for the various options, if you deselect an option the values for that area return to their default value.

To open the Interplay Transfer Engine Configuration tool, see [“Opening the Avid Interplay | Transfer Engine Configuration Tool”](#) on page 36.

The screenshot shows the 'Avid Interplay Transfer Engine Configuration' dialog box. It is organized into several panes:

- Workgroup Settings:** Includes 'Interplay enabled' (checked), 'Interplay Engine hostname' (celwgf-ie), 'User name' (Administrator), 'Password' (****), 'Accept incoming workgroup transfers without Interplay login' (checked), and 'No-login workspace for incoming transfers' (ingest).
- Workgroups:** Includes 'Workgroup transfers enabled' (checked), 'Incoming workgroup transfers enabled' (checked), 'Max. incoming transfers = 8', 'Max. outgoing transfers' (2), 'Directory for temporary composition files' (c:\Temp), and a list of workgroup names.
- Ingest:** Includes 'Ingest transfers enabled' (checked), 'Max. simultaneous ingest transfers' (3), a list of ingest devices (plairspace, omneon, FFIngest, CET-FTP, shark, gwy0002, MSS), and 'Dynamically Extensible Transfers (DET)' settings.
- System Settings:** Includes 'Enable auto-cleanup of transfer queues' (checked), 'Auto-cleanup transfers older than' (360 minutes), 'Run auto-cleanup every' (12 minutes), 'Logging' (Standard logging on), and 'Storage' (ISIS 3.x, 16 MB).
- Playback:** Includes 'Playback transfers enabled' (checked), 'Max. simultaneous playback transfers' (1), and a list of playback devices.
- Playlist Information:** Includes 'Use Newsroom rundowns to schedule transfers' (checked), 'Newsroom Server' (NewsRS), 'User name' (admin), 'Password' (*****), and 'Schedule File Name'.

For information about the options in the Interplay Transfer Engine Configuration tool, see the following table. For changes to take effect, you must restart the Interplay Transfer Engine server or, in a standalone environment, restart the Avid editing system.

Interplay Transfer Engine Configuration Settings

Option	Description
--------	-------------

Workgroup Settings

Interplay enable	In a workgroup environment, select this option to enable the Interplay Engine. When this option is selected the Standalone settings are ignored.
------------------	--

Interplay Transfer Engine Configuration Settings

Option	Description
Interplay Engine hostname	In a workgroup environment, type the computer name for the Interplay Production Server associated with the workgroup this Interplay Transfer is attached to.
User name and Password	In a workgroup environment, type the user name and password that the Interplay Transfer should use to connect to the Interplay Production Server. This user account must already exist on the Interplay Engine.
Accept incoming workgroup transfers without Interplay Production login	In a workgroup environment, select this option if you want to accept incoming workgroup transfers even if the Interplay Transfer is not logged in to Interplay Engine.
No-login workspace for incoming transfers	In a workgroup environment type the name of the Avid shared storage workspace where you want the incoming transfers to be sent. This workspace must already exist and you must have access to it. If you are performing captures, you must set this to an Avid shared storage workspace.

Standalone Settings



The Standalone settings are ignored when the Interplay Production enable option is set in the Workgroup Settings area.


Accept incoming transfer after timeout	In a standalone environment, select this option if you want to accept incoming transfers after the set timeout. When you are performing standalone transfer operations between clients, the timeout value must be set to less than 15 seconds. Avid recommends a timeout value of 10 seconds.
OMF AAF	In a standalone environment, select either OMF or AAF depending on for the type of media files being transferred.
Directory for incoming transfers	In a standalone environment, type the name of the directory where you want Interplay Transfer to place the incoming transfers. This directory must be a valid media files directory. Click Browse to locate a valid directory. The default directories are: In OMF mode - OMFI MediaFiles In AAF mode - Avid MediaFiles\MXF\1
	<i>For better performance when media files grow beyond 10,000 files in the primary directory \1, you need to change the Directory for incoming transfers to Avid MediaFiles\MXF\2.</i>

System Settings



Interplay Transfer Engine Configuration Settings

Option	Description
Enable auto-cleanup of transfer queues	Transfer queues are not automatically deleted from the server system. The queues let you see the history of the transfers. Select this option if you want the transfer queues cleaned up on a regular basis. The default is to Auto-cleanup transfers that are older than 360 minutes (6 hours) and to run the auto-cleanup every 12 minutes.
Logging	
Server logging off Standard logging on Debug logging on	These three options are used for troubleshooting problems. If errors occurred where Avid Customer Support needs more information from log files, you might have to change these settings. The default is Standard logging on.
Storage	
Storage Type	In a workgroup environment, select the type of storage (for example, ISIS v2.x) used in the workgroup to increase the performance of transfers. See “Increasing the Performance of Workgroup-to-Workgroup Transfers” on page 160.
Buffer size	The system selects a buffer size depending on your storage type. If your system has 2GB or less RAM it will only allow an 8MB buffer size. See “Increasing the Performance of Workgroup-to-Workgroup Transfers” on page 160.
Configure FTP Servers	If during the install process, you selected “Interplay Transfer Server with Supplement FTP Services” in the “Choose the installation type that best suits your needs” dialog box, you need to configure the FTP server parameters. See “Configuring Capture and Playback of MXF DHM OPIa File Formats” on page 73. All entries must match the device’s setup.
Workgroups	
Workgroup transfers enabled	In a workgroup environment, select this option to enable workgroup-to-workgroup transfers. In a standalone environment, select this option to enable transfers to another workstation.
Incoming workgroup transfers enabled	In a workgroup environment, select this option to enable transfers from another workgroup. The maximum number of incoming transfers is set to 8. This value is doubled in the calculation for Total Transfers (All Types). In a standalone environment, select this option to enable transfers from another workstation.


Interplay Transfer Engine Configuration Settings

Option	Description
Max. outgoing transfers	<p>You can specify the maximum number of simultaneous outgoing workgroup transfers. Values range is 1-4. This value is included in the calculation for Total Transfers (All Types).</p> <p>See “Setting the Number of Simultaneous Transfers Allowed by the Interplay Transfer Engine” on page 43.</p>
Directory for temporary composition files	<p>Type the directory name where you want temporary files to be placed during the capture process or during incoming workgroup transfers. The default directory is C:\temp.</p>
Delete temporary composition files after transfer	<p>Select this option during normal use. Avid Customer Support might ask you to deselect this option when you are troubleshooting problems.</p>
Workgroup names	<p>Sets the name of remote workgroups and their Interplay Transfer server.</p> <p> <i>This setting is ignored when performing workgroup transfers from within Interplay Access. The available destination workgroups are set using the “Configure Remote Workgroups” site setting in the Interplay Production Administrator.</i></p> <p>Do the following:</p> <ol style="list-style-type: none"> 1. Click Add. 2. In the Workgroup Name text box, type a nickname for the remote workgroup. This name can be any name you decide to use for the remote workgroup. The name you enter for the workgroup appears in the Transfer menu on the Avid editing application. 3. In the Maps to Server Name text box, type the computer name of the Interplay Transfer server of the remote workgroup.
Playback	
Playback transfers enabled	<p>Enables playback transfers. Select this option if your workgroup includes a playback device such as an Omneon.</p>
Max. simultaneous playback transfers	<p>Sets the maximum number of simultaneous playback transfers. (Value range is 0-20, however the device determines the transfer limit. See the device documentation for the number of supported transfers.) This value is included in the calculation for Total Transfers (All Types).</p> <p>See “Setting the Number of Simultaneous Transfers Allowed by the Interplay Transfer Engine” on page 43.</p>


Interplay Transfer Engine Configuration Settings

Option	Description
Playback devices	<p data-bbox="536 302 1233 328">Enter the name or names of any playback devices in your workgroup.</p> <p data-bbox="536 348 1272 435"> <i>You do not need to list AirSpeed or AirSpeed Multi Stream systems here, because these systems have their own Interplay Transfer software and configuration settings.</i></p> <p data-bbox="536 453 1293 600"> <i>When creating an FTP Server profile with the Server Type set to OP1A_Export or OP1A_Export_K2 for playback of OP1A formats, it is not necessary to add the server and profile name to the Playback Devices list. The profile name is listed automatically in the Send to Playback list on the Avid editing systems.</i></p> <p data-bbox="536 618 976 644">For the following devices, do the following:</p> <ul data-bbox="536 661 1286 791" style="list-style-type: none"> <li data-bbox="536 661 1286 722">• For Grass Valley™ Group Profile® systems, type the computer name of the playback device. <li data-bbox="536 739 1258 791">• For Generic FTP playback devices, see “Configuring a Generic FTP Playback Device into a Workgroup” on page 82. <p data-bbox="536 808 1286 930">(Option) In a workgroup environment, when adding a playback device you can associate an Interplay Access Catalog with the playback device, select Enter Playback Catalog Name, and type a name for the playback catalog. See “Configuring a Playback Device Catalog” on page 109.</p> <p data-bbox="536 947 1272 1069">(Option) When using ancillary data “D” tracks in your Avid editing application, you can filter out the D track before sending to a DHM MXF encoder. By default, D tracks are not sent to DHM MXF encoders. See “Filtering Ancillary Data During Send to Playback” on page 83.</p> <p data-bbox="536 1086 1293 1234">Stating at Interplay v3.0, tape ID names can be modified by the Transfer Engine before issuing the Send To Playback Request. In the case of Generic FTP Send To Playback, this will result in the renaming of the asset to the new format when writing out to the FTP server. See “Creating Transfer Engine Tape IDs for STP Transfers” on page 85.</p>
Ingest	
Ingest transfers enabled	Enables ingest transfers. Select this option if your workgroup includes an ingest device.
Max. simultaneous ingest transfers	<p data-bbox="536 1399 1293 1520">Sets the maximum number of simultaneous ingest transfers. (Value range is 0-20, however the device determines the transfer limit. See the device documentation for the number of supported transfers.) This value is doubled in the calculation for Total Transfers (All Types).</p> <p data-bbox="536 1538 1219 1588">See “Setting the Number of Simultaneous Transfers Allowed by the Interplay Transfer Engine” on page 43.</p>

Interplay Transfer Engine Configuration Settings

Option	Description
Ingest devices	<p>Type the name or names of any ingest devices in your workgroup.</p> <p> <i>You do not need to list AirSpeed or AirSpeed Multi Stream devices here, because these devices have their own Interplay Transfer software and configuration settings.</i></p> <p>For the following devices, do the following:</p> <ul style="list-style-type: none"> • For a Generic FTP ingest device, see “Configuring a Generic FTP Ingest Device into a Workgroup” on page 90. • For adding a FTP ingest device, type the name associated with the ingest device. See “Adding FTP Ingest Devices into an Interplay Transfer Engine Configuration” on page 105. • (Option) In a workgroup environment, select Enable Auto Scavenge if your workgroup includes an Avid Media Browse system and Interplay Production Services and ProEncode, and you want to create a low-resolution copy of ingested clips on the Media Browse system. During ingest, high-resolution files are created on Avid shared storage. In the text box, type the name of the scavenge process created on the Media Browse. See the Media Browse documentation. • (Option) In a workgroup environment, when adding an ingest device you can associate an Interplay Access Catalog with the ingest device. Select Enter Ingest Catalog Name and type a name for the ingest catalog. See “Configuring an Ingest Device Catalog” on page 108.
Dynamically Extensible Transfers (DET)	
DET enabled	Enables DET transfers.
Max. DET push transfers	Sets the maximum number of simultaneous DET push transfers; Avid recommends.
Max. DET pull transfers	Sets the maximum number of simultaneous DET pull transfers; Avid recommends.
Total Transfers (All Types)	

Interplay Transfer Engine Configuration Settings

Option	Description
Max. simultaneous transfers	<p>Sets the maximum number of simultaneous transfers.</p> <p>By default, the value in this text box is the recommended maximum number of total simultaneous transfers for your workgroup environment. This value is updated when you change one of the values used during the calculation or when you click the Calculate button. You can change the recommended value in the text box, however, the value you enter must meet the limitations of your workgroup environment. For more information about this option, see “Setting the Number of Simultaneous Transfers Allowed by the Interplay Transfer Engine” on page 43.</p> <p> <i>The higher the number of simultaneous transfers, the more the impact on performance.</i></p>
Playlist Information	
Use Newsroom rundowns to schedule transfers	Enables the Interplay Transfer Newsroom rundown scheduling feature. See “Working with Rundowns” on page 123.
Newsroom Server	Type the computer name of the Newsroom Server.
User Name	Type the user name that Interplay Transfer should use to connect to the Newsroom Server.
Password	Type the password Interplay Transfer should use to connect to the Newsroom Server.
Schedule File Name	Type the file name of the schedule file that Interplay Transfer should use to determine which rundown to use at which time. See “Working with Rundowns” on page 123.

Setting the Number of Simultaneous Transfers Allowed by the Interplay | Transfer Engine

The Interplay Transfer Engine Configuration tool has several options that set the maximum number of simultaneous transfers for the various types of transfers. This section explains these options and how they relate to each other.

The number set in the Max. simultaneous transfers text box located in the Total Transfers (All Types) area determines the maximum number of total simultaneous transfers allowed by the Interplay Transfer Engine. By default, the value in this text box is the recommended maximum number of total simultaneous transfers for your workgroup environment. This value is updated

when you change one of the values used during the calculation or when you click the Calculate button. You can change the recommended value in the text box, however, the value you enter must meet the limitations of your workgroup environment.



The number set in the Max. simultaneous transfers text box located in the Total Transfers (All Types) area, becomes a hard limit for the maximum number of total simultaneous transfers allowed by the Interplay Transfer Engine.

The recommended number of maximum total simultaneous transfers is calculated using the values set for these options:

- Ingest area - Max. simultaneous ingest transfers value (value range is 0-20, however, the device sets the transfer limit. see the device documentation for the number of supported transfers.)
- Playback area - Max. simultaneous playback transfers value (value range is 0-20, however, the device sets the transfer limit. see the device documentation for the number of supported transfers.)
- Workgroups area - If the Incoming workgroup transfers enabled option is selected, then by default the Max. incoming transfers = 8 is used in the calculation.
- Workgroups area - Max. outgoing transfers value (value range is 1-4)

The values for ingest and incoming transfers are doubled when calculating the maximum number of total simultaneous transfers allowed. The values entered into the individual transfer text boxes represent the total number of actual transfers allowed for each of the functions.

For example, a value of 4 in the ingest text box means that at any time the Interplay Transfer Engine permits a total of four ingest transfers to take place. Similarly, if playback transfers is set to 2 then only two playback transfers are allowed at the same time. However, because of the way incoming data is written to shared storage, an incoming transfer uses twice as much Interplay Transfer Engine bandwidth as a playout transfer. This factor is taken into account when calculating the total number of simultaneous transfers that are currently configured. When using the example above (4 ingest and 2 playout) this equates to a total of 10 simultaneous transfers.

Another example, if you want your Interplay Transfer Engine to perform a total of 5 simultaneous transfers, and your workflow requires three ingest transfers at a specific time, and five Send to Playback transfers at another time of the day.

You can set the values as follows:

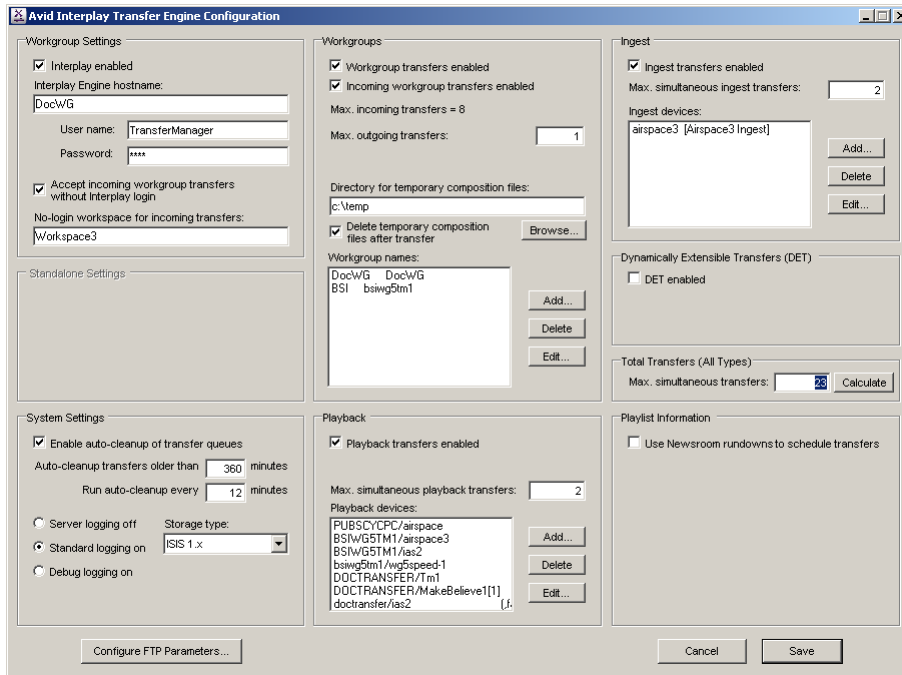
- Max. simultaneous transfers text box to 6
- Max. simultaneous ingest transfers value to 3
- Max. simultaneous playback transfers value 5

Using these values limits the Interplay Transfer Engines output and lets the jobs queue and then run as the bandwidth allows. However, workgroup transfers cannot queue on the receiving Interplay Transfer Engine. If the receiving Interplay Transfer Engine is not setup to allocate enough bandwidth in the Max. simultaneous transfers setting, then the transfer fails. Setting the maximum number of incoming workgroup transfers to a fixed value of 8, lets four other workgroups simultaneously send to this Interplay Transfer Engine. If this value is too high you can change the Max. simultaneous transfers value.

Explanation of Options in the Workgroups Area

Option	Selection	Description
Workgroup transfers enabled	Select or deselect	When this option is selected the workgroup options are displayed and are available.
Incoming workgroup transfers enabled	Select or deselect	When this option is selected the maximum number of incoming transfers is set to 8. This value is doubled in the calculation for Total Transfers (All Types).
Max. outgoing transfers	Value range is 1 to 4	You can specify the maximum number of simultaneous outgoing transfers.

The following illustration shows the options.



Configuring Workgroup Transfer Presets

When performing workgroup transfers, you can use presets to select a predefined destination for the transferring assets. Transfer presets define the remote workgroup, a destination workspace, and a destination folder for the metadata. You can also choose whether to display the preset name in the Send to Workgroup dialog box.

When setting up a workgroup transfer preset the available choices depend on the type of remote workgroup transfer. For example:

- If the remote workgroup is an Avid MediaManager, you might be able to select a workspace but cannot select a destination folder.
- If the transfer is a standalone Transfer Engine, you cannot select a workspace or a destination folder.

To configure a transfer preset:

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

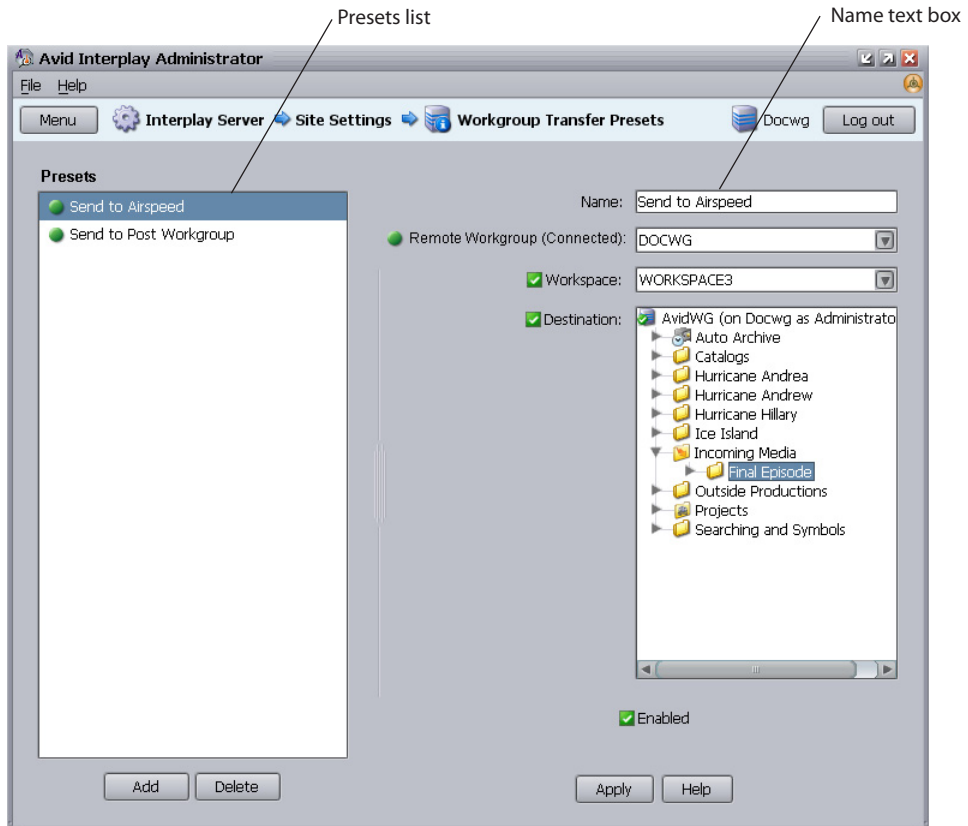
The Interplay Production Server Login dialog box opens.

2. Select an Interplay Production Server, type a username, and password.
3. Click Connect.

The Interplay Production Administrator opens.

4. In the Site Settings area, click Workgroup Transfer Presets.

The Workgroup Transfer Presets view opens.



5. Click Add below the Presets list.

Untitled displays in the Name text box.

6. Type a name for the preset in the Name text box.

7. Select the remote workgroup server from the Remote Workgroup menu.

The remote workgroup servers available from the Remote Workgroup menu are defined in the Configure Remote Workgroups view of the Interplay Production Administrator. For information on adding a remote workgroup to the Remote Workgroup menu, see [“Configuring a Remote Workgroup for Workgroup-to-Workgroup Transfers” on page 56.](#)

8. (Option) Select Workspace and select a destination workspace for the media files from the Workspace menu.

If you do not select a workspace, the default destination workspace is used.

9. (Option) Select Destination and select a destination folder in the remote workgroup database for the metadata.

If you do not select a folder, the default destination folder is used.

10. (Option) Select Enabled, if you want this preset to display in the Send to Workgroup dialog box.

11. Click Apply to save your changes.

Configuring an Interplay | Production Workgroup For Transfers

The Interplay Production Administrator provides Interplay Transfer Engine site settings for registering Interplay Transfer Engine engines, AirSpeed systems, and other Interplay Transfer Engine enabled devices in a workgroup. After an Interplay Transfer engine is registered, you can access it from any Interplay Transfer Engine client in the workgroup. The type of transfers a server or device can perform depends on the transfer settings.

The Interplay Transfer Engine Settings let you:

- Select a Transfer Cache engine for monitoring various Interplay Production transfers. You can choose which Interplay Transfer Engine engines and Interplay Transfer Engine enabled devices are monitored by a Transfer Cache engine. See [“Selecting a Transfer Cache Engine for Monitoring Transfers” on page 51.](#)
- Add an AirSpeed Studio that simultaneously distributes a Send to Playback request to multiple AirSpeeds. See [“Adding an Avid AirSpeed Studio” on page 54.](#)
- Configure a Studio to allow Send to Playback requests to individual AirSpeeds in the Studio.
- List the transfer devices in the various Send to menus.
- Set the length of time between refreshing the Transfer Status view. See [“Setting the Refresh Time of the Interplay | Transfer Engine Status Window” on page 55.](#)

Opening the Interplay | Transfer Engine Settings View

To open the Interplay Transfer Engine Settings View:

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

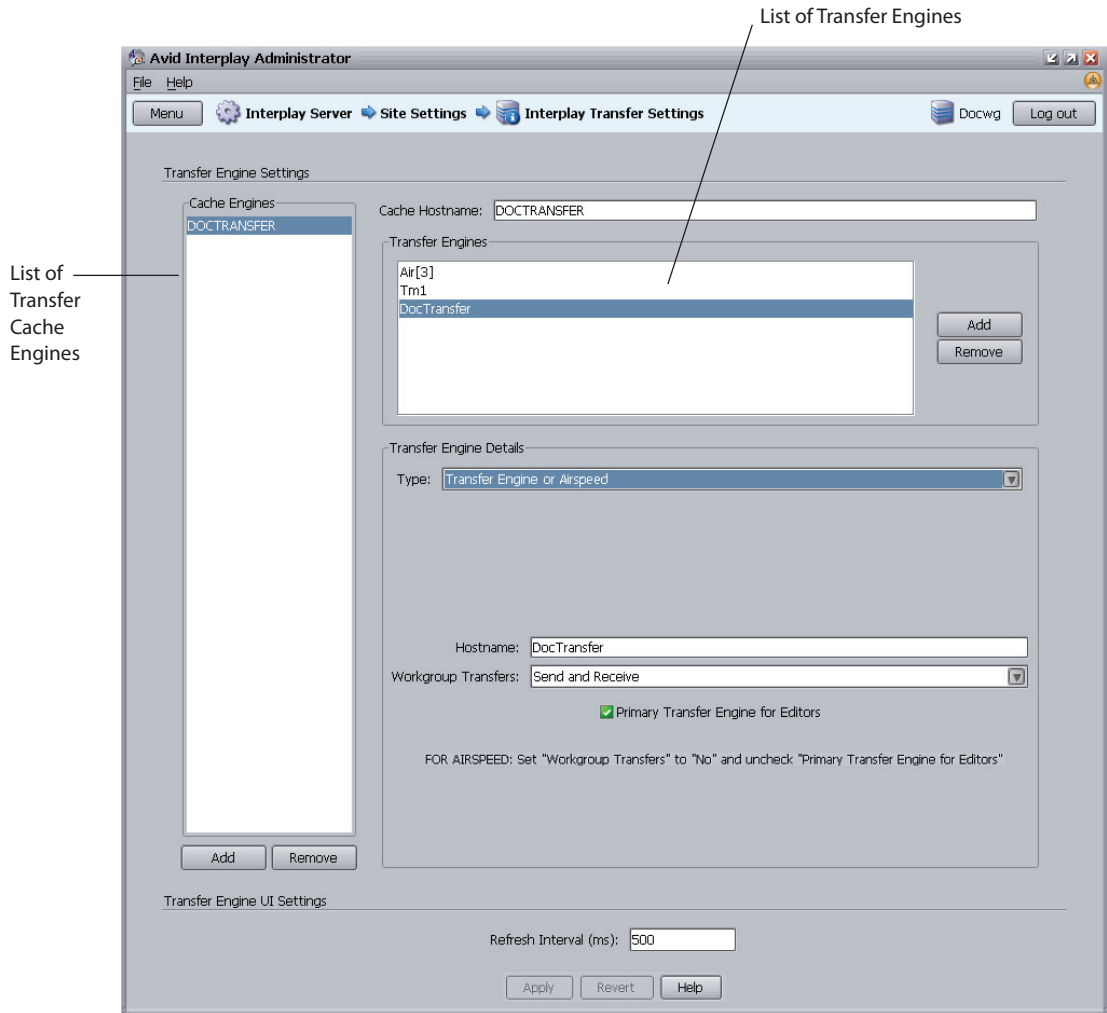
The Interplay Engine Login dialog box opens.

2. Select an Interplay Production Server, type a username, and type a password.
3. Click Connect.


The Interplay Production Administrator opens.

4. In the Site Settings area, click Interplay Transfer Engine Settings.

The Interplay Transfer Engine Settings view opens.



 *The Transfer Cache engine listed in the Cache Hostname text box monitors all items listed in the Transfer Engines list. The Interplay Transfer Engine Status view displays all Transfer Engines listed in the Transfer Engine list.*

 *The Interplay Transfer Engines listed in the Interplay Transfer Engines list might appear in the various Send To commands, such as Send to Playback. The settings you choose determines which Interplay Transfer Engines appear in which command list.*

Selecting a Transfer Cache Engine for Monitoring Transfers

The Transfer Cache engine you select to monitor transfers can be located on an Interplay Transfer Engine server or on a separate server (a server other than the servers performing the transfers). A typical configuration for monitoring transfers uses the Transfer Cache engine located on the Interplay Transfer Engine server.

When monitoring transfers, you might want to select a Transfer Cache engine on a separate server to improve transfer performance. Monitoring transfers can be resource intensive for a Transfer Cache engine and might impact transfer performance. Depending on the activity of your workgroup, the following actions can impact transfer performance:

- Performing a large number of transfers with the Interplay Transfer Engine
- Transferring a large amount of data with the Interplay Transfer Engine
- Monitoring several Interplay Transfer Engines through the Transfer Cache engine
- Monitoring several Interplay Transfer Engine enabled devices
- Connecting several status clients to the Transfer Cache engine

By default, to improve performance, the Transfer Cache engine only polls the status of transfers when a client requests status of an Interplay Transfer Engine.

A Transfer Cache engine installs automatically when you install the Interplay Transfer Engine. The Transfer Cache engine starts on the server when you start the Microsoft Windows operating system. Therefore, starting the Interplay Transfer Engine is not required to use the Transfer Cache engine. You can also install a Transfer Cache engine without installing the Interplay Transfer engine. For installation procedures, see [“Installing the Transfer Cache Engine” on page 31](#).



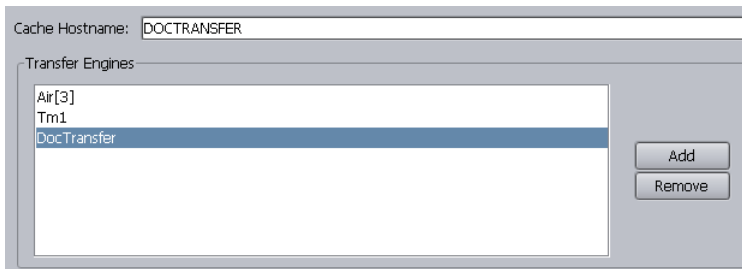
A Transfer Cache engine is not installed on AirSpeed devices. To monitor AirSpeed transfers, you must use a Transfer Cache engine located on a separate server.

To establish a Transfer Cache engine for monitoring transfers:

1. Open the Interplay Transfer Engine Settings view.
See [“Opening the Interplay | Transfer Engine Settings View” on page 49](#).
2. Below the Cache Engines list, click Add to add a new Transfer Cache engine to the list.

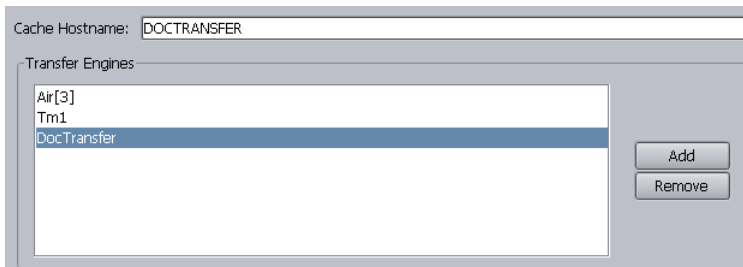
3. Change the default Transfer Cache engine name by doing the following:
 - a. In the Cache Hostname text box, type the hostname of the server you want to use for monitoring transfers.
 - b. Press Enter.
 The default cache name is replaced with the hostname you typed in the Cache Hostname text box.
4. Create a list of the Interplay Transfer Engines and Studios that you want to monitor through the Transfer Cache engine.
 - ▶ To add Interplay Transfer Engines, see [“Adding Interplay | Transfer Engines” on page 52](#).
 - ▶ To add a Studio, see [“Adding an Avid AirSpeed Studio” on page 54](#).

If the Transfer Cache engine is located on an Interplay Transfer Engine server, you must add the Transfer Cache engine’s hostname to the Transfer Engines list.



Adding Interplay | Transfer Engines

The Transfer Cache engine listed in the Cache Hostname text box monitors all transfers handled by the Interplay Transfer Engines listed in the Transfer Engines list.



You can add Interplay Transfer Engines, AirSpeed devices, or other Interplay Transfer Engine-enabled devices using the following procedure. For a procedure to add a Studio to the list, see [“Adding an Avid AirSpeed Studio” on page 54.](#)

To add an Interplay Transfer engine or Interplay Transfer Engine enabled device to the Transfer Engines list:

1. Open the Interplay Transfer Engine Settings view.
 - See [“Opening the Interplay | Transfer Engine Settings View” on page 49.](#)
2. Establish a Transfer Cache engine for monitoring transfers.
 - See [“Selecting a Transfer Cache Engine for Monitoring Transfers” on page 51.](#)
3. In the Transfer Engines area of the Interplay Transfer Engine Settings view, click Add.
 - A default name displays in the Transfer Engines list.
4. In the Transfer Engine Details area, from the Type menu, select Transfer Engine or AirSpeed.
5. In the Hostname text box, change the default name by typing the hostname of the Interplay Transfer Engine server or Interplay Transfer Engine enabled device that you want to add.
6. Press Enter.
 - In the Transfer Engines list, the default name is replaced with the hostname you typed in the Hostname text box.
7. From the Workgroup Transfers menu, select the type of workgroup transfers allowed by this server or device:
 - ▶ For an Interplay Transfer Engine, select either Send Only, Receive Only, Send and Receive, or No.
 - For Interplay Transfer Engines, the Workgroup Transfers setting only effects workgroup transfers that are initiated from the Interplay Access or by dragging a Workgroup 4.5 asset into the Interplay Transfer Engine Status View. This setting has no effect on transfers initiated from Avid editing systems.
 - ▶ For an Interplay Transfer Engine-enabled device, such as an AirSpeed, select No.
 - Workgroup transfers are not allowed by these devices.
8. (Option) If you want an Interplay Transfer Engine to be the primary Interplay Transfer Engine used by the Avid editing systems, select “Primary Transfer Engine for Editors.”
 - Each workgroup can have only one primary Interplay Transfer Engine. When workgroup transfers are initiated from an Avid editing system the workgroup transfers are handled by the primary Interplay Transfer Engine. Only Interplay Transfer Engines installed on a Transfer server are allowed to be a primary transfer engine.
9. Click Apply when you finish adding all the Interplay Transfer Engines to the list.

Adding an Avid AirSpeed Studio

An AirSpeed Studio is a group of AirSpeeds that simultaneously processes Send to Playback requests. In a workgroup, a Transfer Cache engine can monitor the transfers handled by the Studio members. When you add a Studio to a workgroup, you can choose whether to list the individual members of the Studio in the Send to Playback menu.

To add a Studio to the Transfer Engines list:

1. Open the Interplay Transfer Engine Settings view.
See [“Opening the Interplay | Transfer Engine Settings View”](#) on page 49.
2. Establish a Transfer Cache engine for monitoring transfers.
See [“Selecting a Transfer Cache Engine for Monitoring Transfers”](#) on page 51.
3. In the Transfer Engines area of the Interplay Transfer Engine Settings view, click Add.
A default name displays in the Transfer Engines list.
4. In the Transfer Engine Details area, from the Type menu, select Studio.
The default name is appended with [1] indicating it is a Studio.



A Studio is identified using the following naming convention: `studioname[N]`

In this example, `studioname` is the Host Name assigned in the AirSpeed application, and `N` represents the number of members in the Studio.

For more information about naming and configuring the AirSpeed and Studio, see the AirSpeed documentation.

5. In the Studio Name text box, change the default name by typing the hostname of the Studio.
6. Click the Transfer Engines list.
The default name is replaced with the hostname you typed in the Studio Name text box.
7. In the Studio Host Count menu, select the number of members in the Studio.
The maximum number of Studio members is 8.

8. Press Enter.

The number you selected is appended to the Studio name. For example, if you select 3, the Studio name appears as *StudioName[3]*.

The screenshot shows a configuration window with the following elements:

- Cache Hostname:** DOCTRANSFER
- Transfer Engines:** A list containing 'Air[3]', 'Tm1', and 'DocTransfer'. 'Air[3]' is selected. To the right are 'Add' and 'Remove' buttons.
- Transfer Engine Details:**
 - Type:** Studio
 - Studio Name:** Air
 - Studio Host Count:** 3
 - Studio Hostname List:** A list containing 'Air-1', 'Air-2', and 'Air-3'.
 - Show individual studio hosts in Send To Playback choices

9. (Option) If you want each Studio member to display in the Send to Playback menu, select “Show individual studio hosts in the Send To Playback choices.”
10. Click Apply when you finish adding all the Studios to the Transfer Engines list.

Setting the Refresh Time of the Interplay | Transfer Engine Status Window

You can adjust the amount of time between refreshes of the Interplay Transfer Engine Status window.



This setting does not impact how frequently the Transfer Cache engine polls the Interplay Engine.

To set the Interplay Transfer Engine Status view refresh time:

1. Open the Interplay Transfer Engine Settings view.
See [“Opening the Interplay | Transfer Engine Settings View”](#) on page 49.
2. In the Refresh Interval (ms) text box, type the amount of time you want between refreshes of the status view. The unit is millisecond (ms).
3. Click Apply.

Configuring a Remote Workgroup for Workgroup-to-Workgroup Transfers

A large site can include more than one workgroup. When a workflow requires searching across remote workgroups or performing workgroup-to-workgroup transfers through Interplay Access, an administrator must set up the local workgroup so that a user can access a remote workgroup. You set up this access in the Interplay Production Administrator tool’s Configure Remote Workgroup view. The administrator of the remote Workgroup also needs to add the user name and password of the local workgroup to allow login.



Configuring a remote workgroup in this view is not needed for transfer from Interplay Assist, Avid Instinct, or Avid editing systems.

After access to a workgroup is properly configured, an Interplay Access user can select from a list of remote workgroups when performing a search or a transfer. For example, databases for properly configured remote workgroups are listed in the Server list of the Workgroup Transfer Presets view and in the Interplay Access Send to Workgroup dialog box.

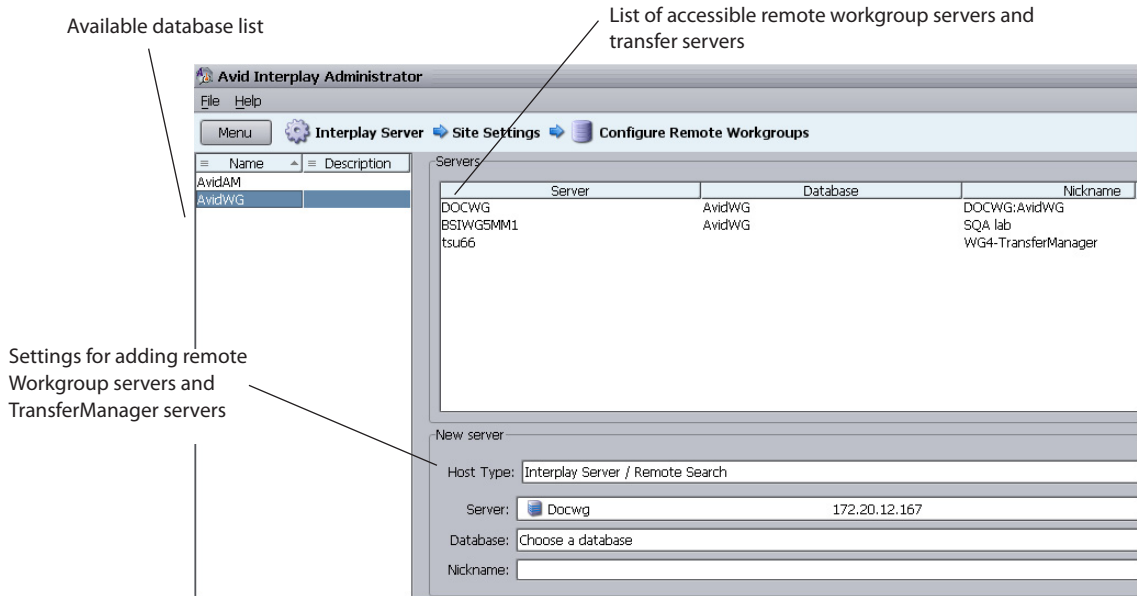


You can configure a maximum of 10 hostnames. For example, you can configure for searching five remote workgroups and five Nearchive servers for a total of 10.

To set up access to remote workgroups:

1. Make sure the list of users for the remote workgroup includes the user name and password of users in the local workgroup who require access to the remote workgroup. For transfers, make sure the user name and password match exactly, and that Administrator passwords also match exactly.
2. In the Site Settings section of the Interplay Production Administrator window, click Configure Remote Workgroups icon.

3. In the Configure Remote Workgroups view, select a database from the Available Databases list on the left.



4. In the New server pane, add information about the remote workgroup that you want to access.
 - a. Select the Host Type:
 - Interplay Production Server/Remote Search, to add access to a remote Interplay workgroup.
 - TransferManager, to add access to a Workgroup 4 TransferManager.
 - MediaManager, to add access to a Workgroup 4 workgroup or Avid Nearchive system.
 - Interplay Production Server/3rd Party Search, to add access for a third-party plug-in. The plug-in needs to be properly installed before you can configure it. See “Using Third-Party Search Plug-ins” in the *Interplay | Access User’s Guide*.
 - b. Type information for the remote workgroup in the Nickname field.

The fields vary, depending on the Host Type you selected. For the Server, you can type the remote workgroup’s IP address instead of the host name. The Nickname must be less than 255 characters.
 - c. Click Add.

The Server name and other information about the remote workgroup appears in the list of accessible remote servers.

To remove a remote workgroup from the accessible list:

1. Click the name of the remote workgroup in the list.
2. Click Remove.

Specifying Interplay | Transfer Engines for Direct Transfers

You can specify the local and remote Interplay Transfer Engines used during a workgroup-to-workgroup transfer of Avid assets. This is referred to as a “direct transfer.”

The direct transfer feature is useful if you need to identify specific hosts that should perform transfers. It is a way to reserve specific transfer engines for certain operations, thus ensuring faster transfers. For example, you can specify a transfer engine in your broadcast facility that only transfers media to a remote site covering a specific sporting event.

When creating a direct transfer preset, there are several combinations of Transfer Engines that you can specify for the transfers:

- Let any available local Transfer Engine handle the transfer and specify the remote Transfer Engine.
- Specify a local Transfer Engine to handle the transfer and let any available remote Transfer Engine receive the transfer.
- Specify a local Transfer Engine to handle the transfer and specify a remote Transfer Engine.
- Specify a list of local Transfer Engines to handle the transfer and let any available remote Transfer Engine receive the transfer.

Checklist for Direct Transfer

Use the following checklist to help you configure and perform a direct transfer.

Task	Section Reference
<input type="checkbox"/> Add the local Transfer Engines to the local workgroup.	“Configuring a Workgroup for Direct Transfer” on page 59
<input type="checkbox"/> Add the remote workgroup and Transfer Engines to the local workgroup.	“Configuring a Workgroup for Direct Transfer” on page 59
<input type="checkbox"/> Create a Workgroup Transfer Preset.	“Creating a Transfer Preset” on page 61
<input type="checkbox"/> Perform the direct transfer.	“Performing a Direct Transfer” on page 62



As soon as the first Workgroup Transfer Preset that uses the new options for “Local Transfer Engine” or “Remote Transfer Engine” is stored in the database, an Access V3.0.5 or earlier client will not be able to parse any Workgroup Transfer Presets. After you select “Send to Workgroup,” a “Malformed serialized string” message is displayed and the Send To Workgroup dialog will not be displayed.

Previously Published Method for Direct Transfer

A procedure for direct transfer was documented in the *Avid Interplay Transfer Setup and User’s Guide* prior to release of Interplay Access v2.7.7. Interplay Access v2.7.7 and later continues to support this method and improves it through several fixed bugs. Note that the new procedure introduced in Interplay Access V2.7.7 does not rely on a specifically named preset and is easier to configure and use.

Configuring a Workgroup for Direct Transfer

Before you can perform a direct transfer, you need to configure the workgroup for local Interplay Transfer Engines and remote Transfer Engines.

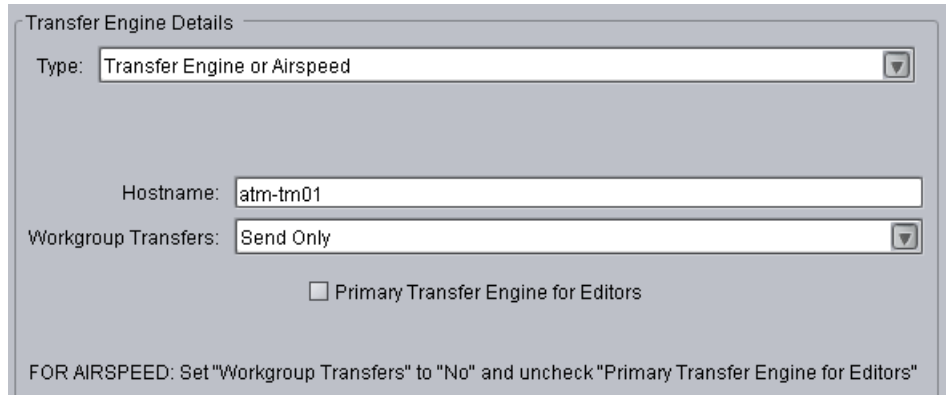
To configure a workgroup for direct transfers:

1. Add the local Transfer Engines to the workgroup.
 - a. In the Interplay Administrator, click Interplay Transfer Settings in the Site Settings area. The Interplay Transfer Settings view opens.
 - b. Configure the Interplay Transfer Settings as you would for adding Transfer Engines in a workgroup. See [“Configuring an Interplay | Production Workgroup For Transfers” on page 48.](#)

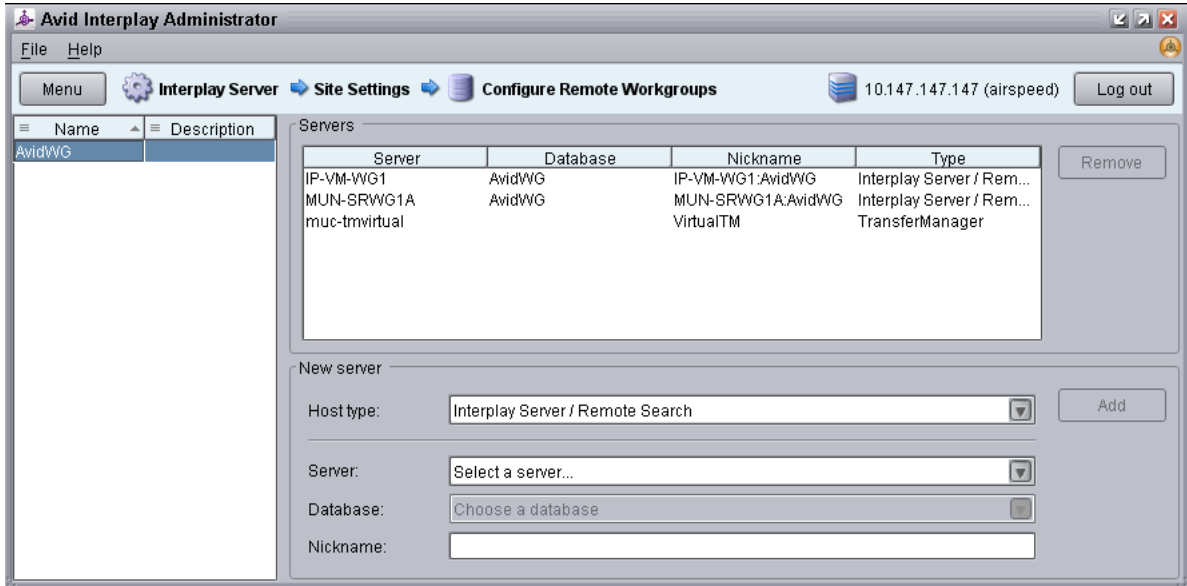
In the Transfer Engine Details area, select one of the following from the Workgroup Transfers menu:

- **No:** (Recommended) Removes the Transfer Engine from the pool of available Transfer Engines and enables it to be used exclusively for direct transfers.
- **Send and Receive:** Specifies that the Transfer Engine can be used for both send and receive operations. Keeps the Transfer Engine in the pool of available Transfer Engines, but also keeps it available for direct transfers.

- Send Only: Specifies that the Transfer Engine can only be used for send operations. Keeps the Transfer Engine in the pool of available Transfer Engines, but also keeps it available for direct transfers.



2. In the local workgroup, register remote workgroups and remote Transfer Engines, using the Interplay Administrator > Site Settings > Configure Remote Workgroups view. The following illustration shows an example.



For information about the Configure Remote Workgroups view, see “Configuring a Remote Workgroup for Workgroup-to-Workgroup Transfers” in the *Avid Interplay Transfer Setup and User’s Guide*.



The Server name you enter in the Configure Remote Workgroups view appears in the Access Send to Workgroup dialog box. The Nickname field is not used for Direct Transfer.

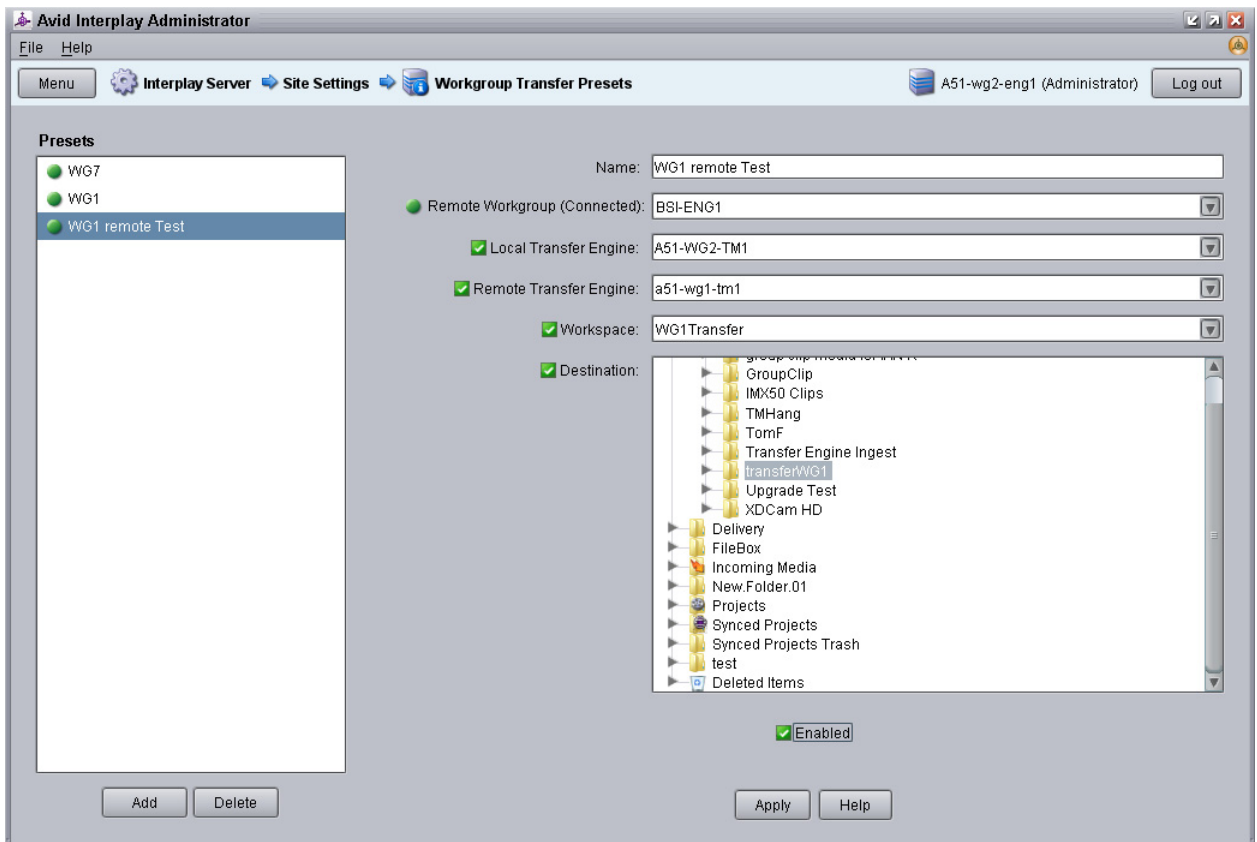
Creating a Transfer Preset

Use the Interplay Administrator to create one or more transfer presets specifically for the direct transfers.

To configure a transfer preset for direct transfer:

1. In the Site Settings area, click Workgroup Transfer Presets.

The Workgroup Transfer Presets view opens.



2. Click Add below the Presets list.

Untitled displays in the Name text box.

3. Type a name for the preset in the Name text box.

Type a descriptive name for the preset. This name will be displayed in the Send to Workgroup dialog box.
4. Select the remote workgroup server from the Remote Workgroup menu.

The remote workgroup servers available from the Remote Workgroup menu are defined in the Configure Remote Workgroups view in the Interplay Administrator.

To enable the option of selecting a remote Transfer Engine (step 6), you must select an Interplay Engine server. If you do not need to use this option, you can select a Transfer Engine server.
5. (Option) Select the local Transfer Engine from the Local Transfer Engine menu.

Select a local Transfer Engine if you want to use only the selected Transfer Engine for this preset. If you do not select a specific Transfer Engine, any available Transfer Engine defined in the Interplay Transfer Settings view will be used.
6. (Option) Select the remote Transfer Engine from the Remote Transfer Engine menu.

Select a remote Transfer Engine if you want to use only the selected Transfer Engine for this preset. If you do not select a specific Transfer Engine, any available Transfer Engine defined in the Configure Remote Workgroups view will be used.

This option is displayed only if you select an Interplay Engine server from the Remote Workgroup menu (step 4).
7. (Option) Select Workspace and select a destination workspace for the media files from the Workspace menu.

If you do not select a workspace, the default destination workspace is used.
8. (Option) Select Destination and select a destination folder in the remote workgroup database for the metadata.

If you do not select a folder, the default destination folder is used.
9. Select Enabled to display this preset in the Send to Workgroup dialog box.
10. Click Apply to save your changes.

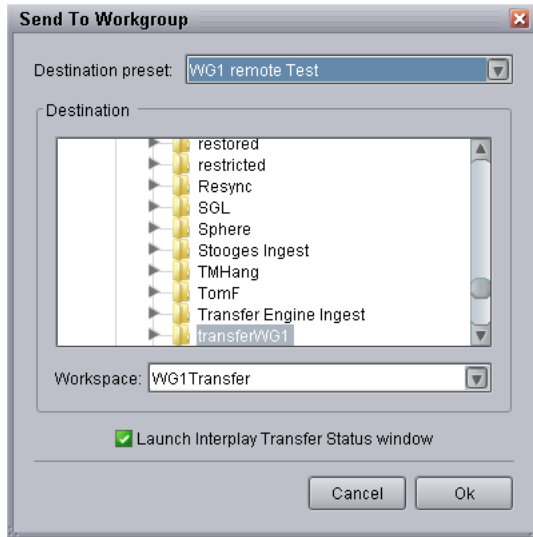
Performing a Direct Transfer

To perform a direct transfer from one workgroup to another workgroup:

1. Start Interplay Access by logging into your local workgroup.
2. Make sure your workgroup is configured for direct transfers as described in the previous topic.
3. From the Content view, right-click on the Avid asset that you want to transfer.

4. Select Send to Workgroup.

The Send to Workgroup dialog box opens.



5. From the Destination preset menu, select the preset that you want to use for the direct transfer.

The preset automatically selects the Destination folder and Workspace.

6. Click OK.

- If the selected preset includes a destination folder and a direct Remote Transfer Engine, or if the Remote Workgroup server is a Transfer Engine, you do not need to wait for the destination folder and workspace to be displayed before you click OK.
- If the selected preset does not include a destination or a Remote Transfer Engine, you must select a destination and then click OK (selecting a workspace is optional). If you receive an error that states “Please select a destination,” wait until the destination folder and workspace are displayed, select your destination, and click OK again.

The transfer begins or is placed in the list waiting for transfer.

If you selected Launch Interplay Transfer Status window on the Send to Workgroup dialog box, then the status window opens and displays the status of the transfer.

Configuring a Standalone System to Monitor Transfer Status

The Interplay Production Services and Transfer Status tool lets you monitor transfers and services of various workgroups and servers from a standalone system on the network. After you install the application on a standalone system, you need to configure the Production Services and Transfer Status settings.



For installation procedures, see “Installing the Interplay / Production Services and Transfer Status Tool” on page 30.

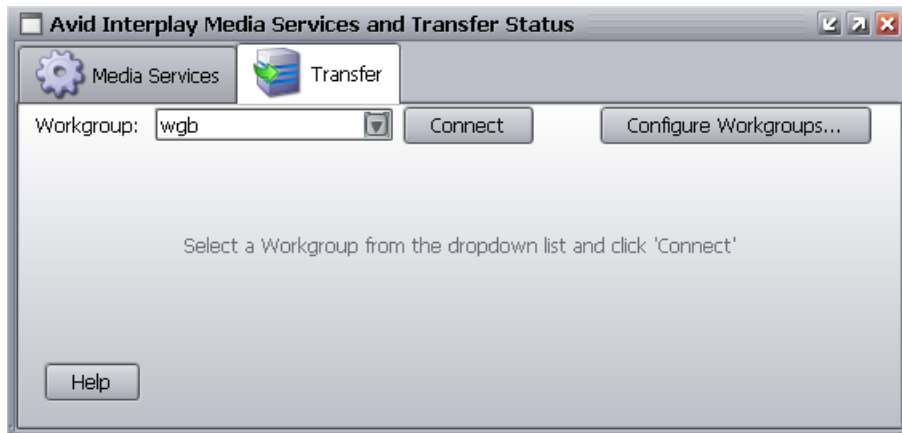
Any changes you make to the configuration settings apply only to the standalone system. They do not affect other components in a workgroup.

To configure a standalone system for monitoring transfers:

1. Click Start and select All Programs > Avid > Interplay Production Services and Transfer Status.

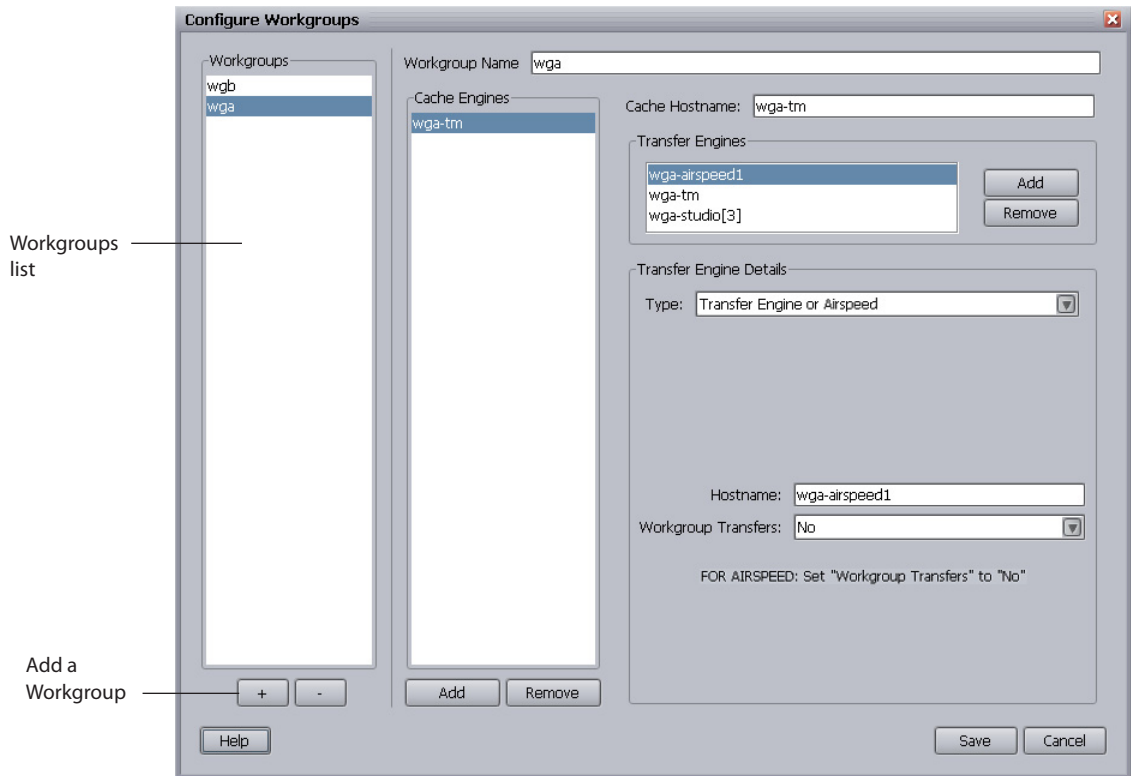
The Interplay Production Services and Transfer Status tool opens.

2. Click the Transfer tab.



3. Click Configure Workgroups.

The Configure Workgroups dialog box opens.



4. To add a workgroup you want to monitor, do the following:

- a. Click + below the Workgroups list.
- b. Change the default workgroup name by typing the name of the workgroup you want to monitor in the Workgroup Name text box.
- c. Press Enter.

The default name is replaced with the workgroup name you typed.

The workgroups displayed in the Workgroups list appear in the Workgroup menu on the Transfer tab of the Interplay Production Services and Transfer Status tool.

5. Set the various settings to select a cache host and add Interplay Transfer Engine Engines and Interplay Transfer Engine enabled devices to the monitoring list.

These settings are similar to the settings in the Interplay Transfer Engine Settings view, except that the Primary Transfer Engine and the Refresh Interval options are not available. For procedures that explain these settings, see [“Selecting a Transfer Cache Engine for Monitoring Transfers”](#) on page 51.

6. Click Save.

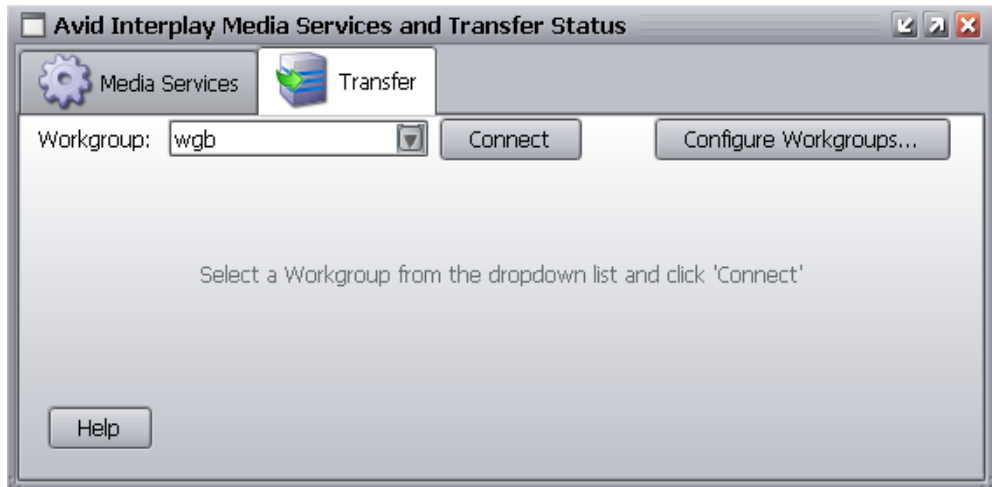
Monitoring Transfer Status from a Standalone System

To monitor transfers from a standalone system on your network:

1. Click Start and select All Programs > Avid > Interplay Production Services and Transfer Status.

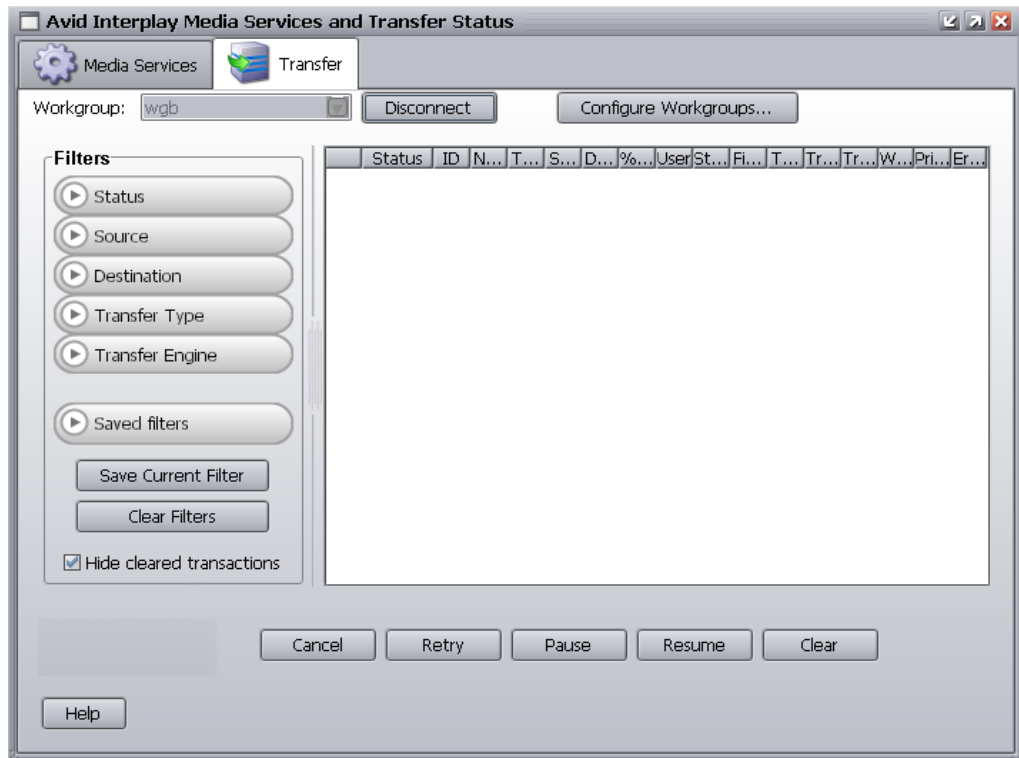
The Interplay Production Services and Transfer Status tool opens.

2. Click the Transfer tab.
3. From the Workgroup menu, select the workgroup you want to monitor.



4. Click Connect.

The status view opens.



For descriptions of the status components, see [“Understanding the Interplay | Transfer Engine Status Window”](#) on page 152.

Configuring Interplay | Transfer Engine in a Standalone Environment

When you are installing Interplay Transfer Engine for workstation-to-workstation transfers in an environment other than an Interplay workgroup environment, you must install the Interplay Transfer Engine and Interplay Transfer Engine client software on each client. For information on installing the Interplay Transfer Engine software in standalone environments, see [“Installing the Interplay | Transfer Engine Software in a Standalone Environment”](#) on page 31.



The Avid Instinct and Interplay Assist products are available only in a workgroup environment, therefore, you cannot add them in a standalone environment. These products have their own Interplay Transfer software.

The Interplay Transfer Engine software installs the Interplay Transfer Engine configuration software that lets you set up the particular configuration for transfers from your Avid editing system. For descriptions of the various settings on the Interplay Transfer Engine Configuration window, see “[Interplay | Transfer Engine Configuration Settings](#)” on page 36.

Configuring the Avid Editing Application for Transfers

After you install the Interplay Transfer Engine client software on an Avid editing system, you can configure the transfer process.

For procedures on configuring the Avid editing application for transfers, see the following topics:

- [Setting Transfer Settings in the Avid Editing Application](#)
- [Multi-Channel Mapping for Send to Playback](#)
- [Allowing Transfers to Other Workgroups and Workstations](#)

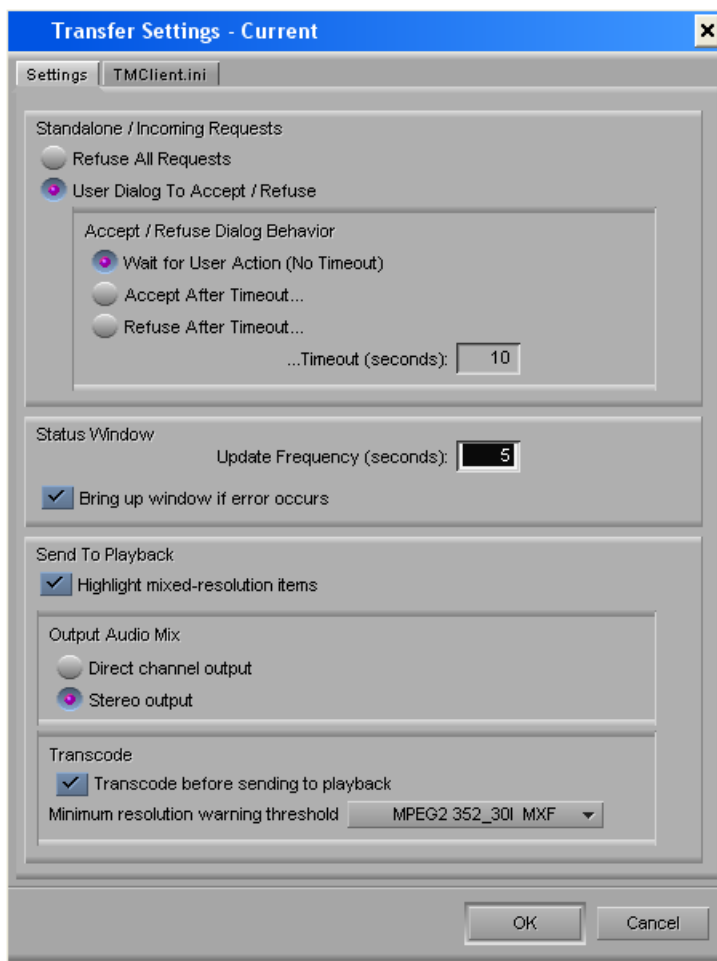
Setting Transfer Settings in the Avid Editing Application

To activate Interplay Transfer Engine each time you start your Avid editing application and to have the application notify you of incoming transfers:

1. In the Avid editing application, click the Settings tab in the Project window.
2. Double-click Transfer in the Settings list.

The Transfer Settings dialog box opens.

3. Click the Settings tab.



4. In the Standalone/Incoming Requests area, do one of the following:

- ▶ Select “Refuse All Requests,” if you do not want to receive files from another workgroup.
- ▶ Select “User Dialog To Accept/Refuse,” and one of the following methods for accepting transfers:

Wait for User Action (No Timeout) — You receive a message request for a transfer. You must click OK for the transfer to occur.

Accept After Timeout — The system automatically accepts the file after the timeout.

Refuse After Timeout — The system does not accept the file after the timeout.

In the Timeout (seconds) text box, type the amount of time you want to set for the timeout.

5. In the Status Window area, do the following:
 - a. In the text box, type the number of seconds you want the status window to update.
 - b. (Option) Select “Bring up window if error occurs” if you want errors to display.
6. (Option) In a workgroup environment, if you want mixed-resolution items highlighted in the bin, select “Highlight mixed-resolution items” in the Send to Playback area.

If a sequence contains DV 25 and DV 50 media within the same sequence, that sequence is highlighted in red in the bin. Interplay Transfer Engine cannot send sequences that contain both DV 25 and DV 50 media to playback. This feature allows you to easily identify those sequences.

7. In the Output Audio Mix area, select the type of audio output you want.
 - ▶ Direct channel output - Send to Playback transfers audio tracks without performing a mixdown.
 - ▶ Stereo output - Send to Playback mixes all of the tracks to a stereo pair, using pan controls to split the tracks. The sequence is copied before the mixdown is edited in, and the suffix .transfer is added to the name (same as in the direct output option).
8. In the Transcode area, if you want to allow the transcoding of clips before performing a send to playback operation, do the following:
 - ▶ Select “Transcode before sending to playback.”
 - ▶ From the Minimum resolution warning threshold menu, select the lowest resolution allowed for the playback device before a warning message is displayed.

For example, if you select MPEG30, a warning message will display during a send to playback operation, if a clip in the sequence has a resolution below MPEG30. Therefore, no warning message displays when clip resolutions are MPEG30 and above.



Dynamic Relink must be enabled to use the Transcode before sending to playback option.

For more information about using these settings, see [“Transcoding of Mixed Resolution Clips During a Send to Playback” on page 125.](#)

9. Click OK.

Multi-Channel Mapping for Send to Playback

Interplay Transfer supports ingest and playout of 16 tracks of audio for the following servers:

- Thompson Grass Valley K2 Media Server
- Omneon

The following limitations apply

- IMX30/40/50 resolutions - up to 8 Audio tracks allowed
- MSS - up to 8 Audio tracks allowed
- Avid AirSpeed Multi Stream - up to 8 Audio tracks allowed
- Avid AirSpeed - up to 8 Audio tracks allowed
- Sony XDCAM - up to 8 Audio tracks for IMX30/50 allowed, up to 4 Audio Tracks for DVCAM allowed

Using the Transfer Settings dialog box, you can map any combination of audio tracks to any of the 16 available output channels when you send a sequence to playback using Interplay Transfer. The Send To Playback operation performs a mixdown on the selected tracks before the application sends the sequence to Interplay Transfer. For additional information see “Mapping Audio Tracks to Output Channels” in the *What’s New for Media Composer v5.5* or the Help for you Avid editing system.

Best Practices for using Direct Out mode

This section describes a best practice for sending a sequence containing multi-channel (also known as multichannel) audio tracks to playback when using Direct Out mode.

When using Direct Out mode, keep the multi-channel audio tracks at the bottom of your audio tracks. When you send to playback in Direct Out mode the system expands the stereo tracks to separate mono tracks. If there are single tracks at the bottom of the track list you may get unexpected results after the top tracks expand. For example, a single track that was on track 5 may now be on a different track. If you keep the single tracks at the top you can avoid this kind of problem. See the editing application Help for additional information on multi-channel audio.

Allowing Transfers to Other Workgroups and Workstations

Depending on your environment, you can transfer items to other workgroups and workstations that have Interplay Transfer Engine software installed.



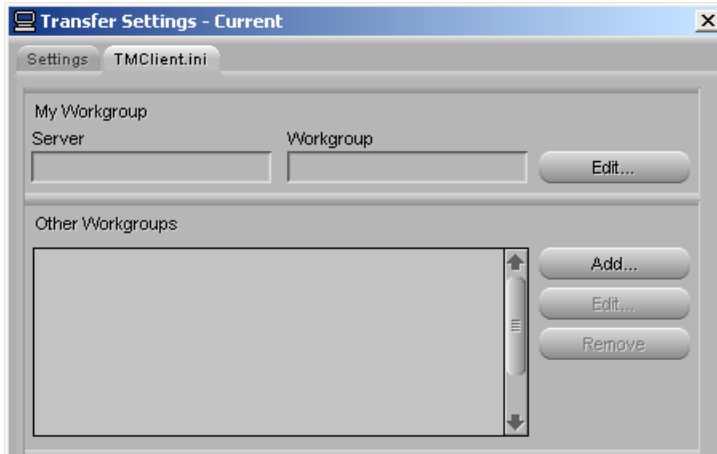
Avid AirSpeed and Avid AirSpeed Multi Stream are considered workgroups.

To allow transfers to other workgroups and workstations:

1. In the Avid editing application, click the Settings tab in the Project window.
2. Double-click Transfer in the Settings list.

The Transfer Settings dialog box opens.

3. Click the TMClient.ini tab.



4. Do one of the following:

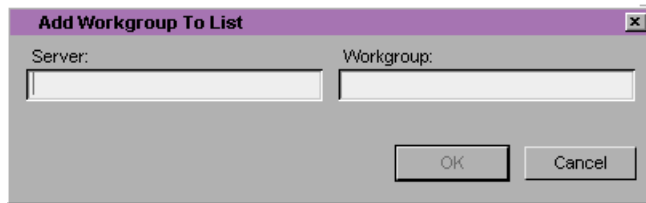
- ▶ In a workgroup environment, type the Interplay Transfer Engine server computer name in the Server text box, and type the name of your workgroup in the Workgroup text box. This name must exactly match the workgroup named used in the Avid Service Framework. To view the name, open the Workgroup Properties tool from the Start menu.
- ▶ In a standalone environment, type the computer name of the local system (this computer) in the Server text box, and in the Workgroup text box, type the name you want to see in the Transfer menu.



These fields are case-sensitive.

5. In the Other Workgroups area, click Add.

The Add Workgroup To List dialog box opens.



If you want to edit the names of any of the Interplay Transfer Engine servers or workstations listed in the Other Workgroups area, select the name, click Edit, and make the changes.

6. Do one of the following:

- ▶ In a workgroup environment, type the name of the other Interplay Transfer Engine server in the Server text box, and type the name of the your workgroup in the Workgroup text box.
- ▶ In a standalone environment, in the Server text box, type the computer name of other workstation, and in the Workgroup text box, type the name you want to see in the Transfer menu.

7. Click OK.

The name you typed displays in the Other Workgroups list.

Configuring Capture and Playback of MXF DHM OPIa File Formats

To enable interoperability between Interplay Production and third-party devices that use the MXF OP1a file format, Avid has developed an optional Interplay Transfer Engine Data Handling Module (DHM) plug-in that supports FTP integration to third-party MXF OP1a compliant devices. The Interplay Transfer Engine MXF OP1a FTP DHM allows MXF OP1a files to be brought into Avid shared storage or an Avid editing environment from an FTP server. You can also export Avid media files in MXF OP1a format to an FTP server using this same MXF OP1a FTP DHM.

Depending on the type of FTP server you are configuring, you might need to perform some specific procedures:

- Thunder production server; see [“Configuring a Thunder Production Server”](#) on page 103
- Avid Omneon server; see [“Configuration for Working with an Omneon Server”](#) on page 99
- Thomson Grass Valley K2 Media Server; see the document *Working with the Thomson Grass Valley K2 Media Server*.

You must do the following to integrate a FTP server into a workgroup:

- Select “Interplay Transfer Engine Server with Supplemental FTP Services” as the installation type when installing the Interplay Transfer Engine application. See [“Installing the Interplay | Transfer Engine in a Workgroup Environment”](#) on page 26.



After the installation, you can verify the FTP DHM is installed by using the Dongle Dumper. To open the Dongle Dumper, navigate to C:\Program Files\Avid\Utilities\Dongle Dumper.

- Configure the FTP parameters for the FTP server. See [“Configuring an FTP Server Profile”](#) on page 74.
- Configure an FTP playback device using the Interplay Transfer Engine Configuration dialog box. See [“Configuring a Generic FTP Playback Device into a Workgroup”](#) on page 82.
- Configure an FTP ingest device using the Interplay Transfer Engine Configuration dialog box. See [“Configuring a Generic FTP Ingest Device into a Workgroup”](#) on page 90.
- Create an FTP directory profile. See [“Creating and Editing FTP Directory Profiles on Interplay | Transfer Client”](#) on page 90.

For FTP transfer procedures, see [“Transferring To and From Generic FTP Servers”](#) on page 128.

Configuring an FTP Server Profile

When adding an FTP server to your workgroup environment, you need to create an FTP server profile for the server’s FTP parameters. Depending on the type of FTP server, the settings will vary.



After you create a profile of the FTP parameters for the FTP server, you cannot edit the Profile Name, Default Directory, or FTP Mode settings. If you need to change these settings, you need to create a new profile for the FTP server.

To create a profile for the FTP server's configuration in a workgroup:

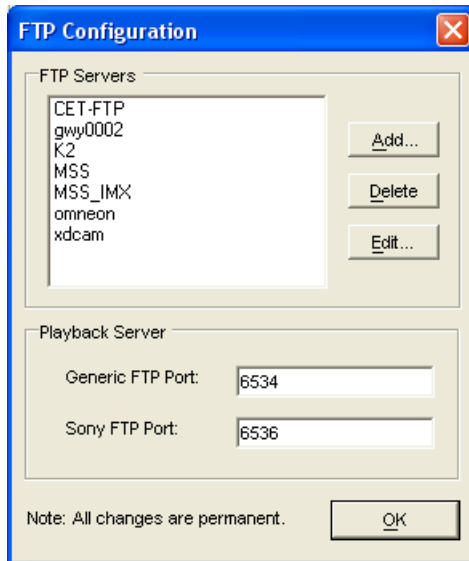
1. On your Interplay Transfer Engine server, click the Start button, and select All Programs > Avid > Interplay Transfer Engine Configuration.

The Interplay Transfer Engine Configuration dialog box opens.

2. Click the Configure FTP Servers button.

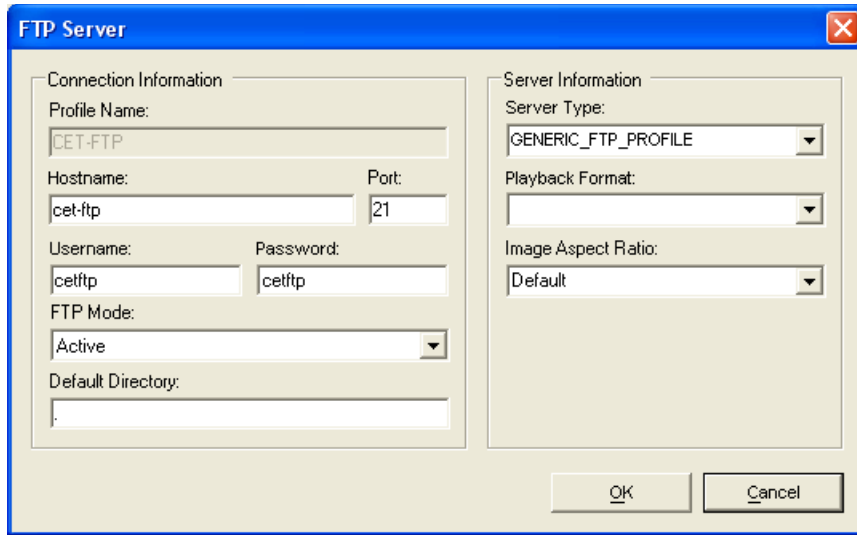
The FTP Configuration dialog box opens.

If the Configure FTP Servers button is not available, “Interplay Transfer Engine with Supplemental FTP Services” was not selected as the installation type when the Interplay Transfer Engine application was installed. You need to reinstall the Interplay Transfer Engine software.



3. Click Add.

The FTP Server dialog box opens.



4. Enter the setup information for the FTP server you are configuring.
See “FTP Server Dialog Box Settings Used to Create an FTP Server Profile” on page 76.
5. Click OK.
6. On the FTP Configuration dialog box, type the port number in the Generic FTP Port text box.
Avid recommends using 6534. This is a local host server listener set up internally by Interplay Transfer.
7. Click Done.



FTP Server Dialog Box Settings Used to Create an FTP Server Profile

Depending on the type of FTP server you are adding to your workgroup, the settings you enter will vary. For specific server settings, see the following sections:

- Avid Thunder server, see “Configuring a Thunder Production Server” on page 103.
- Omneon server, see “Creating an FTP Server Profile for an Omneon Server” on page 100.
- Thomson Grass Valley K2 Media Server; see the document *Working with the Thomson Grass Valley K2 Media Server*.

For a procedure on creating a FTP Server profile, see “[Configuring an FTP Server Profile](#)” on [page 74](#).

FTP Server configuration

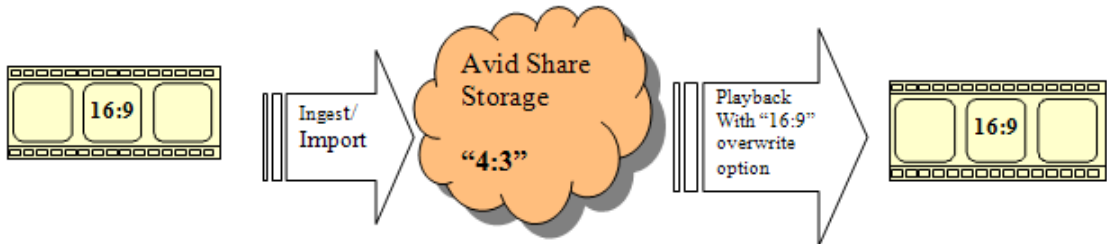
Setting	Description
Profile Name	Type a name for this profile.  <i>The name you assign to the profile appears in the FTP Media Browser application and Send to Playback list.</i>
Host Name	Type the name of the FTP server.
Username	Type the user name used to connect to the FTP server.
Password	Type the password used to connect to the FTP server.
Server Type	Select the type of server in the workgroup: GENERIC_FTP_PROFILE, OMNEON_SERVER_PROFILE, D10_PROFILE, SONY_XDCAM_PROFILE, OP1A_Export.  <i>When creating an FTP Server profile with the Server Type set to OP1A_Export for playback of OPIa formats, it is not necessary to add the server and profile name to the Playback Devices list. The profile name is listed automatically in the Send to Playback list on the Avid editing systems.</i>
Playback Format	(Playback only) Select a playback format from the menu. This option only applies when Server Type is set to GENERIC_FTP_PROFILE, SONY_XDCAM_PROFILE, and OP1A_Export.
Image Aspect Ratio	This option applies when Server Type is set to GENERIC_FTP_PROFILE. For information about this setting, see “ Setting an Aspect Ratio For Send To Playback ” on page 78 .
FTP Connection Information	
Default Directory	Displays the directory on the FTP server where data is sent to or retrieved from. Type a period (.) in the field to point to the home directory of the user that is configured on the FTP server.
FTP Mode	Displays the FTP mode as active.
Port	Type the FTP connection port. The default is 21.

Setting an Aspect Ratio For Send To Playback

When performing a Send To Playback operation with MXF OPIa files, the desired video aspect ratio might not display. You can set a playback aspect ratio for Send To Playback transfers when you create an FTP Server profile for server type `GENERIC_FTP_PROFILE`.

During the ingest or import process of media, the aspect ratio might not be preserved as expected in an Avid shared storage environment. For example, 16:9 media might be stored as 4:3. Also, the essence might be altered to the 4:3 SD format during the ingest or import process. Typically, a playback MXF OPIa aspect ratio metadata should be in sync with its essence. Any difference between the aspect ratio value in the essence and its MXF metadata wrapper might cause an MXF compliance error. Depending on the MXF decoder, these differences might have different behaviors.

By default, the aspect ratio displayed during a Send To Playback operation is the modified aspect ratio metadata value stored in the Avid shared storage environment. When setting up an FTP Server profile, you can overwrite the aspect ratio metadata value using the Playback Aspect Ratio option. This option is only available when Server Type is set to `GENERIC_FTP_PROFILE`.



Before using the Playback Aspect Ratio option there are several points to consider. This aspect ratio overwrite at Send To Playback, does not change the essence in anyway, or set the essence's aspect ratio bits, if there are any. You might have MXF compliance issues with respect to MXF aspect ratio metadata. The Playback Aspect Ratio option sets the aspect ratio metadata in the playback MXF OPIA file without checking the essence. You should evaluate the MXF playback file to make sure it displays the correct aspect ratio at target display devices.

Playback Aspect Ration Options

Option Name	Playback MXF Ratio Value
Default	Aspect ratio is unchanged. No overwrite of the Avid shared storage file.
Unspecified	SMPTE Rational type value 0:0 This is the SMPTE Distinguished value for Aspect Ratio. MXF decoders have to parse the essence or use some means to determine the aspect ratio to use when displaying the video at target display devices.
4:3	SMPTE Rational type value 4:3
16:9	SMPTE Rational type value 16:9

For information on setting up a FTP Server profile, see [“Configuring an FTP Server Profile” on page 74](#).

The screenshot shows the 'FTP Server' configuration window. It contains the following fields and settings:

- Connection Information:**
 - Profile Name: CET-FTP
 - Hostname: cet-ftp
 - Port: 21
 - Username: cetftp
 - Password: cetftp
 - FTP Mode: Active
 - Default Directory: .
- Server Information:**
 - Server Type: GENERIC_FTP_PROFILE
 - Playback Format: (empty dropdown)
 - Image Aspect Ratio: Default

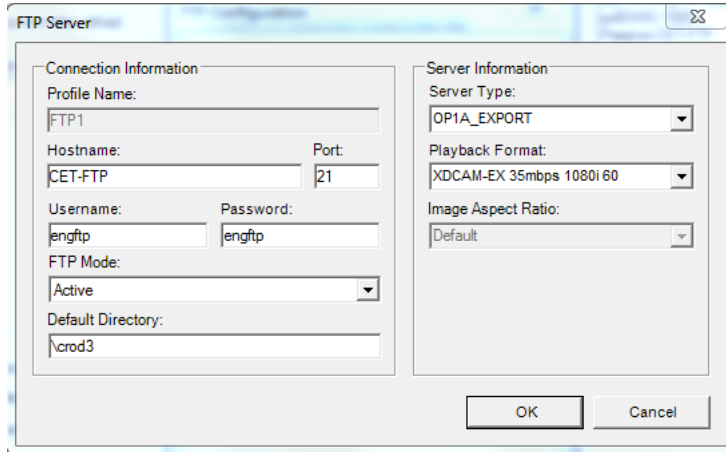
Buttons: OK, Cancel

Configuring OP1A/XDCAM Profiles for Catalog Checkins

Interplay | Transfer v3.1 allows you to configure OP1A/XDCAM profiles for catalog checkins.

To configure OP1A/XDCAM Profiles for Catalog Checkins:

1. Create an OP1A FTP profile in the FTP Server dialog box, as shown in the following illustration. The profile name FTP1 refers to the FTP server with the hostname CET-FTP.

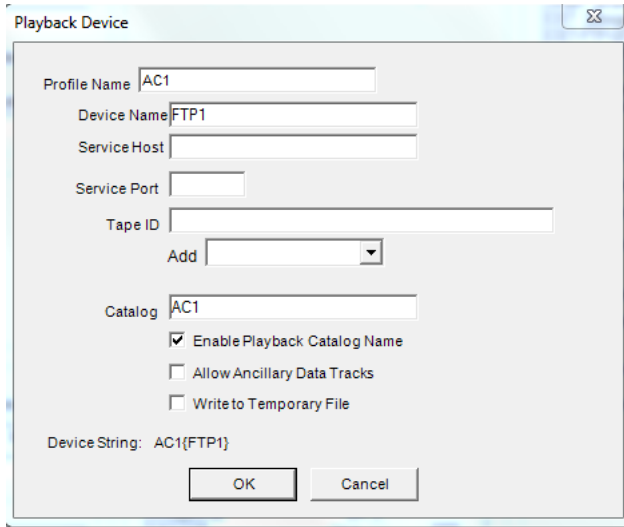


The screenshot shows the 'FTP Server' dialog box with the following configuration:

Connection Information		Server Information	
Profile Name:	FTP1	Server Type:	OP1A_EXPORT
Hostname:	CET-FTP	Port:	21
Playback Format:	XDCAM-EX 35mbps 1080i 60	Image Aspect Ratio:	Default
Username:	engftp		
Password:	engftp		
FTP Mode:	Active		
Default Directory:	\crod3		

Buttons: OK, Cancel

2. In the Playback Device dialog box, create a new playback device that references the OPIa FTP server device configured in the FTP Server dialog box.



- a. Specify the Profile Name. This is the name that will appear in the editor as a playback target.
- b. Specify the Device Name. This is the profile name of the OPIa FTP device configured in the FTP Server dialog box.
- c. Leave the Service Host and Service Port fields blank.
- d. Select Enable Playback Catalog Name and specify the Catalog name.
- e. Click OK.



(UDevC00184240) The first time you click OK, the Enable Playback Catalog Name option becomes unchecked. Workaround: Select the Enable Playback catalog Name option again and click OK.

3. Select the newly created Playback Device, not the original OPIa_EXPORT profile, as your playback target in the editor.

Note the following:

- The catalog checkin simply updates an asset in Interplay Access that has been previously checked in to Access by the editing application or by STP Encode. This feature relies on the XDCAM sequence having already been checked in to Access and will not work if it has not.
- A single OPIa device can be used to configure multiple Playback Devices with different catalog names.

Configuring a Generic FTP Playback Device into a Workgroup

When adding a Generic FTP playback device into your workgroup environment, you need to configure the device using the Interplay Transfer Engine Configuration dialog box.

Starting at Interplay v2.6 you can define an alias name for the playback device. The alias name appears in the Avid editing application when you select Transfer > Send to Playback.



In the Interplay Transfer Engine Configuration tool, when creating an FTP Server profile with the Server Type set to OPIA_Export or OPIA_Export_K2 for playback of OPIA formats, it is not necessary to add the server and profile name to the Playback Devices list. The profile name is listed automatically in the Send to Playback list on the Avid editing systems.

To add a generic FTP playback device into a workgroup:

1. On your Interplay Transfer Engine, click the Start button, and select All Programs > Avid > Interplay Transfer Engine Configuration.

The Interplay Transfer Engine Configuration dialog box opens.

2. In the Playback area, click Add.

The screenshot shows the 'Playback Device' dialog box with the following fields and values:

- Profile Name: omneonFTP
- Device Name: omneonFTP
- Service Host: A51-WG-TM1
- Service Port: 6534
- Catalog: omneonFTP
- Enable Playback Catalog Name
- Allow Ancillary Data Tracks
- Device String: omneonFTP{A51-WG-TM1:6534/omneonFTP}

The Playback Device dialog box opens.

3. Define the Generic FTP playback device as follows:
 - Profile Name is the alias that you want to use for the device. The alias appears in the Avid editing application user interface when you select Transfer > Send to Playback. If you leave the field blank, the system creates a name based on the device name and service host name that you enter.
 - **Device Name** is the name of the playback device.
 - **Service Host** is the Interplay Transfer server name.
 - **Service Port** is the Generic FTP port address for the playback device. The port number used for the playback device must match the Generic FTP Port number on the FTP Configuration dialog box. See [“Configuring an FTP Server Profile” on page 74](#).
4. (Option) You can assign a playback catalog for transfers. The Catalog field appears when you click Enable Playback Catalog Name. See [“Configuring a Playback Device Catalog” on page 109](#).
5. Click OK.
6. Click Save.

Filtering Ancillary Data During Send to Playback

A number of new MXF playback encoders and playback devices can process or consume D tracks with ancillary data. However, the following limitations must be taken into account:

- Legacy playback DHM Op1A MXF encoders may not be coded properly to handle any extraneous ancillary data track (“D tracks”) made available in Interplay 2.2.
- Even if existing or new MXF encoders are able to process D tracks, the destination playback devices may not be able to consume D tracks.
- Even if both the encoder and playback device can process the material, there will be times when the ancillary data is not required and should be ignored.

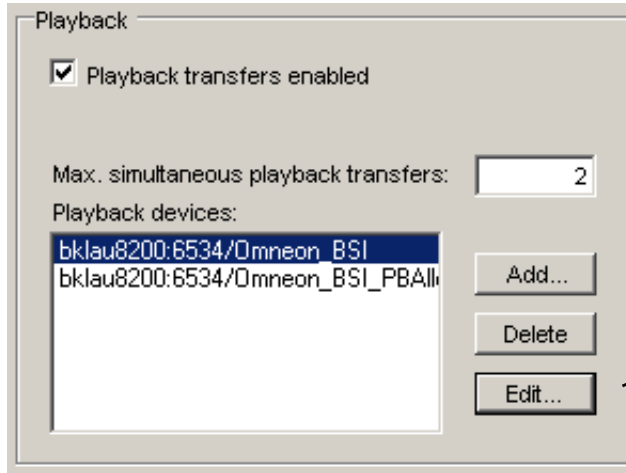
Given the above considerations, Interplay Transfer allows you to filter out any D tracks via the Transfer Manager configuration utility. D track filtering is on by default.



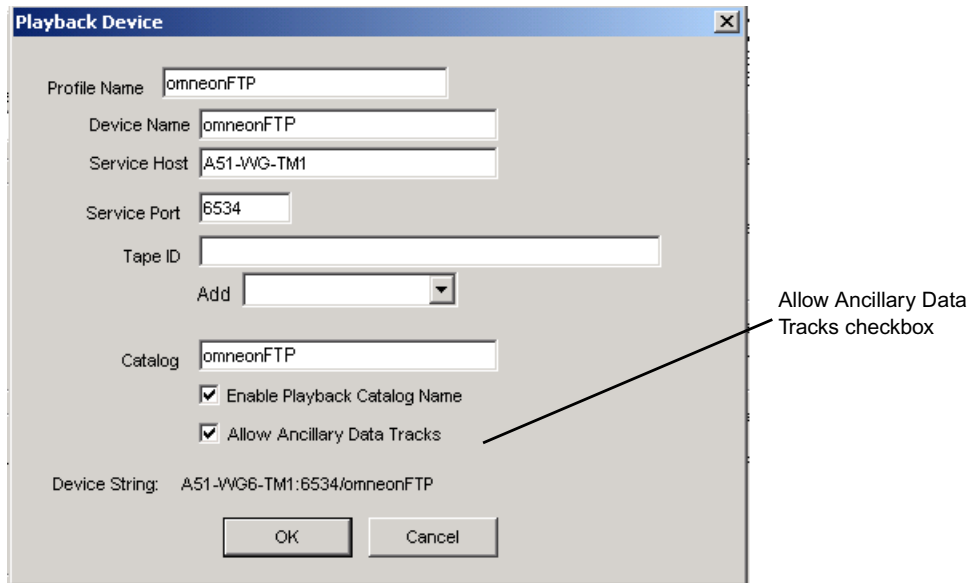
See the Interplay Production ReadMe for details on support for ingest and playback of Long GOP material containing ancillary data.

To enable or disable D track filtering:

1. Open the Interplay Transfer Configuration dialog box.
2. Configure a new playback device as usual or click the Edit button in the Playback devices list to edit an existing playback device.



The Playback Device dialog box opens.



3. Enable or disable the checkbox as required and click OK.

The checkbox is unchecked by default. This means that the playback of D tracks is turned off by default for existing legacy playback devices.

How Interplay | Transfer Turns Off Ancillary Data Tracks for Playback

When the “Allow Ancillary Data tracks” option is disabled via Transfer Manager configuration utility, the D tracks filtering mechanism takes affect as follow:

- Any D tracks present are not read and populated into its playback frame queues.
- Any playlist or sub clip playlist returned by the playback composition sequence will omit any D tracks even if they present.

As the result, any DHM MXF encoders will not “see” any D tracks and do not need to handle them. In this way, existing MXF encoders should continue to encode only video and audio tracks correctly and transparently.

The above filtering mechanism does not apply to any DET-based transfers.

Creating Transfer Engine Tape IDs for STP Transfers

A new setting has been added to the Transfer Engine “Playback Device” configuration, which allows tape ID names to be modified by the Transfer Engine before issuing the Send To Playback Request. In the case of Generic FTP Send To Playback, this will result in the renaming of the asset to the new format when writing out to the FTP server.



Changing the tape ID in this way affects the naming of the asset on the target server. If you already have a successful workflow using Tape IDs, this method may not be useful.

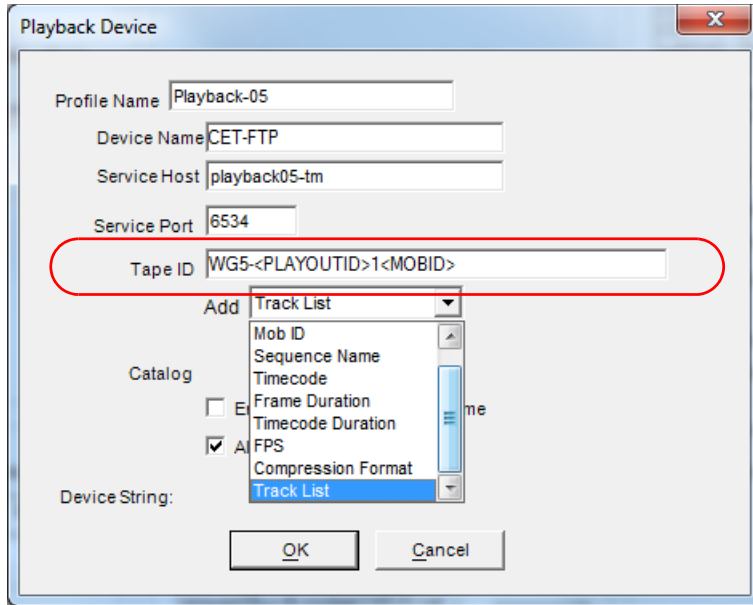
Configuring the TapeID

To configure a tape ID:

1. Open the Interplay Transfer Engine Configuration tool.
2. Select a playback device in the Playback area (bottom center).

3. Click the Edit button.

The Playback Device dialog box opens.



4. Type a string in the Tape ID field as follows:

- a. Select a tag from the Add menu. For additional information, see [“Using the TapeID Format String”](#) on page 86.
- b. Add any additional text before or after the tags you select. Text that is not contained between angle brackets will be added to the tape ID name.



The illustration above shows an example string. The field is blank by default. To clear the string, delete the text and click OK.

5. Click OK.

Using the TapeID Format String

The following table shows the values that you can supply as tags.

Tag value	Description
PLAYOUTID	Sequence tape ID added by the editor during a send to playback operation

Tag value	Description
MOBID	Sequence Mob ID
NAME	Sequence name
TIMECODE	Timecode value
DURATIONFRAMES	Sequence duration expressed as number of frames
DURATIONTIMECODE	Sequence duration expressed as HHMMSSFF (Hours, Minutes, Seconds, and Frames).
FPS	Frames Per Second, expressed as 24, 25, or 30.
COMPRESSION	Video format
TRACKLIST	List of tracks in sequence in the format “V1D1A1A2A3A4”

Tape ID Examples

The following examples show how to use the Tape ID format string.

Clip created on the Media Composer with tape ID Bruins001

Tape ID Format String: <PLAYOUTID>-<MOBID>

Resultant Tape ID on the Playback device:

Bruins001-060a2b340101010101010f0013-000000-4ea6b88b890a0547-060e2b347f7f-2a80.mxf

Clip created on the Media Composer with tape ID Patriots001

Tape ID Format String: WG1-<PLAYOUTID>-<TRACKLIST>-<COMPRESSION>

Resultant Tape ID on the Playback device:

WG1-Patriots001-V1A1A2A3A4-Avid-MPEG2-30.mxf



If your workflow includes entering a Tape ID value when you perform a STP operation from the editor, you must include the PLAYOUTID tag. Or keep the text field blank.

Using Tape ID strings with OP1-a Generic FTP Profiles

You don't typically open the Playback Device dialog box when creating Generic FTP profiles. If you want to use the Tape ID for a Generic FTP profile, do the following.

To configure a Tape ID name for a Generic FTP profile:

1. Open the Interplay Transfer Engine Configuration tool.
2. Select a playback device in the Playback area (bottom center).
3. Click the Edit button.

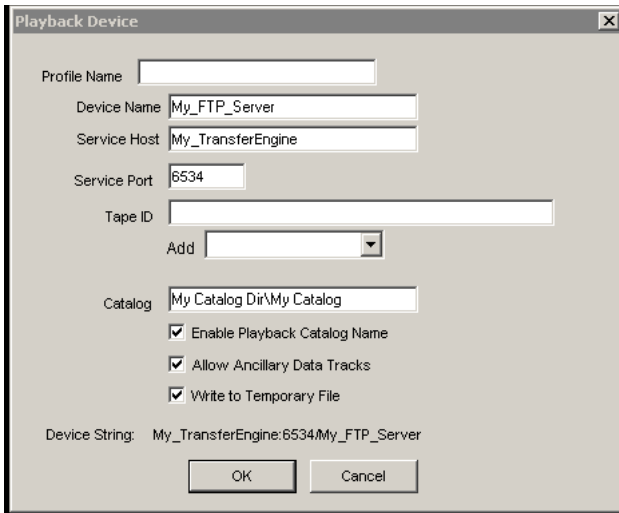
The Playback Device dialog box opens.

4. Leave the following fields blank as shown in the above illustration:
 - Profile Name
 - Service Host
 - Service port
5. Enter the profile name in the Device Name field.
6. Configure the Tape ID field as described earlier and click OK.

Writing to a Temp File with Generic FTP profiles

The “Write to Temporary File” playback profile option causes OPIA media files to be written to a temporary file (.tmp extension) during the transfer. After the transfer is complete, the system renames the file with an .mxf extension.

This is done to prevent automation systems from attempting to move the file while the file is still being transferred. The following illustration shows how this option is enabled through the Transfer Engine configuration tool.



Configuring a Generic FTP Ingest Device into a Workgroup

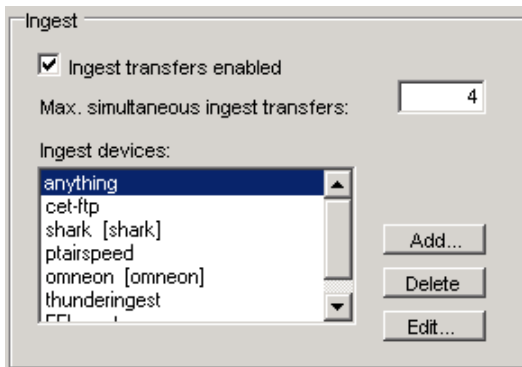
When adding a Generic FTP ingest device into your workgroup environment, you need to configure the device using the Interplay Transfer Engine Configuration dialog box.

To add a Generic FTP ingest device into a workgroup:

1. On your Interplay Transfer Engine, click the Start button, and then select All Programs > Avid > Interplay Transfer Engine Configuration.

The Interplay Transfer Engine Configuration dialog box opens.

2. In the Ingest area, click Add.



The Device dialog box opens.

3. Type the name of the FTP profile that contains the information required to connect to a particular directory on a FTP server.

See [“Configuring an FTP Server Profile” on page 74](#).

When adding an ingest device, you do not need to type the host name of the Interplay Transfer Engine server or the port address of the ingest device. The FTP profile provides this information.

4. Click OK.
5. Click Save.

Creating and Editing FTP Directory Profiles on Interplay | Transfer Client

When a workgroup includes an FTP server, you need to create FTP directory profiles on the Interplay Transfer client that allows the FTP server to connect with the Avid editing system. The FTP Directory Profile must contain the same connection information as the Interplay Transfer Engine Configuration settings.

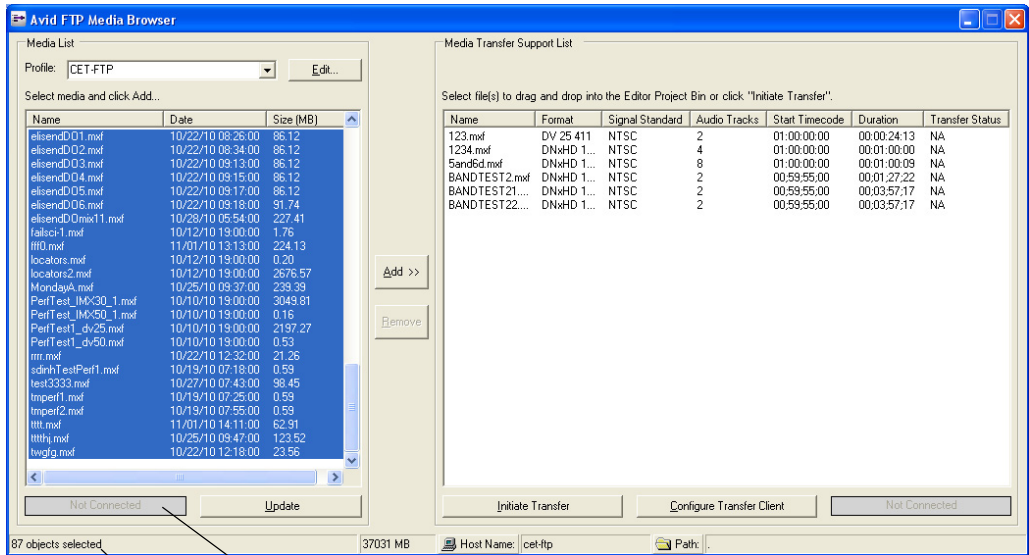
The Avid FTP Media Browser application is used for ingest from FTP servers.

When working with Grass Valley K2 Media Server, see the document *Working with the Thomson Grass Valley K2 Media Server*.

To create and edit FTP directory profiles:

1. From the Avid editing system, click the Start button, and then select All Programs > Avid > Utilities > Avid FTP Media Browser.

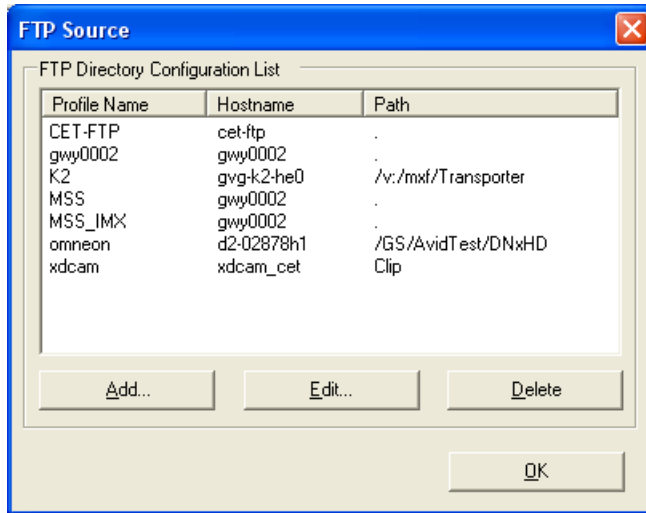
The FTP Media Browser application opens.



Status bar Connect status

2. Click Edit to open the FTP Source Window.

The FTP Source Window opens, providing a list of FTP directory profiles.



3. Do one of the following:

- ▶ Click Add to add a new profile.
- ▶ Select a Profile Name and click Edit to edit an existing profile.

The Ftp Directory Profile Window opens.

The screenshot shows a dialog box titled "Ftp Directory Profile" with a close button (X) in the top right corner. The dialog is divided into a "Connection Information" section and a bottom section with buttons. The "Connection Information" section contains the following fields and controls:

- Profile Name:** A text box containing "Omneon".
- FTP Hostname:** A text box containing "d7-01717h0".
- Port:** A text box containing "21".
- Username:** An empty text box.
- Password:** An empty text box.
- FTP Mode:** A dropdown menu with "Active" selected.
- Server Type:** A dropdown menu with "OMNEON_SERVER_PROFILE" selected.
- Directory Path:** A text box containing "/s0/BSI_STP".
- Force UTF-8 names from server:** A checked checkbox.

At the bottom of the dialog, there are three buttons: "Test Connection", "Save", and "Cancel".

4. Type the configuration information for the FTP server, making sure your entries match the FTP server's network settings.

See [“FTP Directory Profile Window Settings”](#) on page 94.

5. (Option) Click Test Connection if you want to verify that the connection to the FTP directory is working.

6. Click Save.

For additional information about the FTP Media Browse window, see [“Workflow: Capturing Clips From an FTP Server”](#) on page 130.

FTP Directory Profile Window Settings

The following table describes the settings used when creating or editing FTP Directory Profiles on an Interplay Transfer Client.

For a procedure on creating or editing an FTP Directory profile, see [“Creating and Editing FTP Directory Profiles on Interplay | Transfer Client” on page 90](#).

FTP Directory Profile Window Settings

Setting	Description
Profile Name	Name of this profile. A unique profile name is used for each directory.
Port	Displays the port number used by the FTP server (not the playback port).
FTP Hostname	Type the FTP server’s network name. This FTP host name must match the server name assigned during the configuration of the FTP parameter. See “Configuring an FTP Server Profile” on page 74 .
User Name	Type your user name.
Password	Type the FTP server’s password.
FTP Mode	Displays the FTP mode as Passive or Active.
Server Type	Select the type of server in the workgroup: GENERIC_FTP_PROFILE, OMNEON_SERVER_PROFILE, D10_PROFILE.
Directory Path	Displays the default directory where the source media is located on the FTP server.
Force UTF-8 names from server	Select this option when using clips that contain non-English characters. Fixes a problem where clips containing non-English characters did not update correctly in the Production Services Transfer Status window.

Configuring the Interplay | Transfer Client For Direct Captures

Before you can use the Direct Capture method to capture media directly from FTP devices and FTP servers, you need to configure the Interplay Transfer client.

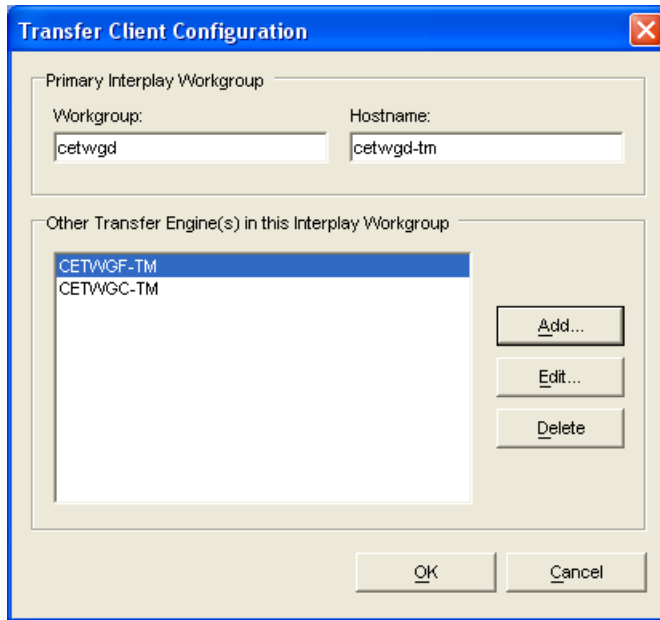


For procedures on performing direct captures, see [“Workflow: Capturing Clips From an FTP Server” on page 130](#) and [“Capturing Clips From FTP Devices” on page 136](#).

To configure an Interplay Transfer client for directly capturing media:

1. Click Configure Transfer Client on the FTPClipList dialog box or Avid - FTP Media Browser dialog box.

The TransferManager Client Configuration dialog box opens.



2. In the Workgroup Name text box, type the name of your workgroup.
This name can be any name you have given your entire workgroup.
3. In the Host Name text box, type the computer name of the Interplay Transfer Engine.
4. (Option) If you have more than one Interplay Transfer Engine in your workgroup, you can enter them in this dialog box.
 - a. Click Add and type the computer name of the other Interplay Transfer Engine.
 - b. Click OK.
5. Click Save.
6. Click OK in the Restart Information dialog box.
7. Click “Yes, I want to restart my computer now” and click Finish.

Configuration for Playing Back to a Sony XDCAM SD Device

The generic configuration procedures for playback to all supported devices are described in the “[Configuring Capture and Playback of MXF DHM OPIa File Formats](#)” on page 73. When you configure an XDCAM™ SD device, some settings in the procedures require specific information. The following sections provide information about the specific XDCAM SD settings.





When setting up an XDCAM device for FTP writeback (Send to Playback), set the XDCAM device to 16x8 mode (16 bit / 8 channel). The 24x4 mode (24 bit / 4 channels) is not supported for FTP writeback.

For procedures on how to transfer files to an XDCAM SD device, see “[Workflow: Playing Back to an FTP Server](#)” on page 133.

FTP Server Profile Settings for an XDCAM SD Device

For procedures on creating an FTP Server Profile, see “[Configuring an FTP Server Profile](#)” on page 74. When you add a profile for an XDCAM SD device, set the options in the FTP Server dialog box as follows:

FTP Server dialog box

Settings	Description
Profile Name	Type a name for the profile  <i>The name you assign to the profile appears in the FTP Media Browser and Send to Playback list.</i>
Host Name	Type the name of the FTP server; device IP address, device DNS Name.
Username	admin  <i>You must use this username.</i>
Password	Type the model name of the XDCAM device. For example, PDW-1500.
Server Type	Select SONY_XDCAM_PROFILE.
Playback Format	Select a playback format from the menu. This option only applies when Server Type is set to GENERIC_FTP_PROFILE, SONY_XDCAM_PROFILE, OPIA_Export.
FTP Connection Information	
Default Directory	Displays the directory on the FTP server where data is sent to or retrieved from.
FTP Mode	Displays the FTP mode as active.

FTP Server dialog box

Settings	Description
Port	Type the FTP connection port. The default is 21.


Port Setting Used for the XDCAM SD Device

FTP Configuration dialog box

Setting	Description
Playback Server area	
Sony FTP Port	Type the port number used by the XDCAM device.


Avid Editing Application Setting For Playback to XDCAM SD Device

Transfer Settings in Avid Editing Application

Setting	Description
Output Audio Mix	Select Direct channel output - This option lets Send to Playback transfer audio tracks without performing a mixdown.
	 <i>DVCAM™ requires 1-to-1 audio. Your sequence must contain 4 audio tracks.</i>

Configuration for Playing Back to a Sony XDCAM SD Device

The generic configuration procedures for playback to all supported devices are described in the [“Configuring Capture and Playback of MXF DHM OPIa File Formats” on page 73](#). When you configure an XDCAM™ SD device, some settings in the procedures require specific information. The following sections provide information about the specific XDCAM SD settings.



 *When setting up an XDCAM device for FTP writeback (Send to Playback), set the XDCAM device to 16x8 mode (16 bit / 8 channel). The 24x4 mode (24 bit / 4 channels) is not supported for FTP writeback.*

For procedures on how to transfer files to an XDCAM SD device, see [“Workflow: Playing Back to an FTP Server” on page 133](#).

FTP Server Profile Settings for an XDCAM SD Device

For procedures on creating an FTP Server Profile, see “[Configuring an FTP Server Profile](#)” on [page 74](#). When you add a profile for an XDCAM SD device, set the options in the FTP Server dialog box as follows:

FTP Server dialog box

Settings	Description
Profile Name	Type a name for the profile  <i>The name you assign to the profile appears in the FTP Media Browser and Send to Playback list.</i>
Host Name	Type the name of the FTP server; device IP address, device DNS Name.
Username	admin  <i>You must use this username.</i>
Password	Type the model name of the XDCAM device. For example, PDW-1500.
Server Type	Select SONY_XDCAM_PROFILE.
Playback Format	Select a playback format from the menu. This option only applies when Server Type is set to GENERIC_FTP_PROFILE, SONY_XDCAM_PROFILE, OP1A_Export.
FTP Connection Information	
Default Directory	Displays the directory on the FTP server where data is sent to or retrieved from.
FTP Mode	Displays the FTP mode as active.
Port	Type the FTP connection port. The default is 21.


Port Setting Used for the XDCAM SD Device

FTP Configuration dialog box

Setting	Description
Playback Server area	
Sony FTP Port	Type the port number used by the XDCAM device.

Avid Editing Application Setting For Playback to XDCAM SD Device

Transfer Settings in Avid Editing Application

Setting	Description
Output Audio Mix	Select Direct channel output - This option lets Send to Playback transfer audio tracks without performing a mixdown.  <i>DVCAM™ requires 1-to-1 audio. Your sequence must contain 4 audio tracks.</i>

Configuration for Working with XDCAM HD and XDCAM EX Assets

A complete end-to-end workflow for Long GOP XDCAM HD and XDCAM EX assets is available using either an Avid AirSpeed® Multi Stream device, an Omneon server, or a K2 media server. Long GOP XDCAM HD media is ingested and available for editing using an Avid editing application, and then you use Send to Playback to send the OP1a file to a supported device for playback. For more information about XDCAM HD and XDCAM EX workflows, see the *Interplay Production Best Practices*. For a list of supported MPEG-2 operating points, see the *Interplay Production ReadMe* and [“Operating Points Qualified for Interplay | Transfer Playback” on page 15](#).

For setup and configuration of the various servers, see the following topics:

- [“Configuration for Working with an Omneon Server” on page 99](#)
- [“Configuration for Working with an AirSpeed Multi Stream Server” on page 103](#)

When working with Grass Valley K2 Media Server, see the document *Working with the Thomson Grass Valley K2 Media Server*.



Long GOP OP1a sequences that are sent to playback are not copied to the Interplay Access Sent to Playback folder. Interplay Transfer, which performs the send to playback, requires AAF metadata to perform checkins to Interplay Access. In an OP1a transfer, Interplay Transfer does not receive AAF metadata. Instead, it receives the path to an OP1a media file.

Configuration for Working with an Omneon Server

The setup and configuration for working with XDCAM HD and XDCAM EX assets with an Omneon server is similar to the procedures described in the [“Configuring Capture and Playback of MXF DHM OP1a File Formats” on page 73](#).


The specific configuration for an Omneon server are covered in the following topics:

- [“Creating an FTP Server Profile for an Omneon Server” on page 100](#)
- [“Port Setting Used For a Omneon Server” on page 101](#)
- [“Adding an Omneon Server for Ingesting XDCAM HD and XDCAM EX Formats” on page 101](#)
- [“Configuring an Interplay | Transfer Client for Ingest From an Omneon Server” on page 102](#)

Creating an FTP Server Profile for an Omneon Server

When adding a profile for a Omneon server using the Interplay Transfer Engine Configuration tool, select the options in the FTP Server dialog box as follows:

FTP Server dialog box

Option	Description
Profile Name	Type a name for this profile. Don't include spaces.  <i>The name you assign to the profile appears in the Send to Playback list.</i>
Host Name	Type the name of the Omneon server.
Username	Type the Omneon username to connect to the Omneon server.
Password	Type the Omneon password to connect to the Omneon server.
Server Type	For ingest: Select GENERIC_FTP_PROFILE. For playback: Select OPIA_EXPORT.
Playback Format	(Playback only) Select the playback format for playback of XDCAM HD Long GOP material to a Omneon server. For a list of supported resolutions, see the <i>Interplay Production ReadMe</i> and “Operating Points Qualified for Interplay Transfer Playback” on page 15.
FTP Connection Information	
Default Directory	For playback: Type the name of the folder on the Omneon server where you want the Send to Playback to put the files.
FTP Mode	Displays the FTP mode as active.
Port	Type the FTP connection port. The default is 21.

Port Setting Used For a Omneon Server

FTP Configuration dialog box

Option	Description
Playback Server area	
Generic FTP Port	Type the port number used by the Omneon server. Avid recommends using 6534.

Adding an Omneon Server for Ingesting XDCAM HD and XDCAM EX Formats

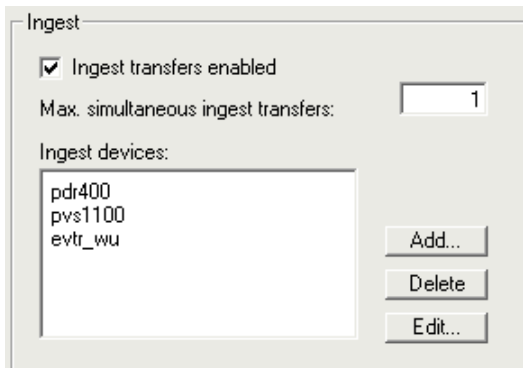
When configuring an Omneon server into your workgroup environment for ingesting, you need to add the device to the Interplay Transfer Engine configuration.

To add an Omneon server to your Interplay Transfer Engine configuration:

1. On the Interplay Transfer Engine, click the Start button, and then select All Programs > Avid > Interplay Transfer Engine Configuration.

The Interplay Transfer Engine Configuration window opens.

2. In the Ingest area, click Add.



The Ingest Device dialog box opens.

3. Type a profile name.

This profile name must match the profile name set in the FTP Directory Profile Settings dialog box for the associated Omneon server. See [“Configuring an Interplay | Transfer Client for Ingest From an Omneon Server” on page 102.](#)

4. Click OK and then click OK again.

Configuring an Interplay | Transfer Client for Ingest From an Omneon Server

Before you can ingest media from an Interplay Transfer client (Avid editing system) you need to configure the Interplay Transfer client.

- You need to create an FTP directory profile for the Omneon server, see [“FTP Directory Profile Settings For Ingesting From Omneon Server”](#) on page 102.

FTP Directory Profile Settings For Ingesting From Omneon Server

When a workgroup includes an Omneon server, you need to create an FTP directory profile that lets the Omneon server connect with the Avid editing system. For more information about the FTP Directory Profile Window Settings dialog box, see, [“Creating and Editing FTP Directory Profiles on Interplay | Transfer Client”](#) on page 90



Your entries must match the Omneon server’s network settings.

The Avid FTP Media Browser application is used to ingest from an Omneon server. For information, see [“Workflow: Capturing Clips From an FTP Server”](#) on page 130.

The following table describes the settings used when creating or editing FTP Directory Profile for an Omneon server on an Interplay Transfer Client.

FTP Directory Profile Window Settings for Omneon Server

Option	Description
Profile Name	Name of this profile. The name must match the name used in the Interplay Transfer Configuration tool for the ingest device.
Connection Port	Displays the port number used by the Omneon server (not the playback port).
FTP Host Name	Type the name of the Omneon server. This FTP Host Name must match the Server Name assigned during the configuration of the FTP parameter. See “Creating an FTP Server Profile for an Omneon Server” on page 100.
User Name	Type the Omneon username to connect to the Omneon server.
Password	Type the Omneon password to connect to the Omneon server.
Directory Path	Type the name of the folder on the Omneon server where the files to ingest are located.
Server Type	Select GENERIC_FTP_PROFILE.
FTP Mode	Displays the FTP mode as Active.

Ftp Directory Profile Window Settings for Omneon Server

Option	Description
Force UTF-8 names from server	Select this option when using clips that contain non-English characters. Fixes a problem where clips containing non-English characters did not update correctly in the Production Services Transfer Status window.

Configuration for Working with an AirSpeed Multi Stream Server

AirSpeed Multi Stream is a digital recorder or playback device that lets you capture incoming media directly into Avid shared storage or play out media to air. To setup and configure an AirSpeed Multi Stream for working with Long GOP XDCAM HD assets in an Interplay Production environment, see the *Avid AirSpeed Multi Stream Installation and User's Guide*.



The Interplay Transfer Configuration tool settings are not used to configure an AirSpeed Multi Stream. The Avid Service Configuration settings provide settings for configuring an AirSpeed Multi Stream.

Before you can transfer from an Avid editing application to an AirSpeed Multi Stream, you need to configure the Interplay Transfer Client. For information, see [“Allowing Transfers to Other Workgroups and Workstations” on page 71](#).

Configuring a Thunder Production Server

To configure the Interplay Transfer Engine to add a Thunder production server, follow the procedures for configuring a Generic FTP device. For the procedures, see [“Configuring Capture and Playback of MXF DHM OPIa File Formats” on page 73](#).

In addition to these configuration procedures, the Thunder server needs an ImportWatcher folder to hold the files during transfers from the Avid editing system. After the transfers are complete, the files are moved from the ImportWatcher folder to the Clip folder in the Thunder server's database. The files in the Clip folder are used during a transfer from the Thunder server to the Avid editing system.



To transfer files to or from a Thunder server, the Interplay Transfer Engine requires the “Interplay Transfer Server with Supplemental FTP Services” option during installation.

Before you can transfer files, the Thunder server requires the following setup:

- Verify the Thunder server has at least one database.
- Verify the Thunder server and all Avid editing systems have the same timecode settings (Drop Frame or non-Drop Frame) and video standard (NTSC or PAL).

- Set up and enable the ImportWatcher folder.
- Install and configure the third-party FTP server software to create a Send user and a Retrieve user that match the users set up on the Avid editing system.

For setup procedures, see the Thunder documentation. For procedures on how to transfer files to and from a Thunder server, see [“Transferring To and From Generic FTP Servers” on page 128](#).

Configuring Ingest From FTP Deck Devices

TM-DHM is Avid’s API to integrate with third-party video server vendors. Avid has written its own integration to the DHM API for the Sony e-VTR and XDCAM deck devices. The integration supports MXF files by rewrapping them in AAF (MXF workgroup) as they are brought into Avid shared storage through the Interplay Transfer Engine. You need to configure the FTP deck device before you can capture media from it. For procedures on how to capture clips, see [“Transferring Files From FTP Deck Devices” on page 134](#).

The following configuration and setup steps are required to integrate a FTP device into a workgroup.

To integrate a FTP device into a workgroup:

1. Select “Interplay Transfer Engine Server with Supplemental FTP Services” as the installation type when installing the Interplay Transfer Engine application.
See [“Installing the Interplay | Transfer Engine in a Workgroup Environment” on page 26](#)
2. Add the ingest device to the Interplay Transfer Engine configuration.
See [“Adding FTP Ingest Devices into an Interplay | Transfer Engine Configuration” on page 105](#).
3. Set up the device connection from the Avid editing system.
For the connection setup procedure, see [“Setting the Ingest Device Connection” on page 105](#).
4. Capture the clips from a FTP device.
See [“Transferring Files From FTP Deck Devices” on page 134](#).

Adding FTP Ingest Devices into an Interplay | Transfer Engine Configuration

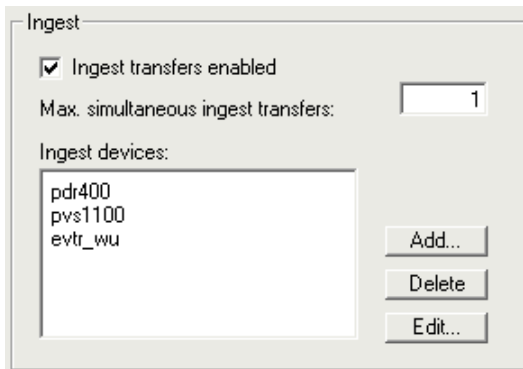
When configuring an FTP ingest device into your workgroup environment, you need to add the device to the Interplay Transfer Engine configuration.

To add an FTP ingest device to your Interplay Transfer Engine configuration:

1. On the Interplay Transfer Engine, click the Start button, and then select All Programs > Avid > Interplay Transfer Engine Configuration.

The Interplay Transfer Engine Configuration window opens.

2. In the Ingest area, click Add.



The Device dialog box opens.

3. Type the name associated with the ingest device on the network, for example evtr_wu.
4. Click OK.
5. (Option) Add an ingest catalog.

See [“Configuring an Ingest Device Catalog” on page 108](#).

6. Make sure the Workgroup Settings are set correctly.

See the table in [“Interplay | Transfer Engine Configuration Settings” on page 36](#).

7. Click Save.

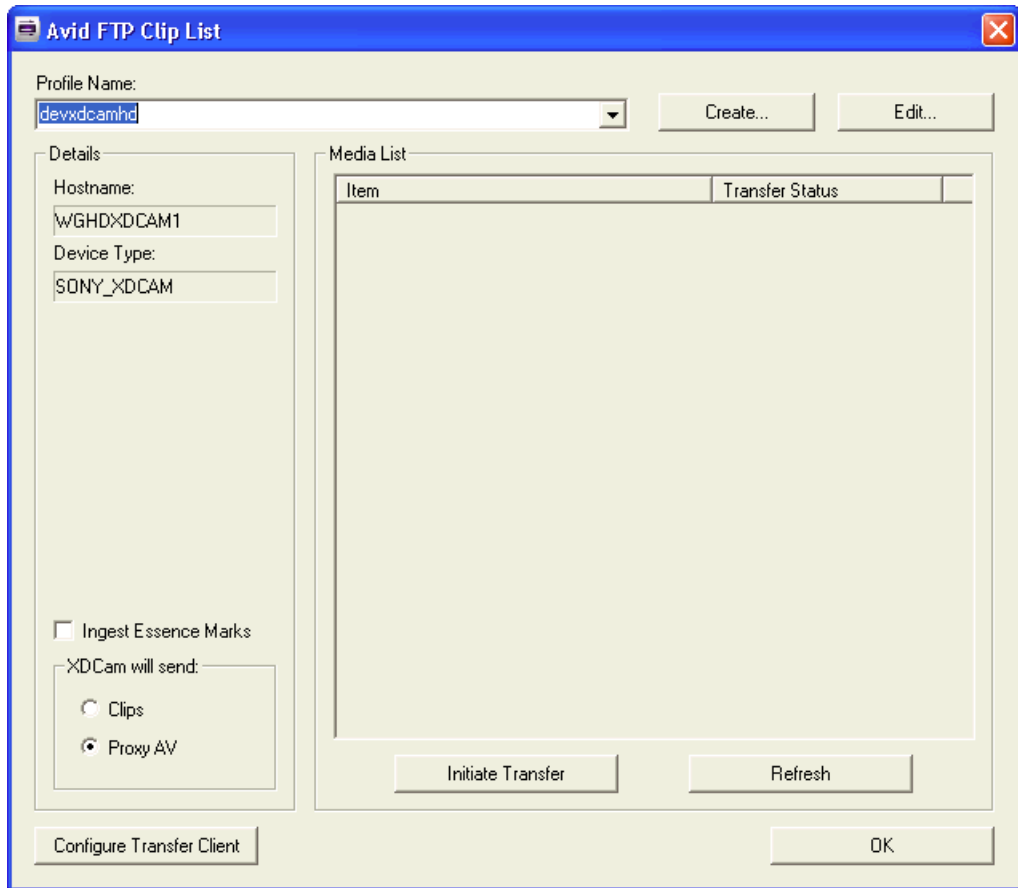
Setting the Ingest Device Connection

When a workgroup includes an FTP device, you need to set the device connection from the Avid editing system.

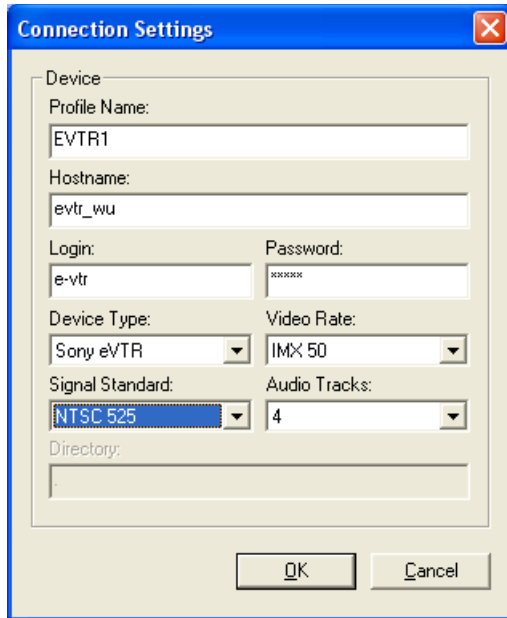
To set up a connection to ingest from FTP devices, such as a Sony XDCAM:

1. From the Avid editing system, click the Start button, and then select All Programs > Avid > Utilities > FTPClipList.

The FTPClipList dialog box opens.



2. Click Add a Device or Reconfigure a Device.
The Connection Settings dialog box opens.



The screenshot shows a 'Connection Settings' dialog box with the following fields and values:

Field	Value
Profile Name	EVTR1
Hostname	evtr_wu
Login	e-vtr
Password	xxxxxx
Device Type	Sony eVTR
Video Rate	IMX 50
Signal Standard	NTSC 525
Audio Tracks	4
Directory	

3. Type the setup information for the device you are configuring, your entries must match the device's network settings.
See [“Connection Settings For Ingest Device” on page 107](#).
4. Click OK.

Connection Settings For Ingest Device

The following table describes the settings available on the Connection Settings dialog box that is accessed from the FTPClipList dialog box.

For information on setting the ingest device connections, see [“Setting the Ingest Device Connection” on page 105](#).

Connection Settings Dialog Box

Setting	Description
Your name for Device	Type a name to identify the device.
Host Name	Device’s network server name. This host name must match the host name listed in the ingest device list in the Interplay Transfer Engine Configuration window.
Login	Device’s login name.
Password	Device’s password.
Device Type	Select the type of device.
Video Rate	Select the video rate - for example, IMX 30, 40, 50, or DVCAM. Your selection must match the set rate of the device.
Signal Standard	Select PAL or NTSC. Your selection must match the setting of the device.
Directory	Displays the default directory where the source media is located on the FTP device for ingesting.
Audio Tracks	Select the number of audio tracks you want to ingest (2, 4, 6, or 8).

Configuring an Ingest Device Catalog

When configuring an ingest device into your workgroup environment, you can associate a Interplay Access Catalog with the ingest device. The ingest catalog contains master clips of the media created during successful ingest transfers. You can associate more than one ingest device to a catalog. The ingest catalog is a regular Interplay Access catalog using the same display, access control, and delete rules.

When the first ingest occurs after you set up an ingest catalog, the Interplay Transfer Engine creates the catalog in the Interplay Access tree view.

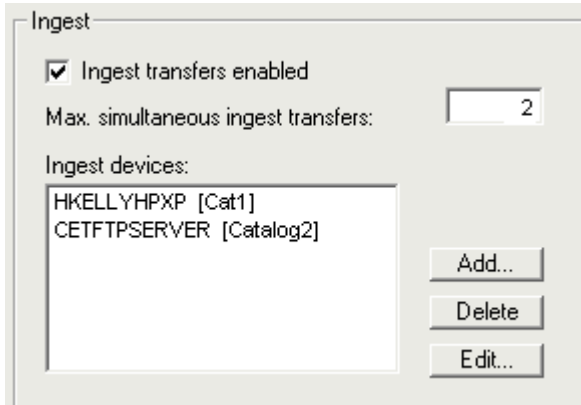
Associating a catalog with an ingest device does not effect the usual process of checking in ingested clips to a workspace.



The ingest catalog feature is not available with AirSpeed.

To associate an Interplay Access Catalog with an ingest device:

1. On the Interplay Transfer Engine, click Start, and then select All Programs > Avid > Interplay Transfer Engine Configuration.
2. In the Ingest area, select an ingest device and click Edit.



The Device dialog box opens.

3. Select Enter Ingest Catalog name.
4. Type a name for the ingest catalog.

The catalog name you enter displays in the Interplay Access when the first ingest occurs.

5. Click OK.

The catalog name displays inside square brackets and next to the ingest device name.

For example, HKELLYHPXP [Cat1], where HKELLYHPXP is the ingest device name and Cat1 is the catalog name.

6. Click Save.
7. Restart the Interplay Transfer Engine server.

Configuring a Playback Device Catalog

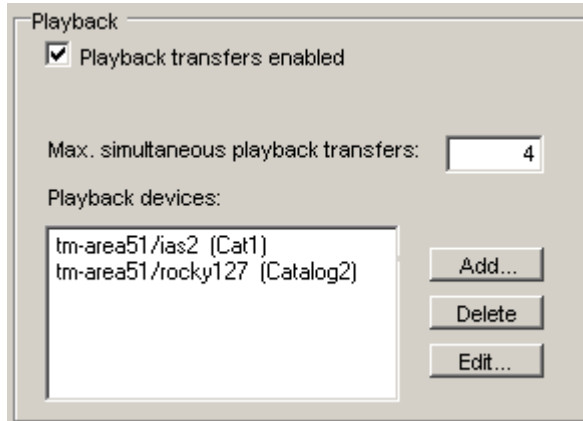
When configuring a playback device into your workgroup environment, you can associate an Interplay Access Catalog with the playback device. The playback catalog contains clips of the media and all its relatives, including the .transfer sequences, that successfully transfer to the playback device. You can associate more than one playback device to a catalog. The playback catalog is a regular Interplay Access catalog using the same rules for display, access control, and delete.



The playback catalog feature is not available with AirSpeed Classic or AirSpeed Multi Stream.

To associate an Interplay Access Catalog with a playback device:

1. On the Interplay Transfer Engine, click Start then select All Programs > Avid > Interplay Transfer Engine Configuration.
2. In the Playback area, select a playback device and click Edit.



The Playback Device dialog box opens.

3. Select Enable Playback Catalog name.
4. Type a name for the playback catalog.

The catalog name you enter displays in the Interplay Access Catalog when the first transfer occurs.

5. Click OK.
6. Click Save.
7. Restart the Interplay Transfer Engine server.

Configuring the Interplay | Auto Transfer Service

This section describes how to use the Avid Service Configuration to configure the Interplay AutoTransfer service. 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.

To configure the Interplay Auto Transfer service using Interplay Framework:

1. On any system with the Interplay Service Configuration application installed, click the Start button, and select All Programs > Avid > Interplay Framework > Avid Service Configuration.

The Select Workgroup dialog box opens.



The Select Workgroup dialog box does not open if the option 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.

2. Select the workgroup to which you want to connect and click Select.

The Avid Service Configuration window opens.

3. In the Directory pane, click the Processes tab and verify that the Interplay Automatic Archive, Transcode, and Transfer process is running.



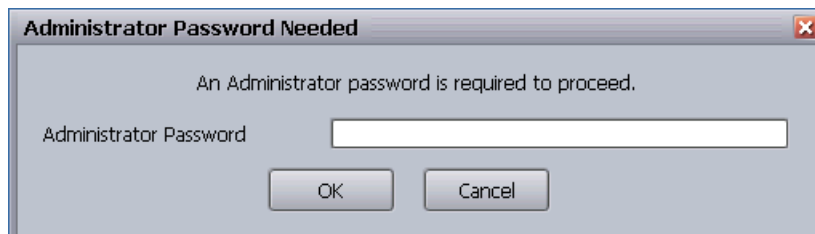
If the Interplay Automatic Archive, Transcode, and Transfer service does not appear in the Avid Service Configuration window, then the service is not running or the system it runs on is not properly connected to the workgroup. Click the Hosts tab and make sure that the Service Framework services displays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

4. Expand the Interplay Automatic Archive, Transcode, and Transfer service entry in the Directory pane.

The system displays the name of the computer running the Interplay Automatic Archive, Transcode, and Transfer services.

5. Click the computer name.

The Administrator Password Needed dialog box opens.

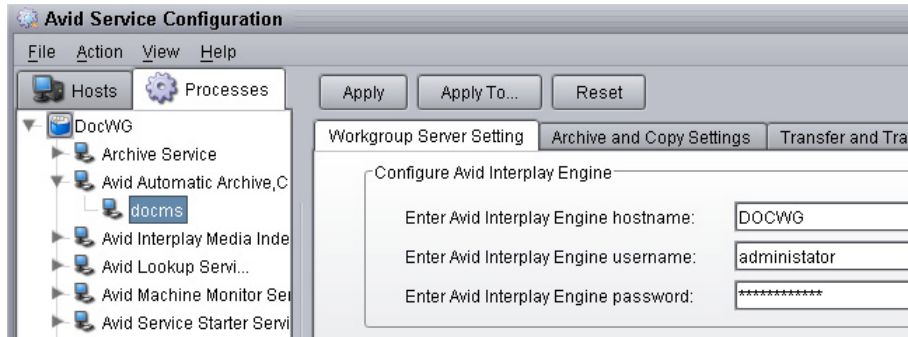


6. Type the Interplay Framework Administrator password and click OK.



By default, Interplay 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.

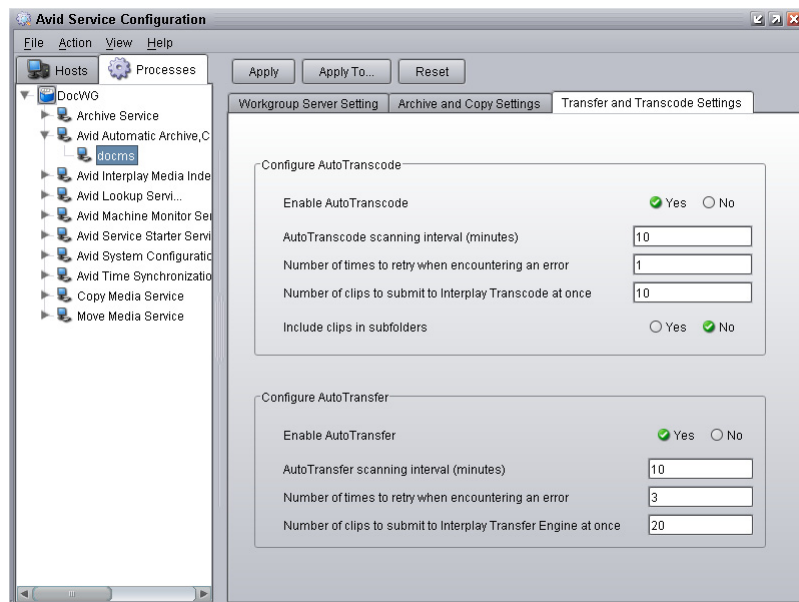
The system displays the Workgroup Server Setting tab for the Interplay Automatic Archive, Transcode, Transfer, and Copy services.



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

8. Click the Transfer and Transcode Settings tab.

The system displays the settings for the Interplay AutoTransfer and AutoTranscode.



9. In the Configure Interplay AutoTransfer area, do the following:
 - a. Enable AutoTransfer—Select Yes.
 - b. AutoTransfer scanning interval—Type the number of minutes between scans, minimum allowed is 3 minutes.
 - c. Number of times to retry when encountering an error—Type the number of times you want the system to retry after an error occurs.
 - d. Number of clips to submit to Interplay Transfer Engine at once—Type the number of clips you want sent for transfer at one time.
10. Click Apply.
11. Close the Avid Service Configuration window.



When configuration changes are made and the Apply or Reset button is not clicked prior to changing a selection or closing the window, a dialog box appears reminding you to Apply or Reset the configuration.

6 Transferring Avid Assets

This chapter describes how to transfer Avid assets. You can transfer assets to another workgroup or to any supported media servers.

Before you can transfer assets, you must configure the Interplay Transfer Engine components. For configuration procedures, see [“Interplay | Transfer Engine Configuration Settings” on page 36](#).

This chapter discusses the following topics:

- [Media Compatibility Between Avid Applications](#)
- [Transferring Avid Assets from an Avid Editing Application](#)
- [Transferring Avid Assets from an Interplay | Production Workgroup to Another Workgroup](#)
- [Automatically Transferring Assets to Another Workgroup](#)
- [Transferring Avid Assets in a Standalone Environment](#)
- [Transferring Avid Assets to a Playback Device \(Send to Playback\)](#)
- [Transferring Files From an Ingest Device](#)
- [Transferring To and From Generic FTP Servers](#)
- [Transferring Files From FTP Deck Devices](#)

Media Compatibility Between Avid Applications

The type of system on which your application is running determines what can be sent between systems. Before you transfer data between Avid applications, consider whether the media files, metadata, or compositions are compatible between applications.

For additional information about compatibility, see the documentation provided with your Avid editing system.

Transferring Avid Assets from an Avid Editing Application

If Interplay Transfer Engine is properly installed and enabled on your Avid editing system, it starts automatically whenever you start the Avid editing application. When you complete a sequence, you can transfer it from the Avid editing application to any other connected workgroup or to a playback device. Once you send the sequence, you can work on another project while the transfer is taking place.

For information about configuring the Avid editing application for transferring assets, see [“Configuring the Avid Editing Application for Transfers” on page 68](#).

To send clips or sequences to another workgroup from within the Avid editing application:

1. Open the bin that contains the clips or sequences you want to send.
2. Select a clip or sequence, or Ctrl+click multiple clips or sequences.
3. Select Transfer > Send To Workgroup and then select the available workgroup to which you want to send the assets.

The assets are sent to the Interplay Transfer Engine server, where they are then sent to the selected workgroup. You can now work on another project while the transfer is taking place.

For information on monitoring the transfer of assets, see [“Monitoring Transfers from Within the Avid Editing Application” on page 148](#).

Transferring Avid Assets from an Interplay | Production Workgroup to Another Workgroup

The Avid Interplay Access lets you use Interplay Transfer Engine to transfer assets from one workgroup to another. The workgroup you are transferring the asset to can be either an Interplay workgroup or a Workgroup 4.5 MXF/AAF workgroup.



You cannot transfer Interplay Production assets to a Workgroup 4.5 OMF workgroup.

Before you can transfer assets to another workgroup, the remote workgroup must be registered in your local workgroup. The remote workgroups are configured in the Configure Remote Workgroups view in the Avid Interplay Administrator. All configured remote workgroups display in the Destination tree of the Send to Workgroup dialog box. For information about registering a remote workgroup, see [“Configuring a Remote Workgroup for Workgroup-to-Workgroup Transfers” on page 56](#).

You can use presets to select a predefined destination for the transferring assets. For procedures on configuring transfer presets, see “[Configuring Workgroup Transfer Presets](#)” on page 46.

To transfer Avid assets to another workgroup:

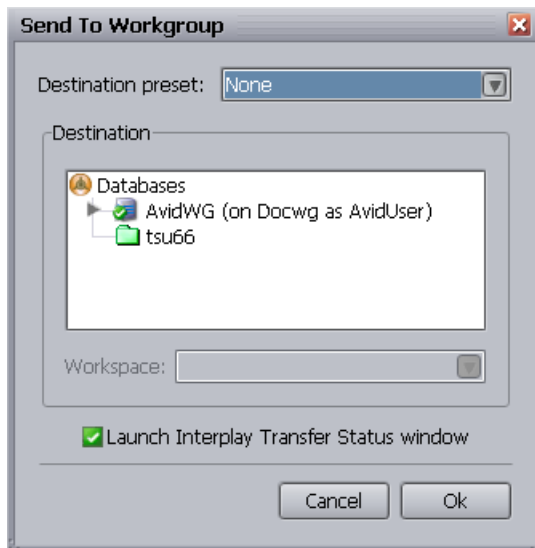
1. If you have not already done so, start your local Avid Interplay Access by clicking Start and selecting All Programs > Avid > Avid Interplay Access.
2. Start the remote Avid Interplay Access.
3. In your local Avid Interplay Access, select the assets that you want to transfer to the remote Avid Interplay Access.



The assets you select must be Avid assets. You cannot transfer file assets, such as folders or graphic files.

4. Select Tools > Send to Workgroup.

The Send to Workgroup dialog box opens. Green folders in the Destination list specify MediaManager and TransferManager workgroups.



5. Select a destination folder for transferring the assets by doing one of the following:
 - If your workgroup configuration contains presets, then you can select a preset from the Destination Preset menu to set the destination folder and workspace.



Destination Presets are configured using the Interplay Transfer Engine Preset view in the Avid Interplay Administrator. If no presets are configured, the Destination Preset menu does not appear in the Send to Workgroup dialog box. For procedures on configuring a transfer preset, see “Configuring Workgroup Transfer Presets” on page 46.

- If your workgroup configuration contains presets, but you do not want to use a preset, do the following:
 - From the Destination Preset menu, select None.
 - In the Destination area, select the remote workgroup and if applicable select a folder where you want to transfer the metadata.
 - From the Workspace menu, if applicable select the workspace where you want to transfer the media file.
- If presets are not available, do the following:
 - In the Destination area, select the remote workgroup and if applicable select a folder where you want to transfer the metadata.
 - From the Workspace menu, if applicable select the workspace where you want to transfer the media file.

If you do not select a preset destination, the settings available in the Send to Workgroup dialog box depends on the type of remote workgroup. See “[Explanation of Send to Workgroup Settings](#)” on page 117.

6. (Option) If you want to monitor the transfer, select the “Launch Interplay Transfer Status window.”
7. Click OK.

The transfer begins.

Explanation of Send to Workgroup Settings

When you perform a workgroup-to-workgroup transfer, the settings available in the Send to Workgroup dialog box depend on the type of remote workgroup selected. A Host Type is set when the remote workgroup is registered in the local workgroup. Remote workgroups are registered using the Configure Remote Workgroups view in the Avid Interplay Administrator. For information on registering a remote workgroup, see “[Configuring a Remote Workgroup for Workgroup-to-Workgroup Transfers](#)” on page 56.



When setting up Transfer Presets, the limitations described in this section also apply.

When registering remote workgroups, use the following table to understand the various Host Types for the remote workgroups and the settings that are available in the Send to Workgroup dialog box with each type of host.

Host Type	Send to Workgroup setting	Description
Interplay Production Server/Remote Search	Destination folder	Lets you select a folder for the incoming metadata on the remote Interplay workgroup.
	Workspace	Lets you select a workspace for the transferred assets.
MediaManager	Destination folder	You cannot select a destination folder.
	Workspace	Lets you select a workspace for the transferred assets.
TransferManager	Destination folder	You cannot select a destination folder.
	Workspace	You cannot change the workspace here. Uses the default workspace set in “No-login workspace for incoming transfers” in the Interplay Transfer Engine Configuration tool or for Workgroup 4 TransferManager in the Avid TransferManager Server Configuration tool.

Transferring Avid Assets from Workgroup 4.5 to an Interplay | Production Workgroup

You can transfer Avid assets from Workgroup 4.5 to an Interplay workgroup. The MediaManager server in the Workgroup 4.5 environment must have TransferManager installed and configured.



Interplay Engine and MediaManager cannot run simultaneously on a single Avid shared storage system.

To transfer Avid assets from Workgroup 4.5 to an Interplay workgroup:

1. From the Avid Interplay Administrator, click Interplay Transfer Engine Status.
The Interplay Transfer Engine Status dialog box opens.
2. Open the MediaManager in a browser.

3. Perform a search operation that returns the assets that you want to transfer.
4. In the Results Frame of the MediaManager, click the asset, or Ctrl+click multiple assets that you want to transfer and drag them to the Interplay Transfer Engine Status dialog box.

The Interplay Transfer Engine begins a “pull” of the asset from the Workgroup 4.5 TransferManager. The assets are added to the default folder, for example, Incoming Media folder.

Automatically Transferring Assets to Another Workgroup

The Interplay AutoTransfer service lets an administrator or user with administrator privileges identify a folder as an AutoTransfer folder. The Interplay AutoTransfer service automatically submits assets placed in the AutoTransfer folder to the Interplay Transfer Engine for workgroup-to-workgroup transfers. When setting up an AutoTransfer folder you select a Transfer Preset that defines the destination workgroup, workspace for the media files, and destination folder for the metadata.

When a clip or sequence asset is placed in a folder identified as an AutoTransfer folder, the system uses the Interplay Transfer Preset associated with the AutoTransfer folder to automatically transfer the asset.

You should create only the minimum number of AutoTransfer folders that you need. The Interplay AutoTransfer service regularly scans all auto folders, so if there are a lot of folders to scan, there can be an impact on the performance of the Interplay Engine.

The Avid Service Framework provides the following tools for Interplay AutoTransfer service:

- Avid Workgroup Properties tool starts and stops the service.
- 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.
- 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 Automatic Transfer

The following table provides a check list for setting up an AutoTransfer folder and using the folder to automatically transfer assets.

Task	Section Reference
<input type="checkbox"/> Install the Interplay AutoTransfer service.	See “Installing the Interplay Auto Production Services Service” on page 29.
<input type="checkbox"/> Configure the Interplay AutoTransfer service settings.	See “Configuring the Interplay Auto Transfer Service” on page 110.
<input type="checkbox"/> Create a Transfer Preset for AutoTransfer folder.	See “Configuring Workgroup Transfer Presets” on page 46.
<input type="checkbox"/> Identify a folder as an AutoTransfer folder.	See “Identify an AutoTransfer Folder” on page 120.
<input type="checkbox"/> Transfer assets using an AutoTransfer folder.	See “Automatically Transferring Assets” on page 121.
<input type="checkbox"/> Monitor transfers	Use Service Framework, see the <i>Avid Service Framework User’s Guide</i> .

Identify an AutoTransfer Folder

Before you can setup an AutoTransfer folder, a Transfer Preset must already exist. For information on creating a Transfer Preset, see [“Configuring Workgroup Transfer Presets”](#) on page 46.

To set up an AutoTransfer folder:

1. Log on to Interplay Engine as an administrator or as a user with administrator privileges.
2. Create a folder (or select an existing folder) in the Interplay Production database, using Interplay Access.

You can use any name for the folder that fits your workflow.

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

The Set AutoTransfer dialog box opens.

4. Select a Transfer Preset for the folder and click Set.

The system adds an Interplay AutoTransfer icon to the folder.

Automatically Transferring Assets

To automatically transfer assets:

1. Make sure a folder is configured for Interplay AutoTransfer.
See [“Identify an AutoTransfer Folder” on page 120](#).
2. Locate a clip that you want to transfer, right-click the file, and select Move To.
The Move To dialog box opens.
3. Navigate to your AutoTransfer folder and click OK.
The system starts transferring the assets to the destinations set in the Transfer Preset, as a background task.
4. (Option) To view the progress of the transfer, select Tools > Interplay Transfer Status.
The status window opens and displays the transfer status of all jobs being transferred.

Rules of AutoTransfer

To determine if the clips are ready for transfer, a set of rules is applied to each clip found in the AutoTransfer folder.

AutoTransfer rules applied after Interplay AutoTransfer service starts are as follows:

- Verifies clips are inside the AutoTransfer folder.
- Verifies that clips are not in Frame Chase Editing (Edit While Capture) mode.
- Verifies clips are not already pending for a transfer in Interplay Transfer.
- Verifies clips have not already successfully transferred.
- Verifies clips have been modified since the last successful AutoTransfer—if the clips were modified after a successful AutoTransfer, the clips will be AutoTransferred again.

Transferring Avid Assets in a Standalone Environment

In a standalone environment, Interplay Transfer Engine can be used to transfer compositions and media from one Avid editing system to another Avid editing system. If you are transferring compositions or clips, you select the item from a bin and transfer it. If data is being sent to you from another Avid editing system, you choose to accept it.

To transfer assets between Avid editing systems, each Avid editing system must have the Interplay Transfer Engine and Interplay Transfer client installed. If Interplay Transfer Engine is properly installed and enabled on your Avid editing system, it starts automatically whenever you start the Avid editing application.

After you send a sequence to another Avid system, you can work on another project while the transfer is taking place. However, until the transfer operation is complete, certain operations might run more slowly. In the case of play back and capturing, you might experience interruptions.

For procedures on configuring your Avid editing system for transfers, see [“Configuring the Avid Editing Application for Transfers”](#) on page 68.

Transferring Avid Assets to Another Avid Editing System

To send clips or sequences to another Avid editing system:

1. Open the bin that contains the clips or sequences you want to send.
2. Select a clip or sequence, or Ctrl+click multiple clips or sequences.
3. Select Transfer > Send To Workgroup and then select the available workstation to which you want to send the assets.

The compositions, clips, and any available media are sent to the destination system.

For information on monitoring the transfer of the assets, see [“Monitoring Transfers from Within the Avid Editing Application”](#) on page 148.

Transferring Avid Assets to a Playback Device (Send to Playback)

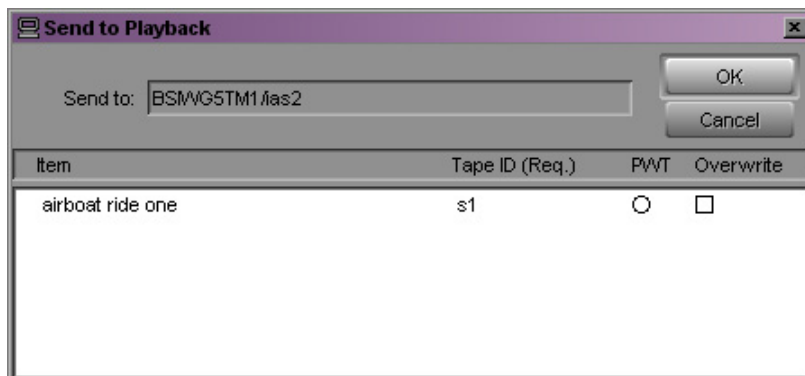
In a broadcast environment, you can transfer a finished sequence to a configured playback device (referred to as Send to Playback or STP). For information about configuring the playback device for transfers, see [“Interplay | Transfer Engine Configuration Settings”](#) on page 36.

To send a finished sequence to a playback device:

1. In an Avid editing application, open the bin that contains the sequence you want to transfer.
2. Select the sequence.

3. Select Transfer > Send To Playback, and select the available playback device to which you want to send the sequence.

The Send to Playback dialog box opens.



4. (Option) If you want to send the sequence with high priority and if you want the asset to play before the transfer to the playback device is finished, click the circle in the PWT (Play While Transferring) column next to the sequence. (This option is labeled High Priority in Interplay Assist and Avid Instinct).
5. (Option) If you want to overwrite any sequence with the same tape ID already sent to the playback device, click the check box in the Overwrite column next to the sequence.



If you try to send a sequence with a tape ID that already exists on the playback device, you receive an error message. Select the Overwrite option only if you are sure you want to overwrite any sequence with the same tape ID.

6. Click OK.

The sequence is sent to the Interplay Transfer Engine server, where it is sent to the selected playback device. You can now work on another project while the transfer is taking place.

For information on monitoring the transfer of assets, see [“Monitoring Transfers from Within the Avid Editing Application”](#) on page 148.

Working with Rundowns

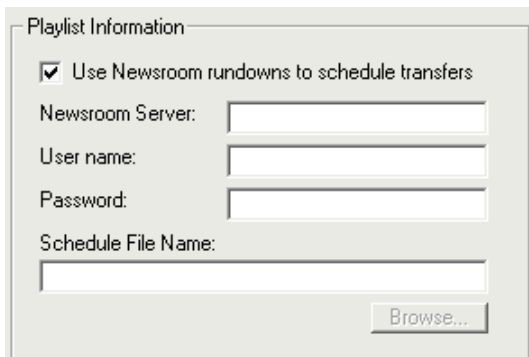
In a broadcast environment, you can enable the Interplay Transfer Engine scheduling feature to allow interaction with the Newsroom Computer System (NRCS). You can select the assets to send to playback, and the schedule list from the NRCS determines the order in which the assets are played back.

To use the Interplay Transfer Engine with rundowns:

1. On your Interplay Transfer Engine server, click Start, and select All Programs > Avid > Interplay Transfer Engine Configuration.

The Interplay Transfer Engine Configuration window opens.

2. In the Playlist Information area, select “Use Newsroom rundowns to schedule transfers.”



3. Type the computer name of the Newsroom Server.
4. Type the user name and password.
5. If you know the name of the schedule file, type it in the Schedule File Name text box.
The schedule file specifies which rundowns to use at which time. See [“Creating a Rundown Schedule File” on page 125](#).
6. Click OK.
7. Restart the Interplay Transfer Engine server.
Anytime the configuration information changes, you must restart the server.
8. On your Avid editing system, open the bin that contains the sequences you want to send.
9. Select the sequences.
10. Select Transfer > Send To Playback and select the available playback device to which you want to send the sequence.

The Send to Playback dialog box opens.

11. Click OK.

The sequences play back based upon the order in which they appear in the NRCS rundown list.

In the Send to Playback dialog box, if you set one of the sequences to high priority by clicking the circle in the PWT column next to the sequence, that sequence has priority over the rundown list.

For information on monitoring the transfer of assets, see [“Monitoring Transfers” on page 148](#).

Creating a Rundown Schedule File

A rundown schedule file tells the Interplay Transfer Engine server which rundown to schedule at what time. The format is the time to start monitoring the rundown followed by the name of the rundown. A sample rundown schedule is as follows:

```
# Rundown Schedule File
# Number of elements
9
#Time (after) Rundown Name
00:00:00 5a
05:55:00 6a
06:55:00 7a
11:45:00 noon
14:45:00 3pmcutin
15:45:00 4pmcutin
17:55:00 6p
20:45:00 9pmcutin
21:10:00 10p
```

Transcoding of Mixed Resolution Clips During a Send to Playback

When you perform a Send to Playback operation, the application automatically renders effects and relinks your sequence to the target resolution. You can use the Send to Playback command with sequences that contain clips of different resolutions. Any clips in the sequence with resolutions not matching the target resolution settings in the Dynamic Relink dialog box are transcoded to the target resolution. The application creates a new master clip (with the extension *.new*) and associates the new clip with the new transcoded media.

Before the Send to Play operation begins, the application searches the sequence for any clips with an undesirable resolution for the transcode operation, such as clips with low resolutions that would create a low quality output after the clip is transcoded. If clips are found, a warning message is displayed to let you decide if the Send to Play operation should continue with a lower

quality output. You can set the minimum resolution allowed before displaying the warning message by using the Transfer Settings dialog box. For setup information, see [“Configuring the Avid Editing Application for Transfers”](#) on page 68.



Dynamic Relink must be enabled to use the Transcode before sending to playback option. For information about using Dynamic Relink, see the Avid editing application Help system.

XDCAM HD Send to Playback Acceleration

You can initiate the play while transfer (PWT) of an XDCAM HD clip or sequence to AirSpeed Multi Stream shortly after you begin the Send to Playback (STP) operation. Previously, you had to wait until the system exported the clip before you could begin playback.

This feature requires the following:

- Specific versions of the following applications:
 - Media Composer v5.5.1, Symphony v5.5.1, or NewsCutter v9.5.1, or later.
 - Interplay Assist v2.3 or later
 - Avid Instinct v3.5 or later
- Airspeed Multi Stream v1.7 or later
- XDCAM HD material

You can use the play while transfer feature with the STP Encode background processing service. For information on STP Encode, see the *Interplay / Production Services Setup and User’s Guide* or the Interplay Production Help.

If the correct versions of the editors or AirSpeed Multi Stream are not available, the system uses the older STP method where the clip is exported before playback begins.

Transferring Files From an Ingest Device

In a broadcast environment, you can transfer files from a configured ingest device to your Avid editing system bin.

To transfer files from the ingest device to your Avid editing system bin:

1. Ensure that the ingest device is properly connected.
 - For more information, see the documentation supplied with your ingest device.
2. Open the ingest device’s application that lets you see the files located on the ingest device.
 - A list of files located on the ingest device appears.

3. Open the bin on your Avid editing system where you want to capture the files.

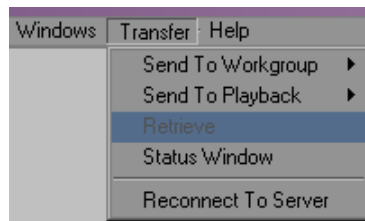
You might have to minimize both the Avid editing application and the ingest device's application so that you can view both at the same time on your desktop.

4. Click the media file you want to capture, and drag the file to your Avid editing system bin.

If you selected one item to transfer, a message appears asking if you want to initiate the transfer.

5. Do one of the following:

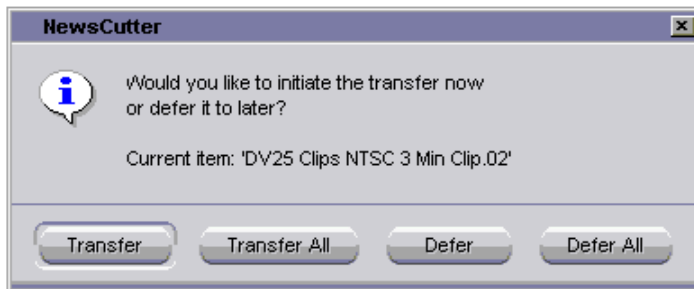
- ▶ Click Later, if you wait to transfer the asset at a later time. To transfer the asset at a later time, select Transfer > Retrieve.



- ▶ Click Now to transfer the assets.

The captured assets appear in the bin. To monitor the transfer, see [“Monitoring Transfers” on page 148](#).

If you selected multiple items to transfer, a message box opens, asking if you want to initiate the transfer.



6. Do one of the following:

- ▶ Click Transfer; a message box appears for each clip. You must click OK in each message box to initiate the transfers.
- ▶ Click Transfer All; all the items selected are transferred.

- ▶ Click Defer; the assets are not transferred, and you see a message box to defer each asset. You must click OK in each message box to defer the transfers.
- ▶ Click Defer All; the assets are not transferred until you retrieve them. To transfer the assets at a later time, select Transfer > Retrieve.

The captured assets appear in the bin. To monitor the transfer, see [“Monitoring Transfers” on page 148](#).

Transferring To and From Generic FTP Servers

To enable interoperability between Interplay Production and third-party devices that use the MXF OP1a file format, Avid has developed an optional Data Handling Module (DHM) plug-in for Interplay Transfer Engine that supports FTP integration to third-party MXF OP1a compliant devices. The Interplay Transfer Engine MXF OP1a FTP DHM allows MXF OP1a files to be brought into Avid shared storage or an Avid editing environment from an FTP server. You can also export Avid media files in MXF OP1a format to an FTP server using this same MXF OP1a FTP DHM.

For MXF OP-1A files created by the FTP-DHM, the MXF Filler universal label (that is part of the file’s internal metadata) is now as close as possible to being SMPTE MXF-compliant. This change might create an issue for older MXF decoders that have not been updated to take into account both universal labels in use:

MXF Filler Style	SMPTE Universal Label
Legacy	06.0e.2b.34.01.01.01.01.03.01.02.10.01.00.00.00
RP210-compliant	06.0e.2b.34.01.01.01.02.03.01.02.10.01.00.00.00

For procedures required to integrate a FTP server into a workgroup, see [“Configuring Capture and Playback of MXF DHM OPIa File Formats” on page 73](#).

The Avid FTP Media Browser application allows you to browse the contents of an FTP server to select the MXF OP1a files that you want to import into the Avid system. The MXF OP1a FTP DHM rewraps the imported files in Avid MXF-OP-Atom format.



Avid editing applications do not play IMX files that are encoded on the Thunder system and then ingested into the Avid editing application. The media is always located in a Clips folder in each database.

The Interplay Transfer Engine MXF OP1a FTP DHM was written to support MXF OP1a files that match the MXF OP1a reference standard. Because some vendors implement MXF OP1a support in a way that deviates from the reference standard, Avid cannot guarantee support for

devices that do not comply with the reference standard. In addition, Play While Transfer, Overwrite, Frame-Chase Editing, and partial-transfer capabilities are not supported with the MXF OP1a FTP DHM.

Interplay Transfer Engine supports capture from and play back to File Transfer Protocol (FTP) servers that are compliant with FTP. You can transfer completed media sequences between Avid editing applications and generic FTP type servers.

The FTP transfer of media is over standard TCP/IP Ethernet network. The FTP DHM supports connections to a FTP server using a valid DNS name or IP address. The FTP DHM can work with FTP servers on different subnets than the Interplay Transfer Engine server.



Microsoft .NET Framework 1.1 must be installed on the Interplay Transfer Engine server and Interplay Transfer Engine client systems when you are using FTP DHM. You can install .NET Framework during the Interplay Transfer Engine installation.

During the transfer, the FTP DHM component supports the Run, Pause, Resume, Retry, and Cancel functions that are available from the Interplay Transfer Engine server. Pause and Resume functions are constrained by the time-out setting on the FTP server. The components support multi-threaded operations that allow for simultaneous transfer operations to occur.



If you cancel a transfer before it is complete, the part of the transfer that succeeded before the cancellation remains on the server.

For FTP transfer workflows, see the following sections:

- [“Workflow: Capturing Clips From an FTP Server” on page 130](#)
- [“Workflow: Playing Back to an FTP Server” on page 133](#)

Workflow: Capturing Clips From an FTP Server

During an ingest, compressed frames are streamed from MXF OP1a files stored on a generic FTP server to the Avid editing system. Captured files do not overwrite an already existing file. If a file already exists, a new file is created.

The audio or video format of the media is maintained during the capture process. Therefore, there is no visible or measurable distortion of either video or audio as a result of the transfer process.

There are two methods for capturing clips from an FTP server:

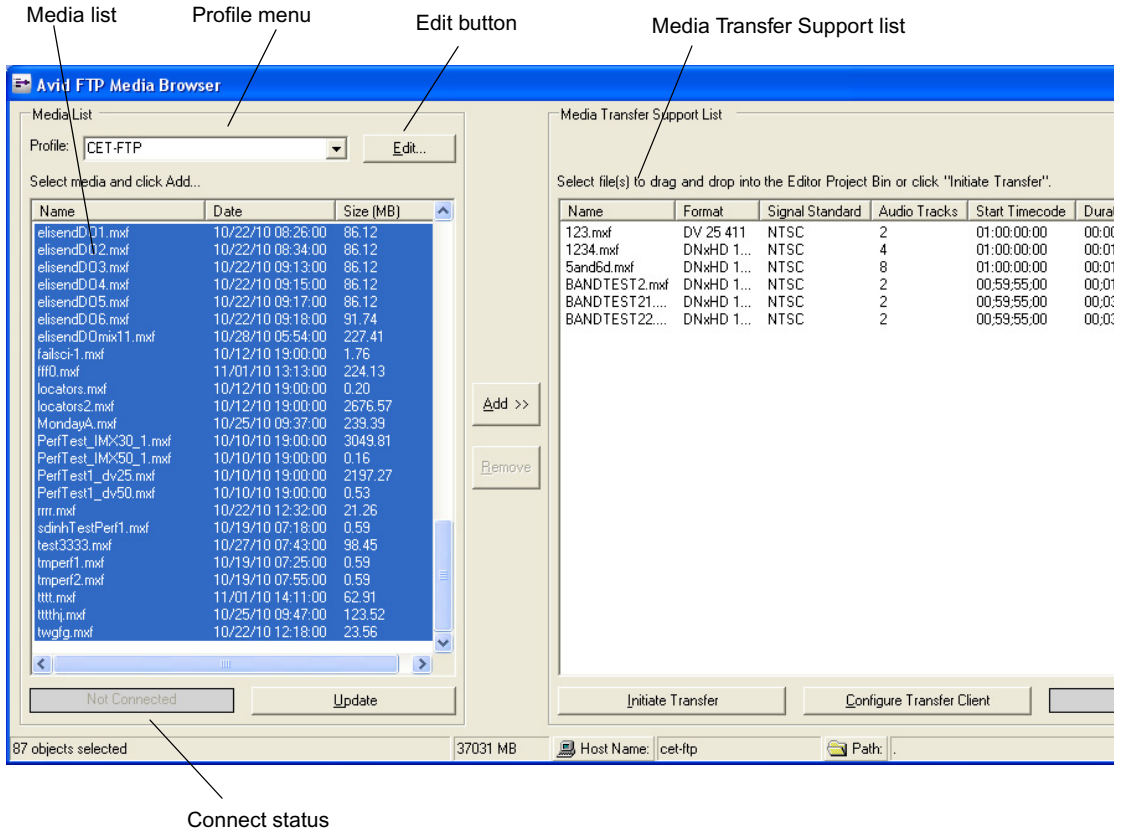
- Drag and drop items to an Avid editing application bin.
- Direct Capture lets an Interplay Transfer client capture media from FTP servers into a default workgroup and workspace. The destination of the captured items is set when you configure the workgroup and workspace in the Interplay Transfer Engine Configuration tool. This workflow provides unattended ingests of selected items.

To capture media from an FTP server:

1. Make sure the FTP server is properly connected and configured; see the documentation that came with your server.
2. (Option) When using drag and drop method, open a bin or create a new bin and position it in an unobstructed area.

- From the Avid Transfer client system, click the Start button, and then select All Programs > Avid > Utilities > Avid FTP Media Browser.

The Avid - FTP Media Browser opens.



- Select a Profile from the Profile menu for the FTP directory where you want to access the media files.

The status bar at the bottom of the Avid - FTP Media Browser window displays the hostname and directory path for the currently selected profile.



For a procedure on how to create a new profile, see “Creating and Editing FTP Directory Profiles on Interplay / Transfer Client” on page 90.

5. Observe the connection status box.

This box indicates when the connection is complete. When the connection is complete, a list of files in the FTP directory displays in the Media List.

Connection Status	
Color	Indicates
Green	Connected
Gray	Not connected
Red	Connection failed

If no activity occurs for a time-out period, the FTP connection is closed. Click Update to reconnect to the FTP server.

6. (Option) Sort the files listed in the Media List by name, modification date, or size.
7. (Option) Click Update to refresh the list of files in the Media List.
8. Select the files in the Media List that you want to transfer.
9. Click Add to add the selected files to the Media Transfer Support list.
10. (Option) Click Remove to move a selected file from the Media Transfer Support list back to the Media List.
11. (Option) Double-click a file in the Media Transfer Support list to open a status window where you can set IN and OUT points and view information about the clip.
12. (Option) When using Direct Capture method, you need to configure the Interplay Transfer client.
See [“Configuring the Interplay | Transfer Client For Direct Captures”](#) on page 94.
13. Begin the transfer by doing one of the following:

- ▶ Drag and Drop method—select the files in the Media Transfer Support list and drag them to the Avid editing application bin.

A dialog box opens asking if you want to transfer the files now or defer the process to a later time. Click Now to begin the transfer or click Later to defer the transfer to a later time.

- ▶ Direct Capture method—click Initiate Transfer.

Items listed in the Media Transfer Support list begin transferring one at a time until the list is finished. The destination of the captured items is set when you configure the workgroup and workspace in the Avid Interplay Transfer Engine Configuration tool.

14. Monitor the transfer progress using the Transfer Status column. The Transfer Status column displays Submitted, Pending, or a percentage of the completed capture, as the transfers are monitored every 2 seconds.

Using the FTP Media Browse Interface

The following summarizes features of the FTP Media Browse window:

- The Edit button launches the FTP Source window. This provides the same functionality as right-clicking on the Profile box and selecting Open Profile Window.
- The status bar along the bottom of the window provides information similar to Windows Explorer:
 - File details of selected item. If you select more than one item the system displays the total number selected.
 - File size of selected items in the Media List window. If you select multiple items the system shows the total file sizes of all the items.
- The window provides standard windows keyboard support for file selection. For example:
 - (CTRL-A) -Select All
 - (ALT-A) - Add, (ALT-E) - Edit, etc.

Workflow: Playing Back to an FTP Server

During a playback operation, media associated with a sequence from an Avid editing application is transferred to a FTP server. The media format in the Avid environment is MXF/AAF. The format of the data transferred to the FTP server is MXF OP1a. However, the audio and video quality remains the same as the native Avid media. There is no visible or measurable distortion of either the video or audio as a result of the transfer process, and the transfer preserves the original media format (DV or IMX).

The name in the Tape ID field of the sequence is used as the name for the file created on the FTP server during a play back.



For configuration information for playback to an XDCAM SD device, see “Configuration for Playing Back to a Sony XDCAM SD Device” on page 96.

To play back a sequence to an FTP server:

1. Make sure the FTP server is properly connected and configured; see the documentation that came with your server.
2. Make sure the “Interplay Transfer Engine with Supplemental FTP Services” setting was selected as the installation type during the installation of the Interplay Transfer Engine application.

See [“Installing the Interplay | Transfer Engine in a Workgroup Environment” on page 26.](#)

3. Make sure the Interplay Transfer Engine server is configured with the FTP server and FTP playback device.

See [“Capturing Clips From FTP Devices” on page 136.](#)

4. On the Avid editing system, select the sequence you want to play back.

5. Select Transfer > Send to Playback > *Generic FTP playback device*.

Generic FTP playback device is the device you added to the Interplay Transfer Engine Configuration tool. See [“Configuring a Generic FTP Playback Device into a Workgroup” on page 82.](#)

The playback transfer begins.

Transferring Files From FTP Deck Devices

TM-DHM is Avid’s API to integrate with third-party video server vendors. Avid has written its own integration to the DHM API for the Sony e-VTR and XDCAM deck devices. The integration supports MXF files by rewrapping them in AAF as they are brought into Avid shared storage through the Interplay Transfer Engine server. The integration supports IMX 30, 40, 50, and DVCAM in PAL and NTSC.

Unlike other DHM implementations, this does not enable users to “Send to Playback,” which would have allowed initiating requests from the editor that was writing to the decks.

The following sections give general procedures for capturing clips from a FTP deck device and workflows.

- [Workflow For Using Sony XDCAM SD and XDCAM HD FTP Devices](#)
- [Capturing Clips From FTP Devices](#)
- [Workflow: Capturing Clips From an e-VTR Device](#)
- [Workflow: Capturing Clips From an XDCAM Device](#)

Workflow For Using Sony XDCAM SD and XDCAM HD FTP Devices

You can use an Avid editing application to import Sony XDCAM SD and HD material. You can also use the Avid editing application to export (write back) your finished sequence back to the XDCAM device.

In an Interplay Production environment, you can also use Interplay Transfer and the FTPClipList application to capture media from an XDCAM SD and XDCAM HD camera or deck and send the material to shared storage. The background transfer capability off loads processor-intensive transfers from an Avid editing system. When importing XDCAM SD and XDCAM HD media, the master clips are automatically checked into the Interplay Production database. XDCAM devices can only transfer one file at a time.

You can use Interplay Transfer to write back XDCAM SD material. For writeback of XDCAM HD, use the Export XDCAM feature in the Avid editing application.



When you are working with XDCAM media, Avid strongly recommends that you use distinctive clips names when recording through an XDCAM device. You set these clip names on the XDCAM device itself. Avoid the default clip names or other generic names, because after you import or ingest the clips, the clips names are used for relinking. If two clips share a clip name and timecode, they might relink incorrectly. This relinking issue can also affect archive and transcode workflows using XDCAM media.

For information about the playback workflow, see [“Workflow: Playing Back to an FTP Server” on page 133](#).



When you are capturing media from an XDCAM device using FTP, 24-bit audio files are captured to the Avid editing system as 16-bit audio files.

FTP capture of XDCAM HD 24p is not supported. You can use the Firewire capture method. For details, search for “Connecting the XDCAM Device” in the Help for your Avid editing application.

For more information about using XDCAM media, see the following:

- For information about setting up Interplay Transfer and using and FTPClipList, see the [“Configuring Ingest From FTP Deck Devices” on page 104](#).
- For information about the XDCAM export feature, see the Help for your Avid editing application.

Capturing Clips From FTP Devices

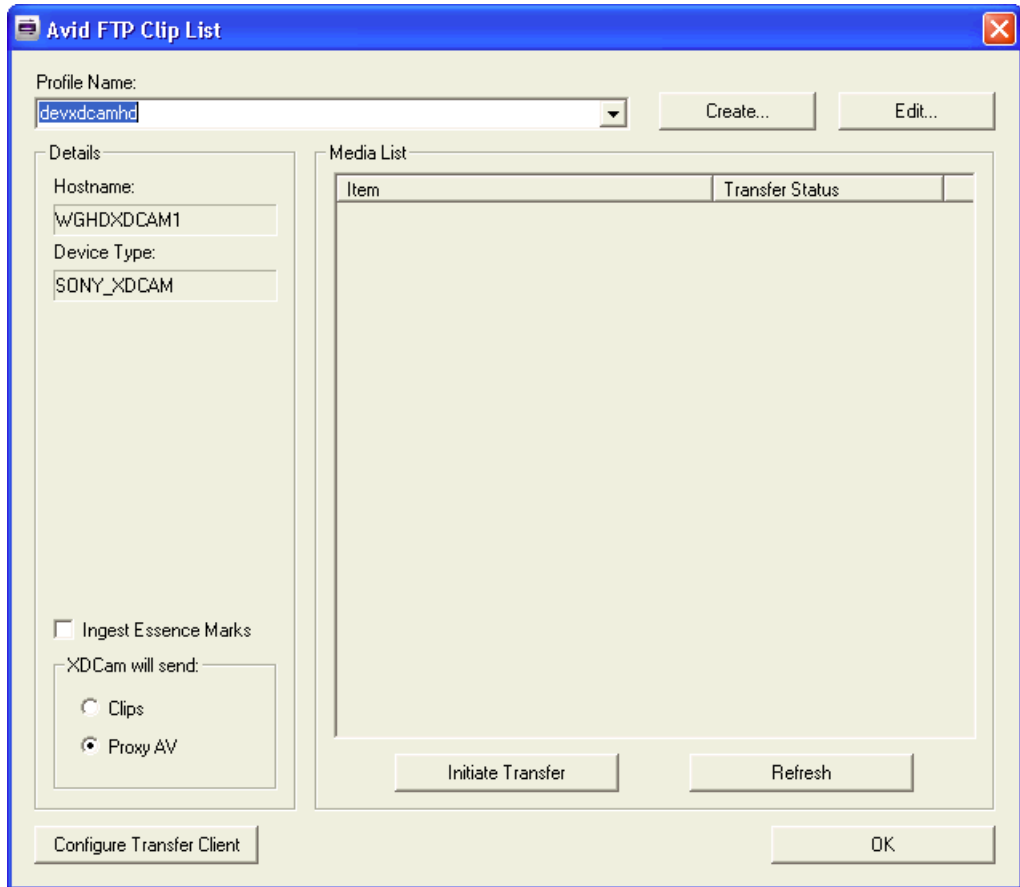
There are two methods for capturing media from an FTP device:

- Drag and drop items to an Avid editing application bin
- Direct Capture lets an Interplay Transfer client capture media from a FTP device into a default workgroup and workspace. The destination of the captured items is set when you configure the workgroup and workspace in the Avid Interplay Transfer Engine Configuration tool. This workflow provides unattended ingests of selected items. The transferred items are added to the Media Tool where you can drag and drop the item to a bin.

To capture clips from a FTP device:

1. From the Avid editing system, set the connection settings for the device.
See [“Setting the Ingest Device Connection” on page 105](#).
2. (Option) When using the drag and drop method, open a bin or create a new bin and position it in an unobstructed area.
3. (Option) Open the Transfer Status window by selecting Transfer > Status Window.

4. Click the Start button, and select All Programs > Avid > Utilities > FTPClipList.
The FTPClipList dialog box opens.



5. Select the device you want to use from the Select Device menu.
6. Click Refresh List to view a list of the clips available from the device.



If the device is busy, the list of available clips does not display.

7. (Option XDCAM) Select Ingest Essence Marks to include the Essence Marks with the metadata when capturing XDCAM media.
8. (Option XDCAM) In the “XDCAM will send” area, select one of the following:
 - Clips - select to capture the high-resolution of the selected clips.
 - Proxy AV - select to capture the low-resolution of the selected clips.

9. (Option) When using Direct Capture method, you need to configure the Interplay Transfer client.
See [“Configuring the Interplay | Transfer Client For Direct Captures”](#) on page 94.
10. Select the clips you want to transfer.
11. Begin the transfer by doing one of the following:
 - ▶ Drag and Drop method—drag the clips you want to capture to a bin.
A dialog box opens asking if you want to transfer the files now or defer the process to a later time. Click Now to begin the transfer or click Later to defer the transfer to a later time.
 - ▶ Direct Capture method—click Initiate Transfer.
The selected items begin transferring one at a time. When the transfer begins the FTPClipList title bar displays the destination for the captured items. The destination is set when you configure the workgroup and workspace in the Interplay Transfer Engine Configuration tool.
12. Monitor the transfer progress using the Transfer Status column.
The Transfer Status column displays Submitted, Pending, or a percentage of the completed capture, as the transfers are monitored every 2 seconds.

Workflow: Capturing Clips From an e-VTR Device

To capture clips from an e-VTR device:

1. Make sure the e-VTR device is properly connected and configured (for more information, see the documentation that came with your device) by setting the following:
 - Signal standard - NTSC or PAL
 - Bit rate - IMX or DVCAM
 - Network settings - IP address, network mask, default Gateway
2. Make sure the “Interplay Transfer Engine with Supplemental FTP Services” setting was selected as the installation type during the installation of the Interplay Transfer Engine application.
See [“Installing the Interplay | Transfer Engine in a Workgroup Environment”](#) on page 26.

3. Make sure the Interplay Transfer Engine server is configured with the e-VTR device:
 - a. On your Interplay Transfer Engine server, click the Start button, and then select Programs > Avid > Interplay Transfer Engine Configuration.
The Interplay Transfer Engine Configuration window opens.
 - b. In the Ingest area, click Add.
The Device dialog box opens.
 - c. Type the name associated with the e-VTR device on the network, for example evtr_wu, and then click OK.
 - d. Make sure the Workgroup Settings are set correctly. See the table in [“Installing the Interplay | Transfer Engine in a Workgroup Environment”](#) on page 26.
 - e. Click Save.
4. Make sure the e-VTR device is configured in the e-VTR Manager application.
See the documentation that came with your device. Set the following:
 - Network device register - config name, host/IP address
5. Set up the device connection from the Avid editing system.
For the setup procedure, see [“Setting the Ingest Device Connection”](#) on page 105.
6. Connect to the e-VTR device using the e-VTR Manager application.
See the documentation that came with the device.
7. Start the capture. See [“Capturing Clips From FTP Devices”](#) on page 136.
When the transfer is complete, the clip appears in the bin.

Workflow: Capturing Clips From an XDCAM Device

To capture clips from an XDCAM device:

1. Make sure the XDCAM device is properly connected and configured; see the documentation that came with your device. Set the following:
 - Signal standard - NTSC or PAL
 - Bit rate - IMX or video
 - Network settings - IP address, network mask, default Gateway
2. Make sure the “Interplay Transfer Engine with Supplemental FTP Services” setting was selected as the installation type during the installation of the Interplay Transfer Engine application.
See [“Installing the Interplay | Transfer Engine in a Workgroup Environment”](#) on page 26.

3. Make sure the Interplay Transfer Engine server is configured with the XDCAM device:
 - a. On your Interplay Transfer Engine server, click the Start button, and then select Programs > Avid > Interplay Transfer Engine Configuration.
The Interplay Transfer Engine Configuration window opens.
 - b. In the Ingest area, click Add.
 - c. In the Device dialog box, type the name associated with the XDCAM device on the network, for example xdcam_wu, and then click OK.
 - d. Make sure the Workgroup Settings are set correctly. See the table in [“Installing the Interplay | Transfer Engine in a Workgroup Environment”](#) on page 26.
 - e. Click Save.
4. Make sure the XDCAM device is configured correctly.
See the documentation that came with your device. Set the following:
 - Set the FTP registration by adding a host name and IP Address for the XDCAM.
 - Connect to the FTP device by typing a user name and password.
5. View the media on the XDCAM device. See the documentation that came with your device.
6. Set up the device connection from the Avid editing system.
For the setup procedure, see [“Setting the Ingest Device Connection”](#) on page 105.
7. Start the capture. See [“Capturing Clips From FTP Devices”](#) on page 136.
When the transfer is complete, the clip appears in the bin.

7 Using Frame Chase Editing

This chapter describes how to use Frame Chase editing. Frame Chase editing (sometimes called “edit while capture” or EWC) lets an Avid editing application that is part of an Interplay workgroup view and edit clips while they are being captured. Frame Chase editing is supported only when media is captured from a supported external device through Interplay Transfer.

This chapter includes the following topics:

- [Understanding Frame Chase Editing](#)
- [Workflow for Frame Chase Editing](#)
- [Using Frame Chase Editing](#)
- [Limitations When Working With In-Progress Clips](#)

Understanding Frame Chase Editing

Frame Chase editing is a time-saving feature that lets an editor view and edit media while it is being captured from a line feed or ingest device. After the capture starts, the editor can use the captured media to create a sequence, view the media as it is captured, and complete a sequence even before the capture has finished.

Clips that are in the process of being captured are referred to as *in-progress clips*. In-progress clips are indicated by the following icons:

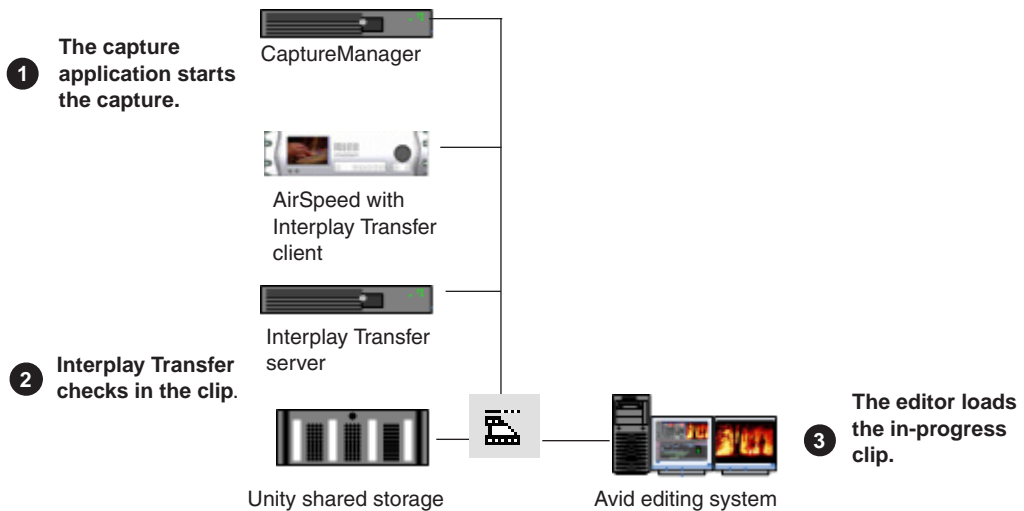


When the capture is complete, the icon is replaced by the standard master clip or audio clip icon. To view the updated icon in the Interplay Window, press F5. To view the updated icon in a bin, select Bin > Update from Interplay.

Frame Chase editing is available only in an Interplay workgroup that includes Interplay Transfer and a supported external device. Media must be in the MXF format. The process consists of three basic parts:

1. A capture is started on a line feed or ingest device (for example, an Avid AirSpeed video server). This capture is controlled by an application such as Avid CaptureManager™. Depending on the device, you can also “hot record” a clip by using controls on the device itself.
2. After the capture begins, the Interplay Transfer client on the ingest device communicates with the Interplay Transfer server to check the in-progress clip into the Interplay database. Interplay Transfer also manages the transfer of media to Avid shared storage.
3. The editor or journalist loads the in-progress clip. You can work with in-progress clips on an Avid editing system, Avid Instinct, or Interplay Assist. On an Avid editing system, you can work directly from the Interplay window, or you can check out a clip to a bin.

The following diagram illustrates these basic parts of the process.



The length of an in-progress clip is based on the expected duration of the capture. For on-the-fly or open-ended captures, the length of the clip is based on the maximum capture time set by the capture application. The Frame Chase process creates one media file for each track of the captured media. As a capture continues, the size of the associated media file increases. After the capture is complete, the clip is updated to reflect the actual duration of the capture and the in-progress icon is replaced by the standard icon.



The default duration on an AirSpeed server is one hour (01:00:00:00). When the capture is complete, the duration is updated. If a clip goes beyond one hour, the default duration is two hours (02:00:00:00).

Frame Chase editing is supported in a dual-ingest configuration, in which both a low-res and a high-res version of a clip is created. When an editor loads an in-process clip, the version that is displayed is determined by one of the following:

- If dynamic relink is enabled, the dynamic relink settings determine which version is displayed.
- If dynamic relink is not enabled, the latest version checked in to the Interplay database is displayed.

For more information about dual-ingest configurations, see the *Avid CaptureManager Installation and Configuration Guide*. For more information about dynamic relink, see “Using MultiRez and Dynamic Relink” in the Help for your Avid editing system.

Workflow for Frame Chase Editing

The following workflow is one example of how to use Frame Chase editing.

This workflow includes the following components:

- An Avid editing system that is an Interplay Production client. This workflow uses Avid NewsCutter Adrenaline. It also uses the Interplay Window to access the Interplay database.
- A supported line-feed or ingest device. This workflow uses an Avid AirSpeed server.
- A capture application. This workflow uses Avid CaptureManager software, which schedules the ingest on the AirSpeed server.
- Interplay Transfer software. In this workflow, the AirSpeed server is an Interplay Transfer client and communicates with the Interplay Transfer server.

You can adapt this workflow to suit the requirements of your working environment.

In the following workflow, an editor uses Avid NewsCutter Adrenaline to create a news story from a timed feed. CaptureManager has been set up to work with an AirSpeed server to automatically create clips of a set duration from the feed, as shown in the following illustration.

Scheduled Record - A

Content Information

Source: A [Configure...]

Source Route: <none>

Folder: FEED [...]

Name: Disaster

Tape Name: Sat 2

Video ID: []

Notes: []

Comments: Not for 6PM show

Time Period

Start Time: 03:20:00:00 End Time: 03:20:00:00

Duration: 01:00:00:00

Expiration

Delete after 7 days

Visibility/Ownership

Owner: admin

Only Visible to Owner

Recurrence

One-Time Feed

Occuring on: Wednesday, December 28, 2006

Recuring Feed [Change...]

Options

Prevent Auto Archive

OK Cancel

For more information on CaptureManager, see the *Avid CaptureManager User's Guide*.

Using Frame Chase Editing











To use Frame Chase editing:

1. Make sure that the ingest device is properly connected and set up for recording and transfer.
2. On the Avid editing system, make sure an Avid shared storage workspace is mounted.
3. Open the Avid editing application, open a project, and open the Interplay Window.
4. In the Interplay Window, navigate to the folder that holds the clip that you want to use for editing.

If you know some information about the clip, you can use the Search feature.

A clip that is being captured displays an in-progress icon.

In-progress master clip

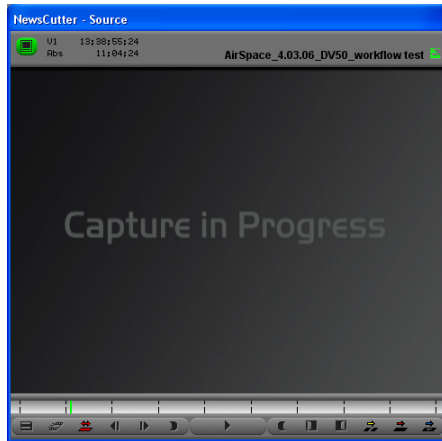
Ingests					
	TYPE	NAME	CREATION DATE	DURATION	MEDIA STATUS
No Head Frame		WG5Speed-1_4.03.06_DV25_workflow Tes	4/3/2006 1:27:41 PM	01:00:00:01	
No Head Frame		loggerMondayApril3.04	4/3/2006 1:25:07 PM	00:01:34:18	
No Head Frame		loggerMondayApril3.03	4/3/2006 1:20:07 PM	00:04:50:29	
No Head Frame		loggerMondayApril3.02	4/3/2006 1:15:07 PM	00:04:51:02	
No Head Frame		loggerMondayApril3.01	4/3/2006 1:09:57 PM	00:59:56:13	

5. Load the clip into the Source monitor and play the clip.

The clip plays in the Source monitor at the same time the media is being captured.



Portions of a clip that are not currently available display a “Capture in Progress” slide until the sections are captured.



In Avid Instinct or Interplay Assist, press F5 to update the media displayed in the monitor.

6. Create a sequence in a bin on your Avid editing system.
7. Use standard editing techniques to build a sequence from the in-progress clip.
8. When the clip is completely captured, select Bin > Update from Interplay.

This command ensures that the latest version of the clip is used in your sequence. For more information, see “Updating Remote Assets in a Bin” in the Help for your Avid editing system.

9. Save the sequence and prepare it for playback.

Limitations When Working With In-Progress Clips

During the Frame Chase capture process the final length of the clip is unknown until the capture is complete and the clip information is updated. Because of this, there are some limitations when you work with in-progress clips.

You can use the following editing functions only when you are working with the available captured media of an in-progress clip:

- **Editing in-progress clips into a sequence** — You can edit the captured portions of in-progress clips into a sequence.
- **Subclips** — When creating a subclip from an in-progress clip, you must place the IN and OUT points where media has already been captured and is available.
- **Trimming** — The right-side trim limit of an in-progress clip is determined by the currently available media. When you trim an in-progress clip to the end of available media, the trim functions as if it had reached the end of the clip. As more media is captured, the trim limit increases. Performing the trim at a later time might allow more trimming because more media might become available.

The following editing functions are not available when you are working with in-progress clips:

- **Clip duplication** — Duplication of an in-progress clip is not allowed because the duplicated clip loses its relationship with the original in-progress master clip.
- **Group clips** — You cannot use an in-progress clip in a group clip, because the length of an in-progress clip is unknown until the capture is complete. Group clips are based on the length of the contributing clips. This limitation applies to all of the related grouping operations, such as AutoSync, Group Clips, and MultiGroup.
- **Consolidate, Transcode, and Audio Conversion** — You cannot consolidate, transcode, or perform audio conversion with an in-progress clip. All the media must be available and the length of the clip known before you can perform these functions. However, you can consolidate and transcode subclips and sequences that reference or contain in-progress clips. In these cases, any right-side handles are restricted by the known media duration of the in-progress clip at the time of the operation.

For example, if you set 2-second handles but there is only 1-second of media available for a handle at the time the consolidate or transcode operation is executed, then the right-side handle is restricted to 1 second.

- **Decompose** — The restrictions for decompose are the same as consolidate and transcode. The right-side handles cannot exceed the known media duration of the clip.
- **Non-Check-in export** — You cannot export an in-progress clip or a sequence that contains in-progress clips because the final clip length might be different than the clip length at the time of the export.
- **Variable-bit-rate media** — The only variable-bit-rate (variable-frame-size) media supported for Frame Chase editing is low-res long-GOP MPEG-2 media captured by the Avid Interplay low-res encoder. Only media captured by supported ingest devices is supported for Frame Chase editing.
- **Using the Capture tool** — Frame Chase editing is not available on an Avid editing system that is using the Capture tool to capture media.

8 Monitoring Transfers

You can monitor the transfer of items from an Avid editing application, Avid Interplay Access, or the Avid Interplay Administrator software. If you monitor transfers from within the Avid editing application, you see only the assets you transferred. If you open the Interplay Transfer Engine Status window from the Avid Interplay Administrator, you can monitor all Interplay Transfer Engine activity. If you have administrative privileges or you initiated the transfer, you can cancel, retry, pause, or resume transfers.

You can also monitor transfers from a standalone system using the Interplay Production Services and Transfer Status tool. For more information about Production Services and Transfer Status tool, see [“Configuring a Standalone System to Monitor Transfer Status” on page 64](#).

See the following topics:

- [Monitoring Transfers from Within the Avid Editing Application](#)
- [Monitoring Transfers from Within Interplay | Access](#)

Monitoring Transfers from Within the Avid Editing Application

After you transfer an asset from within the Avid editing application, you can monitor the transfer.

To monitor the asset transfer:

1. Display the Transfer Status window by doing one of the following:
 - ▶ For the Avid Instinct and Interplay Assist applications, select File > Interplay Transfer Engine > Show Status.
The Interplay Transfer tab displays the transfers.
 - ▶ For other Avid editing applications, select Transfer > Status Window.
The Transfer Status window opens.

PWT	%	Tape ID	Name	Transfer	Status
		001	test1	→ NEWS7	Canceled
		002	test2	→ NEWS8	Error
0		003	test3	← NEWS7	Paused
		004	test4	→ NEWS8	Pending
0		005	test5	← NEWS7	Transferring
0		006	test6	← NEWS7	Completed

2. Right-click the status of a particular transfer to display the status options.

See “[Transfer Status Window Options](#)” on page 149.

A plus sign in the PWT column indicates the clip or sequence has been set to a high priority.

Transfer Status Window Options

The following table lists the status options available when you right-click a transfer displayed in the Transfer Status window during a transfer.

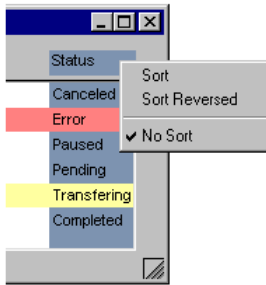
Status	User Options
Transferring	Pause or cancel the transfer.
Paused	Resume or cancel the transfer.
Error (plus information indicating the error)	Retry or clear the transfer.
Pending	Cancel the transfer.
Completed or Canceled	Clear the transfer.

Sorting the Transfer Status Columns

You can sort the transfer status column into either ascending or descending alphabetical order. For example, you might want to view the status or locations of the transfers in alphabetical order. This makes it easy to view all the completed, paused, or canceled transfers together.

To sort a transfer status column:

1. From the Transfer Status window or Interplay Transfer tab, right-click the column to display the Sort options.



2. Select either Sort, Sort Reversed, or No Sort.
Sort lists the information in alphabetical order.

Clearing the Transfer Status Window

When you are using the Transfer Status window from within the Avid editing application to view the status of any transfers, you should periodically clean up the Transfer Status window. The Transfer Status window is cleared of any leftover status messages when you exit the Avid editing application and then restart it. If you have not restarted the Avid editing application in a while, and your Avid editing system appears to be sluggish, clear the messages in the Transfer Status window.

To clear the Transfer Status window:

1. Do one of the following:
 - ▶ In the Avid Instinct and Interplay Assist applications, select File > Interplay Transfer Engine > Clear Status.
 - ▶ In the Avid editing application, select Transfer > Status Window.

The Transfer Status window opens.

2. Press Ctrl+A to select all the items in the Status window.

3. Press Delete.

All the items are removed from the Transfer Status window.

Monitoring Transfers from Within Interplay | Access

In Interplay Access, you can monitor the transfer activity of all transfers within the workgroup. In the Interplay Transfer Engine Status window, several filters are available to help you limit the list of transfers displayed in the status window. You can save filter preferences for easy access the next time you want to display the same limited list of transfers in the status window.

The following sections provide details about the Interplay Transfer Engine Status window:

- [Accessing the Interplay Transfer Engine Status Window](#)
- [Understanding the Interplay | Transfer Engine Status Window](#)
- [Working with Filters in the Interplay | Transfer Engine Status Window](#)
- [Description of Filter Options in the Interplay | Transfer Engine Status Window](#)

Accessing the Interplay Transfer Engine Status Window

To access the Interplay Transfer Engine Status window, do one of the following:

- ▶ From Interplay Administrator:
 - a. Click the Start button, and select All Programs > Avid > Interplay Access Utilities > Interplay Administrator.
 - b. In the Site settings area, click Interplay Transfer Engine Status.
- ▶ From Interplay Access, select Tools > Interplay Transfer Status.

The status window opens and displays the transfer status of all jobs being transferred.

The screenshot displays the 'Avid Interplay Administrator' window, specifically the 'Interplay Transfer Status' view. The interface includes a menu bar, navigation buttons for 'Interplay Server', 'Site Settings', and 'Interplay Transfer Status', and a 'Log out' button. The main area is a table showing the status of various transfer jobs. The table has the following columns: Status, ID, Name, Type, Source, Destin..., % co..., User, Start..., Finish..., Tape ID, Transf..., Transf..., Works..., Priority, and Error. The table contains 15 rows of data, with the first row highlighted in yellow. The 'Status' column for all rows shows a green checkmark, indicating successful or in-progress transfers. The 'Progress' column shows percentages ranging from 91% to 100%. The 'User' column for all rows is 'Remote'. The 'Start' and 'Finish' columns show time ranges. The 'Tape ID' column shows values like 'bsiwg...' and 'rwm2'. The 'Transf.' column shows values like '9.021 wgt...' and '30.566 NULL...'. The 'Works' column shows values like 'UNAS...' and 'NORM...'. The 'Priority' column shows values like 'UNAS...' and 'NORM...'. The 'Error' column is empty for all rows.

On the left side, there is a 'Filters' sidebar with the following sections:

- Filters:**
 - Status
 - Source
 - Destination
 - Transfer Type
 - Transfer Engine:
 - Air-1 (Offline)
 - Air-2 (Offline)
 - Air-3 (Offline)
 - Tm1 (Offline)
 - DocTransfer (Offline)
 - Tm0 (Offline)
 - abj55trans (Offline)
- Saved Filters:**
 - Saved filters
 - Save Current Filter
 - Clear Filters
 - Hide cleared transactions

At the bottom of the window, there are buttons for 'Cancel', 'Retry', 'Pause', 'Resume', and 'Clear'. A 'Status area' label points to the table, and a 'Filters' label points to the sidebar. A 'Saved Filters' label points to the bottom-left section.

Understanding the Interplay | Transfer Engine Status Window

The Interplay Transfer Engine Status window shows all the current transfer activity. Filters are available to limit the number of transfers that display in the Status window. For information about using the filters, see [“Working with Filters in the Interplay | Transfer Engine Status Window” on page 154](#).

The Status window refreshes periodically to update the status information. You can change the default refresh intervals of the Status window. See [“Setting the Refresh Time of the Interplay | Transfer Engine Status Window” on page 55](#).

The following table describes the information displayed in the Status area.

Status Area Column	Description
Status	Displays the status of the current transfers. The color of the status row indicates the following: <ul style="list-style-type: none"> • Gray with no icon = Transfer is pending or in the queue. • Gray with Stop icon = Transfer has been canceled. • Gray with Pause icon = Transfer has been paused. • Yellow with no icon = Transfer is running. • Red with X icon = Transfer has failed. • Green with check mark icon = Transfer has completed successfully.
Name	Shows the name of the media being transferred.
Type	Indicates the transfer type: Workgroup pull, Workgroup push, Ingest, Playback.
Source	Indicates the name of the workgroup requesting the transfer.
Destination	Indicates the name of the workgroup receiving the transfer.
% Complete	Indicates the percentage of the transfer that has completed.
User	Shows the workgroup and user name requesting the transfer.
Start time	Shows the time the transfer was started (not the time the transfer request was submitted to the Interplay Transfer server).
Finish time	Shows the time the transfer finished.
TapeID	Shows the TapeID of a clip, which is the same TapeID used in the Avid editing application. This helps identify a particular piece of media.
Transfer Engine	Indicates the name of the Transfer Engine performing the transfer.

Status Area Column	Description
Transfer Rate	Shows the rate of the transfer.
Workspace	Indicates the destination workspace of the transfer.
Priority	Displays the priority of each transfer.
Error	Indicates the reason for transfer failures.

Working with Filters in the Interplay | Transfer Engine Status Window

The Interplay Transfer Engine Status window provides filters to help limit the number of transfers displayed in the status window. You can save filter preferences for easy access the next time you want to display the same limited list of transfers in the status window. For descriptions of the various filter options, see [“Description of Filter Options in the Interplay | Transfer Engine Status Window”](#) on page 155.

To set up a transfer filter:

1. Open the Status window.
See [“Accessing the Interplay Transfer Engine Status Window”](#) on page 152.
2. From the Filters area, select the filter options you want to use.
See [“Description of Filter Options in the Interplay | Transfer Engine Status Window”](#) on page 155.
The transfers that match your filter options selection display in the status area.
3. (Option) You can save the filter options to use another time by doing the following:
 - a. Click Save Current Filter.
The Enter filter name dialog box opens.
 - b. Type a name for the filter and click OK.
The new filter appears in the list of saved filters for use again.

To use a saved filter:

1. Click Saved filters to display a list of saved filters.



2. Select the filter you want to use.
3. Click Load to run the filter.

To delete a saved filter:

1. Click Saved filters to display a list of saved filters.
2. Select the filter you want to delete.
3. Press Delete.

Description of Filter Options in the Interplay | Transfer Engine Status Window

The various filters let you limit the transfers displayed in the status area. The following table explains the filter options.

Transfer Status Filters	
Filter Name	Description
Status	Select the current status of transfers you want to display: Cancelled, Completed, Error, Paused, Pending, Running.
Source	Select the system requesting the transfer.
Destination	Select the system receiving the transfer.

Transfer Status Filters

Filter Name	Description
Transfer Type	Select the type of transfers you want to display: Workgroup pull, Workgroup push, Ingest, Playback.
Transfer Engine	Select the Interplay Transfer Engine or Interplay Transfer enabled device that is handling the transfer. Transfer Engine filter options: <ul style="list-style-type: none"> The Transfer Engine filter parameter lists all Transfer Engines configured in the Interplay Transfer Settings view. For information about adding Transfer Engines to the filter list, see “Adding Interplay Transfer Engines” on page 52. The Transfer Engine filter provides an online/offline status indicator. If any Interplay Transfer Engine in the Transfer Engine filter list is offline, the filter changes to red. The text (Offline) displays next to the Transfer Engine that are offline. When you select a Transfer Engine in the filter list, this only enables the status for that Interplay Transfer Engine to display in the status area. Therefore, the filter selection has no effect on changing the Interplay Transfer Engine’s online or offline state.



The filter changes to red when any Interplay Transfer Engine is offline.

9 Troubleshooting

This chapter describes how to detect problems you might encounter when using the Interplay Transfer Engine, as discussed in the following topics:

- [Suggested Troubleshooting Guidelines](#)
- [Verifying Network Connectivity](#)
- [Increasing the Performance of Transfers](#)

For additional troubleshooting information, see the Avid shared storage documentation.

Suggested Troubleshooting Guidelines

The following guidelines can help you troubleshoot problems:

- Verify that Interplay Transfer Engine is running on both the sending and the receiving systems. Interplay Transfer Engine *must* be running on both systems.
- Verify that the network cables are securely connected between the computer and the site network.
- Verify that the network is operating and that your computer can detect the presence of the destination system. See [“Verifying Network Connectivity” on page 158](#).
- If your computer has an optional network board, run the diagnostic programs provided with the board to verify that the board is functioning properly.
- If the system times out during transfers to your own computer or any other computer, ask the network administrator to verify that the Domain Name System (DNS) server specified in the TCP/IP properties of the Network settings in the Control area is active and connected to the network.
- Verify that remote workgroups are configured correctly before performing a workgroup-to-workgroup transfer. See [“Configuring a Remote Workgroup for Workgroup-to-Workgroup Transfers” on page 56](#).

- View log information using the Interplay Diagnostics. The Interplay 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 *Avid Service Frameworks User's Guide*.
- Monitor health and status information using the Interplay Health Monitor application. For information, see the *Avid Service Frameworks User's Guide*.

Verifying Network Connectivity

You can use the Windows operating system *ping* command to verify the network connection between your computer and another system on the network.

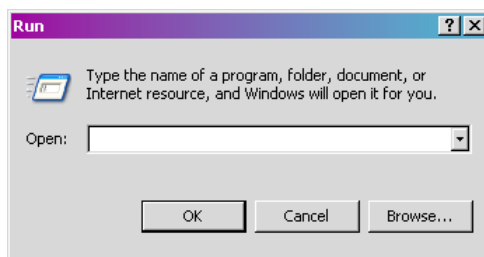


Before you use the ping command, make sure you know the system name or network address of the system you are pinging.

To check network connectivity:

1. Click the Start button, and then click Run.

The Run dialog box opens.



2. Type the following command in the Open text box:

```
ping -t systemname
```

The variable *systemname* is the name of the system you are verifying.

The Windows Console window opens, showing the status of the pinging.

3. Press Ctrl+C to stop running the ping command.

Increasing the Performance of Transfers

You can improve the performance of transfers by changing the file limit of media directories and setting the MegaByte multiple factor for read and write operations.

Changing the File Limit of Media Directories

When Interplay Transfer Engine performs capture or heavy workgroup-to-workgroup transfers, a single directory can grow to more than 10,000 files. This can cause performance problems. By default, when Interplay Transfer Engine starts, it checks the number of files in the Interplay Transfer Engine managed directory. If the file count is greater than 95% of 10,000 files, it creates a new directory. If you want to lower these values, you must add new parameters to the TMserver.ini file.



File balancing is done only when the Interplay Transfer Engine starts.

The following is a sample of media directories managed by Interplay Transfer Engine:

```
\\unityFileSystem\workspaceName\Avid MediaFiles\MXF\TM_[tmserverHostname].
```

During startup only, the Interplay Transfer Engine server checks each media directory for the number of files in the directory. If the media directory contains more files than specified by FileCountThreshold% of MaxFiles (for example, 95% of 10,000), the Interplay Transfer Engine server creates a new directory using the same directory name and appends the name with an underscore and an incremental number.

For example, when the directory:

```
\\Unity1\WS1\Avid MediaFiles\MXF\TM_TransServer
```

becomes full, the next time the Interplay Transfer Engine server TransServer is restarted, it creates a new directory named:

```
\\Unity1\WS1\Avid MediaFiles\MXF\TM_TransServer_1
```

and then _2, _3, and so on.

To change the file limit of media directories managed by Interplay Transfer Engine:

1. Open the file C:\WINDOWS\TMserver.ini using WordPad.
2. In the [PMR Scan] section of the TMserver.ini file, add the following fields.

Fields Added to [PMR Scan] section	Description
FileBalancing=1	FileBalancing – Turns off and on the feature for limiting the number of files allowed in a media directory. If FileBalancing is not present in the TMserver.ini file, the default is 1, indicating the feature is active.
MaxFiles=100	MaxFiles – Specifies the maximum number of files allowed in an Interplay Transfer Engine media directory. If MaxFiles is not present in the TMserver.ini file, the default is 10,000 files.
FileCountThreshold=50	FileCountThreshold – Specifies, as a percentage, the file count threshold, over which the Interplay Transfer Engine server creates a new media directory on its next startup. If FileCountThreshold is not present in the TMserver.ini file, the default is 95%.

Additional File Count Logging

The Interplay Transfer Engine server startup logging includes file count information. During startup, the Interplay Transfer Engine server lists all the media directories on Avid shared storage. Each directory managed by the Interplay Transfer Engine server is listed with three asterisks before it; each secondary directory has three hyphens before it. For all directories managed by Interplay Transfer Engine, the number of files per directory is displayed.

In addition, a display of these PMR primary and secondary directories is included in the Interplay Transfer Engine server's dump command.

Increasing the Performance of Workgroup-to-Workgroup Transfers

Before performing workgroup-to-workgroup transfers and playback transfers you need to set the type of storage you are using for the transfers. You get better transfer performance when you select a storage type that matches your environment.



After you install or upgrade the Interplay Transfer Engine application, the first time you open the Interplay Transfer Engine Configuration tool you must select a storage type to use with workgroup-to-workgroup transfers and playback transfers.

To set the storage type used for workgroup-to-workgroup and playback transfers:

1. Open the Interplay Transfer Engine Configuration tool.
 - ▶ Click the Start button, and select Programs > Avid > Interplay Transfer Engine Configuration.
2. In the System Settings area, select a storage type from the Storage Type menu.

Storage Type	Menu Item	Buffer Size
Avid ISIS v1.x	ISIS 1.x	8MB
Avid ISIS v2.x (ISIS 7000)	ISIS 2.x	16MB
Avid ISIS v3.x (ISIS 5000)	ISIS 3.x	16MB
Standalone Interplay Transfer	Standalone	8MB

3. Click Save on the Interplay Transfer Engine Configuration tool and restart the Interplay Transfer Engine application.



If you have less than 2 GB of RAM on your system, the software will automatically limit your buffer size to 8 MB.

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