

Avid[®] Interplay[™] Engine and Avid Interplay Archive Engine

Administration Guide

Avid[®]

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Using This Guide

Congratulations on your purchase of Avid® Interplay™, a powerful system for managing media in a shared storage environment.

This guide is intended for all Avid Interplay administrators who are responsible for installing, configuring and maintaining an Avid Interplay Engine or Avid Interplay Archive Engine (database, server, and all related client connections and user rights) in an Interplay workgroup. This guide includes a detailed description of each of the Avid Interplay Administrator task groups and how you can use them to administer your server and databases. Some of the settings that you are able to change affect the server itself, while others only affect the database stored on the server.



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

Symbols and Conventions

Avid documentation uses the following symbols and conventions:

Symbol or Convention Meaning or Action



A note provides important related information, reminders, recommendations, and strong suggestions.



A caution means that a specific action you take could cause harm to your computer or cause you to lose data



A warning describes an action that could cause you physical harm. Follow the guidelines in this document or on the unit itself when handling electrical equipment.



This symbol indicates menu commands (and subcommands) in the order you select them. For example, File > Import means to open the File menu and then select the Import command.



This symbol indicates a single-step procedure. Multiple arrows in a list indicate that you perform one of the actions listed.

Symbol or Convention	Meaning or Action
(Windows), (Windows only), (Macintosh), or (Macintosh only)	This text indicates that the information applies only to the specified operating system, either Windows XP 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:
 - If the latest information for your Avid product is provided as printed release notes, they ship with your application and are also available online.
 - If the latest information for your Avid product is provided as a ReadMe file, it is supplied on your Avid installation CD or DVD as a PDF document and is also available online.

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3. Check the documentation that came with your Avid application or your hardware for maintenance or hardware-related issues.
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Viewing Documentation on the Avid Interplay Portal

You can quickly access PDF versions of the Avid Interplay user guides from any system in the Avid Interplay environment.

To open the Avid Interplay Portal web page:

1. Type the following line in your web browser:

```
http://Interplay_Engine_name
```

For *Interplay_Engine_name* substitute the name of the computer running the Interplay Engine software.

For example, the following line opens the portal web page on a system named docwg:

```
http://docwg
```

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

Avid Interplay Documentation

The following documents describe how to use Avid Interplay:

- *Avid Interplay Best Practices* — provides an overview of the major Interplay components, shows sample configuration diagrams, and describes several of the key features, such as setting up a user database and using the Avid Interplay Archive Engine.
- *Avid Interplay Software Installation and Configuration Guide* — describes how to use the Avid Interplay Installer DVD to install and configure software on the various systems that make up a Interplay environment.
- *Avid Interplay Engine Failover Guide* — describes how to set up a cluster configuration for the Avid Interplay Engine and the Avid Interplay Archive engine.
- *Avid Interplay Engine and Avid Interplay Archive Engine Administration Guide* — describes how to administer your Avid Interplay Engine or Avid Interplay Archive Engine and Avid Interplay database.
- *Avid Interplay Access User’s Guide* — describes how to use Interplay Access to browse, search, and work with assets in the Avid Interplay database.
- *Avid Interplay Assist User’s Guide* — describes how to use Interplay Assist for logging, archiving, and sending to Playback material in an Interplay environment.
- *Avid Interplay Framework User’s Guide* — describes how to use the logging, monitoring, and management features of the Avid Interplay Framework applications.

- *Avid CaptureManager User's Guide* — describes how to use CaptureManager™ in a newsroom environment to coordinate video feeds, schedule feed captures at both high and low resolutions, and record late breaking events instantly.
- *Avid Low Res Encode Setup and Configuration* — describes how to set up and configure an Avid Low Res Encode system. Includes information on updating the bootset, root disk image, and configuring a Low Res Encode system to work with CaptureManager.
- *Avid Interplay Transfer Setup and User's Guide* — describes how to use Interplay Transfer to transfer media to and from another workgroup, send finished sequences to a configured playback device, ingest media from a configured ingest device, and perform standalone transfers between workstations.
- *Avid Interplay Media Services Setup and User's Guide* — Avid Interplay Media Services lets you control and automate Transcode, Archive, and ProEncode services.
- *Avid iNEWS Instinct User's Guide* — describes how to use the Avid iNEWS Instinct application to write iNEWS stories and put together simple audio and video sequences.

Accessing the Online Library

The Avid Interplay Online Library DVD contains all the Avid Interplay product documentation in PDF format. The Online Library includes a Master Glossary of all specialized terminology used in the documentation for Avid products.

Most Avid online libraries also include multimedia content such as feature presentations. This multimedia content is an excellent first resource for learning how to use your application or for helping you understand a particular feature or workflow.



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1 Getting Started with the Avid Interplay Administrator

The Avid Interplay Administrator provides database administrators and maintenance engineers with the tools required to configure the Avid Interplay Engine and to manage the database on the server.

The following topics provide basic information for using the Interplay Administrator:

- [Understanding the Interplay Engine and Interplay Workgroups](#)
- [Using the Avid Interplay Administrator](#)
- [Starting the Avid Interplay Administrator](#)
- [Using the Avid Interplay Administrator Window](#)
- [Opening an Interplay Administrator View](#)
- [Opening Interplay Administrator Help](#)
- [Exiting the Avid Interplay Administrator](#)

For an overview of all Avid Interplay components, see the *Avid Interplay Best Practices Guide*.

Understanding the Interplay Engine and Interplay Workgroups

The Avid Interplay Engine forms the backbone of the Interplay environment. The Interplay Engine is a server that combines an asset database with workflow management software, both of which are integrated with Avid shared storage and Avid archive solutions. This topic provides basic information about the functions and components of the Interplay Engine.

One Interplay Engine, One Interplay Database, One Shared Storage Network

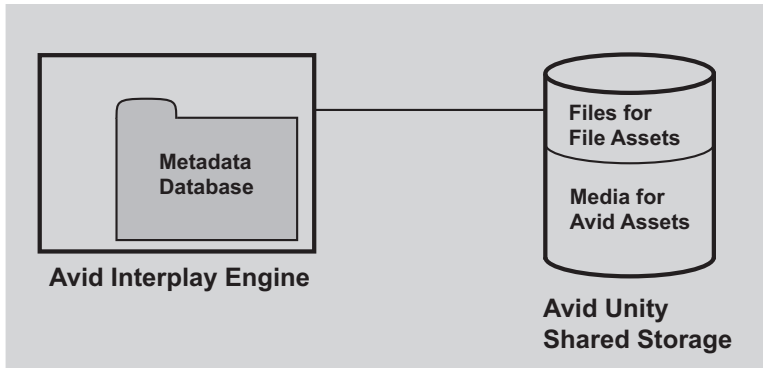
The Interplay Engine is one component of an Interplay workgroup. At a minimum, an Interplay workgroup is composed of one Interplay Engine, one Interplay database, one Avid Unity shared storage network (Avid Unity ISIS, Avid Unity MediaNetwork, or Avid Unity LANshare), and associated software and services.

1 Getting Started with the Avid Interplay Administrator

An Interplay database consists of two parts:

- A metadata database, which holds information about the assets, or *metadata*. The metadata database is always stored on the Interplay Engine server.
- Source files for the assets, for example, graphics files or Avid media files. The source files for the assets are usually stored on an Avid Unity shared storage system.

The following illustration shows the metadata database stored on the internal drive of the Interplay Engine server and the sources for the assets stored on an Avid Unity shared storage workspace.



For information about all Interplay components and detailed sample configurations, see *Avid Interplay Best Practices*.

Avid Assets, File Assets, and Splitting the Database

Interplay manages two different kinds of assets. *Avid assets* are assets that are created by Avid applications through capture, ingest, import, or transfer. Avid assets include:

- Master clips
- Subclips
- Sequences
- Effects
- Motion effects
- Rendered effects
- Group clips

File assets are any assets that are not created by an Avid application. Any file you can create on your workstation, through applications such as Adobe Photoshop or Microsoft Word, can be added to the Interplay database and managed by Interplay as a file asset.

Media files for Avid assets are always stored on an Avid Unity shared storage system. Source files for file assets can be stored on the Interplay Engine or on an Avid Unity shared storage workspace. Avid recommends that you store the source files for file assets on an Avid Unity shared storage workspace. This location is sometimes called the *file repository*.

When you first install Interplay Engine software, the installation program requires you to set one root folder for the database on a local drive. By default, this root folder holds both the metadata database and files for file assets. To avoid filling this local drive with files for file assets, you can configure the Interplay Engine to store the metadata database on the local drive and store the file repository on a shared-storage workspace. This is called *splitting the database*. For more information, see [“Recommendation for Database Storage” on page 133](#).

Multiple Workgroups

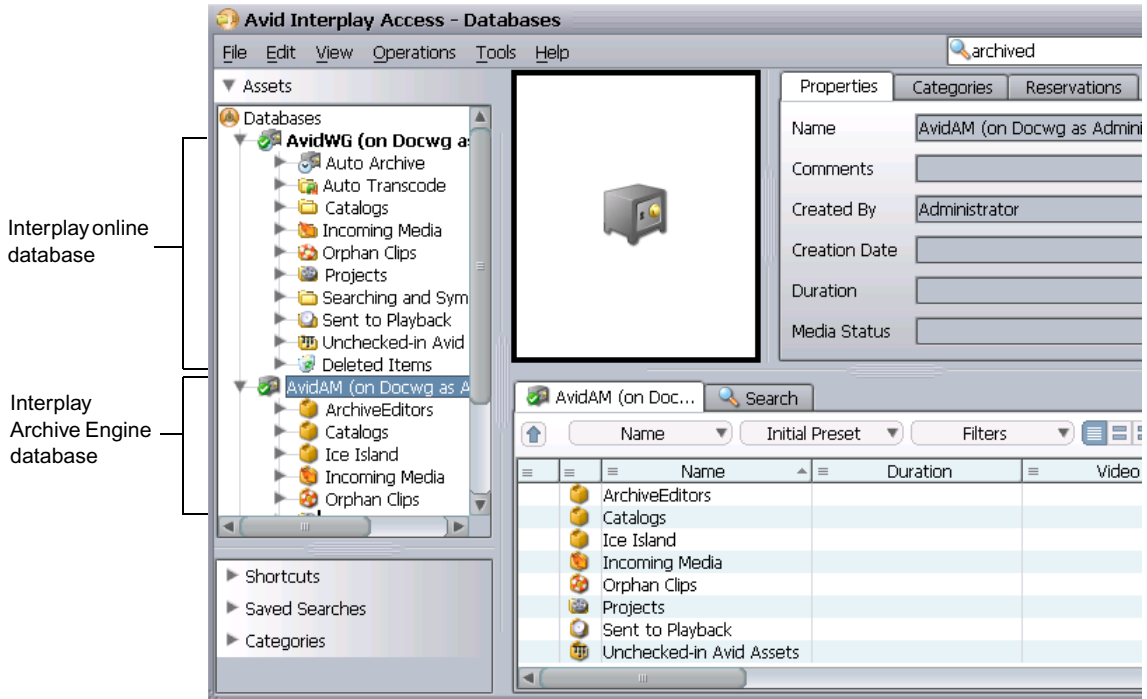
A large production facility can have more than one Interplay workgroup. Each workgroup must have its own Interplay Engine, database, and shared storage network. Users on Interplay Access can view and access assets from more than one workgroup and can transfer them from one to another using a file copy procedure for file assets and Avid Interplay Transfer for Avid assets.

Interplay Archive Engine

A facility might also include an Interplay Archive Engine. An Interplay Archive Engine is configured similarly to an Interplay Engine. An Archive Engine is integrated with a third-party archive system. An Interplay Archive database is always named AvidAM. An Interplay database is always named AvidWG.

An Interplay Archive database and an Interplay database use different icons, as shown in the following illustration from Interplay Access. The archive database is represented by a safe, and archive folders are represented by boxes.

1 Getting Started with the Avid Interplay Administrator



For more information about the Interplay Archive Engine, see *Avid Interplay Best Practices*.



In this guide, references to the Interplay Engine also refer to the Archive Engine, unless otherwise noted.

Central Configuration Server

If a production facility includes more than one Interplay workgroup, you can specify one Interplay Engine as the *Central Configuration Server (CCS)*. The CCS is an Interplay Engine module that stores information that is common to all other Interplay Engines. The CCS provides a means to manage user accounts across multiple workgroups. For more information, see [“Understanding the Central Configuration Server” on page 65](#).

Server Execution User

The Server Execution User is a Windows operating system user that runs the Interplay Engine processes. You specify the user name and password for the Server Execution User when you install the Interplay Engine on the server. The Server Execution User needs local administrator rights on the operating system for the Interplay Engine server and read/write access to the Avid Unity shared storage file system.

For more information, see [“Troubleshooting the Server Execution User Account” on page 130](#).

Avid Interplay as a Client-Server Application

Avid Interplay is designed as a client-server application. The Interplay Engine is configured to run on a central machine that is accessible to all users through a network. An Avid Interplay application that runs on a client machine is a client of the Avid Interplay Engine server. Avid Interplay client applications, such as Interplay Access, Interplay Assist, Avid iNEWS Instinct, and Avid editing applications that use the Interplay Window can access and browse multiple databases. The Interplay Administrator is also a client application.

Avid Interplay uses TCP/IP and related protocols for its network communication. Therefore, TCP/IP must be installed on all machines. Since TCP/IP is used to access the Internet, most users already have this component installed. See [“Required TCP/IP Ports” on page 149](#) for more information.

Using the Avid Interplay Administrator

The Avid Interplay Administrator is a client application that you use to manage either the Interplay Engine or the Interplay Archive Engine. The Interplay Administrator is installed at the same time that you install Interplay Access. You can install the Interplay Administrator as a client on any computer in your network and then use it to manage any Interplay Engine or Interplay Archive Engine that is available on the network. For information on installing the Interplay Administrator, see the *Avid Interplay Software Installation and Configuration Guide*.

The Interplay Administrator provides you with the tools you need for the following major tasks:

- Setting up a new database. See [“Creating an Interplay Database” on page 27](#).
- Backing up the database. Backing up the database regularly protects your data, allowing you to restore the database to a saved state in the event of failure. See [“Scheduling and Restoring Database Backups” on page 31](#).
- Maintenance tasks, such as locking, unlocking, and restarting the server. See [“Server Settings” on page 55](#).
- Creating, editing, and deleting user accounts and managing user authorization. See [“User Management” on page 65](#).
- Configuring client applications and the workgroup. See [“Site Settings” on page 97](#).

1 Getting Started with the Avid Interplay Administrator

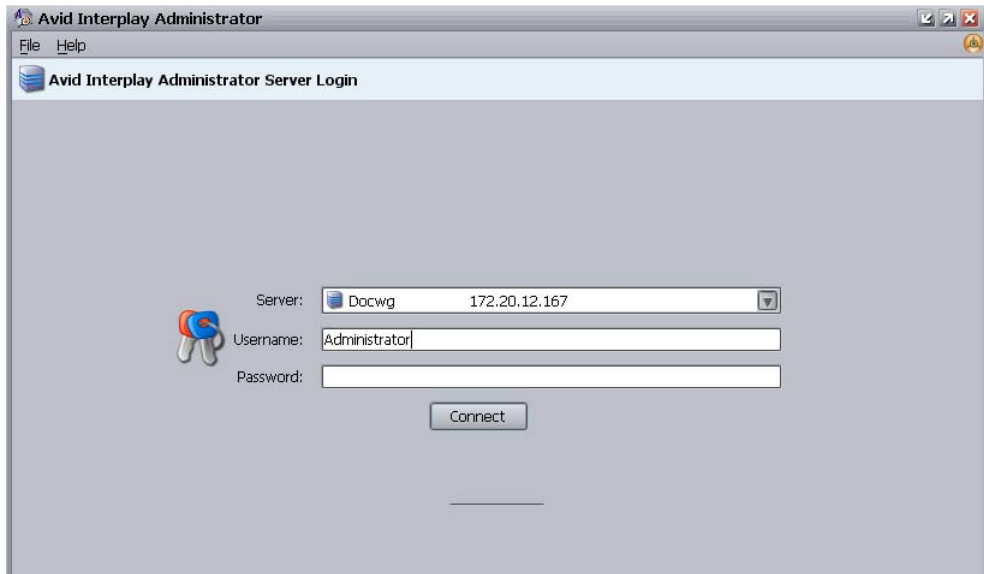
- Configuring the Interplay Archive Engine. See “[Specifying Archive Settings](#)” on page 107. For more information on archiving, see *Avid Interplay Best Practices* and the *Avid Interplay Media Services Setup and User’s Guide*.
- Configuring Editor Settings and Avid Interplay Services. See “[Editor Settings](#)” on page 111 and “[Avid Interplay Services](#)” on page 125.

Starting the Avid Interplay Administrator

To start the Avid Interplay Administrator:

1. Do one of the following:
 - ▶ Click the Start button and then select All Programs > Avid > Avid Interplay Access Utilities > Avid Interplay Administrator.
 - ▶ From Interplay Access, select Tools > Open Interplay Administrator.

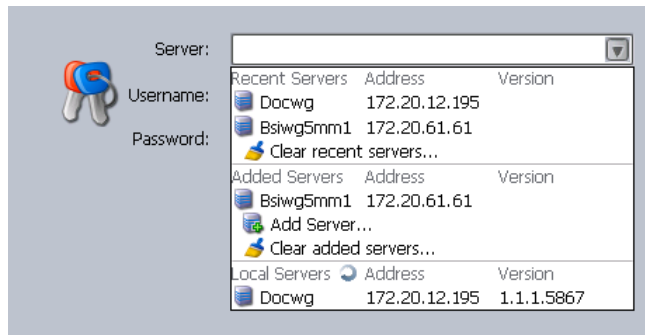
The Avid Interplay Administrator Server Login screen appears.



The first time you open the Interplay Administrator, the Server text box is empty. If you have already logged into a server, the text box shows the last server you logged in to.

2. Select the server you want to work with by doing one of the following:
 - ▶ Accept the server that is displayed.
 - ▶ Type the name of the server that you want to log in to. You can also use an IP address.

- ▶ Click the arrow for the Server list and select the server name from the list.



The first part of the list shows recent servers, the second part of the list shows servers that were added manually (not on a local area network), and the third part shows servers available on your local area network.

- ▶ Click the arrow for the server list and select Add Server. Type a new server name.
3. Type a user name with administration rights.

On the first start after installing the Avid Interplay Engine, only the user Administrator exists. Type “Administrator” in the dialog box. The password is empty by default. Change the password of the Administrator as soon as possible (see “[Viewing and Setting Attributes](#)” on page 79).



The Interplay Administrator account is different from the Server Execution User account. The Interplay Administrator account is used to manage users and the database. The Server Execution User account is used to run the Interplay Engine processes.

4. Click Connect.

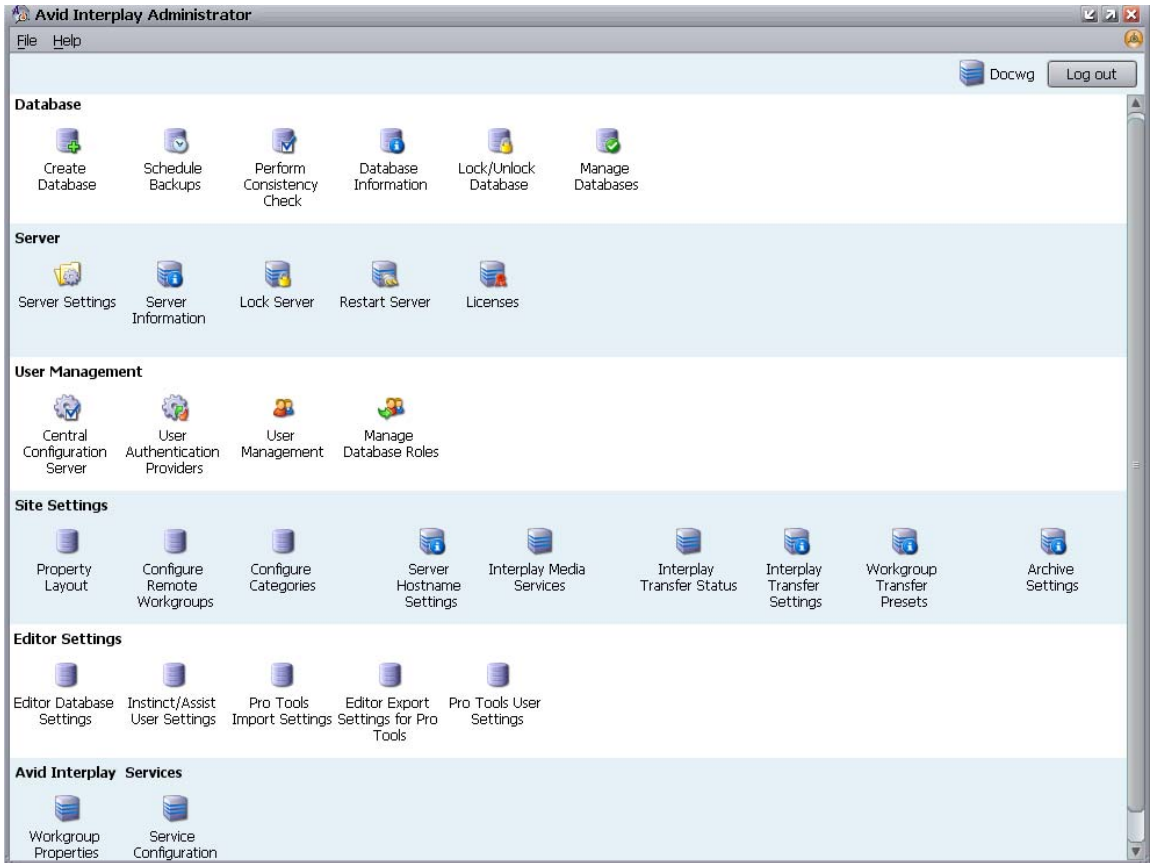
The Interplay Administrator window opens.

If you have any problems logging in, see “[Troubleshooting Log-In Problems](#)” on page 127.

Using the Avid Interplay Administrator Window

The Avid Interplay Administrator window is divided into six groups: Database, Server, User Management, Site Settings, Editor Settings, and Avid Interplay Services. The name of the Interplay Engine server you are connected to is displayed in the upper right of the window.

1 Getting Started with the Avid Interplay Administrator



Each group contains views for managing components of the Avid Interplay Engine. Each group is described in a separate section of this guide:

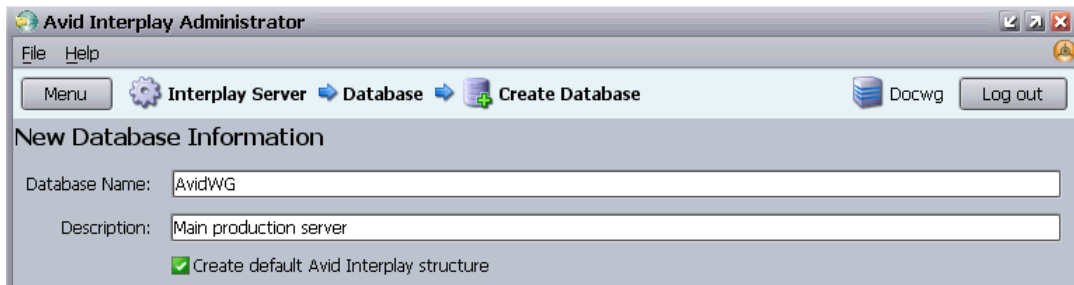
- [“Database Settings” on page 27](#)
- [“Server Settings” on page 55](#)
- [“User Management” on page 65](#)
- [“Site Settings” on page 97](#)
- [“Editor Settings” on page 111](#)
- [“Avid Interplay Services” on page 125](#)

Opening an Interplay Administrator View

To open an Interplay Administrator view:

- ▶ In the Interplay Administrator window, click an icon.

The view you select replaces the Interplay Administrator window. Each view includes a path that shows the relative location of that view. The following illustration shows part of the Create Database view. In this example, the path shows that the Create Database view is included in the Database section of the Interplay Administrator window (referred to as the Interplay Server).



To return to the Interplay Administrator window:

- ▶ Click the Menu button in the upper left of the view.

Opening Interplay Administrator Help

The Interplay Administrator includes a hyperlinked Help system that provides all the information that is included in the Avid Interplay Engine and Avid Interplay Archive Engine Administration Guide (this document).

To open Help:

- ▶ Select Help > Interplay Administrator Help.

For information on using Help, click the Contents tab and double-click “Using Help.”

Exiting the Avid Interplay Administrator

When you are finished using the Avid Interplay Administrator, you should log out or close the application.

To log out:

- ▶ Click the Log out button in the upper right of the Interplay Administrator window.
The window remains open.

To close the Interplay Administrator, do one of the following:

- ▶ Select File > Exit.
- ▶ Click the close button in the upper right of the window.
The Interplay Administrator window closes.

2 Database Settings

The Database Settings allow you to create, configure, and manage the Interplay database. The following topics describe how to use these settings:

- [Creating an Interplay Database](#)
- [Avid Interplay Database Directories and Files](#)
- [Scheduling and Restoring Database Backups](#)
- [Performing a Consistency Check](#)
- [Viewing Database Information](#)
- [Locking and Unlocking Databases](#)
- [Managing Databases: Deactivating, Activating, and Migrating](#)
- [Moving a Database to Another Server](#)
- [Moving a Database and Users to Another Server](#)
- [Moving a Database Under Low Disk Space Conditions](#)
- [Renaming a Database](#)

Creating an Interplay Database

The Create Database view lets you name and create a new Interplay database. You need to create an Interplay database after you install the Interplay Engine and Interplay Access software.



Avid supports only one database for each Interplay Engine. The database must be named AvidWG, or for an Archive Engine database, AvidAM.

The root folder for a new database is set during the installation of the Interplay Engine software. By default, the installation program creates one shared folder for both the metadata database and the source files for file assets (the file repository). The default location is the D:\Workgroup_Databases folder, which is represented by the administrative share name WG_Database\$. The \$ indicates a hidden share.



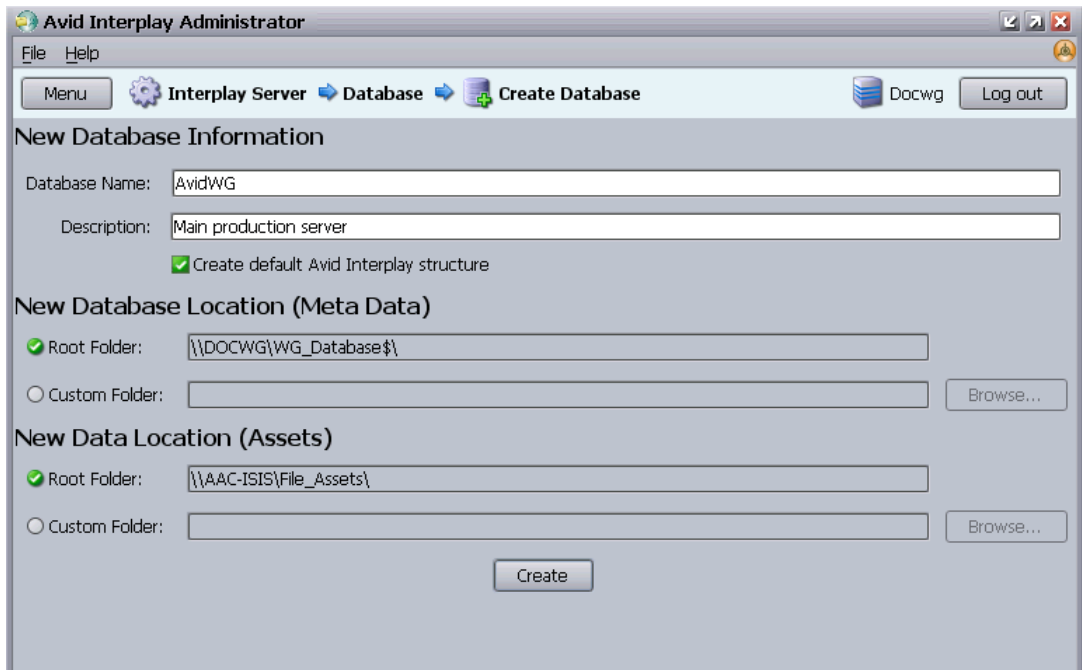
To identify the actual folder, open a Command Prompt window and type `net share`.

2 Database Settings

Avid recommends that you divide an Interplay database so that the metadata database remains on the Interplay Engine server (the only supported setup) and the file repository resides on an Avid Unity shared storage workspace. The most efficient approach is to specify how to divide the database before you create it. You specify the locations in the Server Settings view (see [“Changing the Database and Data Locations” on page 55](#)) and then create the database in the Create Database view.

The following illustration shows the Create Database view with two locations specified:

- The metadata database will be installed in `\\DOCWG\WG_Database$`, which represents a folder on the Interplay Engine (by default, `D:\Workgroup_Databases`).
- The file repository will be installed in `\\AAC-ISIS\File_Assets\`, which is a shared storage workspace that was set in the Server Settings view.



For complete information on configuring a split database, see [“Recommendation for Database Storage” on page 133](#).

To create an Interplay database:

1. In the Database section of the Interplay Administrator window, click the Create Database icon.

The Create Database view opens.

2. In the New Database Information section, leave the default “AvidWG” in the Database Name text box. For an archive database, leave the default “AvidAM.” These are the only two supported database names.
3. Type a description for the database in the Description text box, such as “Main Production Server.”
4. Select “Create default Avid Interplay structure.”

After the database is created, a set of default folders within the database are visible in Interplay Access and other Interplay clients. For more information about these folders, see the *Avid Interplay Access User’s Guide*.

5. Keep the root folder for the New Database Location (Meta Data).
The metadata database must reside on the Interplay Engine server.

6. Keep the root folder for the New Data Location (Assets).

If you are creating a split database, this entry should show the Avid Unity workspace that you set in the Server Settings view (see “[Changing the Database and Data Locations](#)” on page 55).

7. Click Create to create directories and files for the database.

The Interplay database is created.

Avid Interplay Database Directories and Files

When the Interplay Engine creates a database, it creates a set of directories and files in the locations you specified in the Create Database view (see “[Creating an Interplay Database](#)” on page 27). If you configured your system to create a split database, only the _Database folder is created on the local Interplay Engine server. Other folders are created on the shared storage workspace.



The default location for the database is the administrative share that was set during the Interplay Engine installation. By default, this administrative share is named WG_Database\$ and it is associated with the folder D:\Workgroup_Databases. The “\$” indicates a hidden share. To identify the actual folder, open a Command Prompt window and type net share.


During normal work, users or administrators do not need to work directly with the directories and files listed in the following table. All access for normal work is through Avid Interplay products. You need to work with these files when splitting a database or possibly when troubleshooting a problem.



The _Database and _PropertyStore folders of each database should be excluded from any kind of virus checking (virus checking tools might try to lock the database files).

2 Database Settings

Database Directories and Files

Directory or File	Directory or File Description
_Database	<p>The main database directory, which contains database files and the database journal. These files contain the database structure and all metadata. All files within this folder contain binary information and cannot be viewed or edited with a text editor.</p> <p>If you are working with a split database, this directory is located on the Interplay Engine server and other directories are located on a shared storage workspace.</p>
mor, .mos, .dor, .dos, .dps, .dep (Located in _Database)	<p>The main database files. They contain the metadata for all versions of assets managed by Avid Interplay. The overall size of these files can be expected to grow linearly with the number of versions in your database. As a rough size estimate, expect about 0.5 to 1 KB per asset (independent of its number of versions) plus 0.5 to 1 KB per version. The exact numbers depend on the amount of custom metadata attached to the assets.</p>
.jrn (Located in _Database)	<p>Files that contain the journal data. Whenever a change to the database is performed (ex: after check in, import, check out, rollback, or just setting a property), the updated metadata is first written into the journal, which is then periodically integrated into the main database files. Because journal files are created automatically when necessary and deleted when no longer needed, they are assigned random number that is part of the file name. These files are not backed up.</p>
_Master	<p>The main data directory, which contains the source files for file assets that are managed by the database (the file repository). This directory contains source files for all versions of the file assets.</p> <p> <i>Source files for Avid assets are always stored in Avid media folders on shared storage. If you are working with a split database, this directory is located on a shared storage workspace.</i></p>
Handover Directories: _Import, _CheckIn, _PropertyHandover, _Handover	<p>Whenever a file is copied from the client to the server, the file is first copied into one of these directories, depending on what operation (check in, import, and so on) was performed. The server then moves the file from these handover directories into the _Master directory.</p>
_PropertyStore	<p>The database directory that contains files holding the contents of streamed properties. <i>Streamed properties</i> include metadata about Avid assets, such as head frames and AAF information.</p>
_Backup	<p>The data folder that contains backup versions of the _Database folder.</p>
AvidWG.pro, AvidAM.pro	<p>A cookie file representing the database. It contains no vital information, but can be used to set databases active.</p>

Database Directories and Files (Continued)

Directory or File	Directory or File Description
Folderlocations.xml	A file that informs the server about the location of the _Database directory. If you set a new location for the file assets, you might need to edit this file. See “Splitting a Database for Existing Interplay Installations” on page 138.
_Buckets	Not currently used.

Scheduling and Restoring Database Backups

The Schedule Backups view lets you schedule and manage backups of the Interplay database. These backups create copies of metadata files, but do not create copies of the assets. You need to use another method to back up your assets.

You can schedule two kinds of backups:

- **Complete (or Full) backup:** Creates copies of database files (in the _Database folder) and streamed properties files (in the _PropertyStore folder). Streamed properties include metadata about Avid assets, such as head frames and AAF information.
- **Fast backup:** Creates copies of database files in the _Database folder, but not streamed properties files in the _PropertyStore folder. As the number of streamed properties grows, the time it takes to run a Complete backup also grows, so you can save time by scheduling Fast backups.

For more information about database files, see [“Avid Interplay Database Directories and Files”](#) on page 29.

You cannot restore parts of a backup, for example, a specific sequence or folder. You can restore only a Complete backup or a Fast backup.



Only _Database and _PropertyStore are backed up through the Interplay Administrator backup process. Other directories, such as _Master, need to be backed up through a different process. See [“Recommendations for Automatic Backup Configuration”](#) on page 34.

Scheduling Database Backups

Use the Schedule Backups view to schedule the type and frequency of your backups.

You can also use this view to run a one-time manual backup. In this case, use this procedure and schedule a complete backup at the next available time.

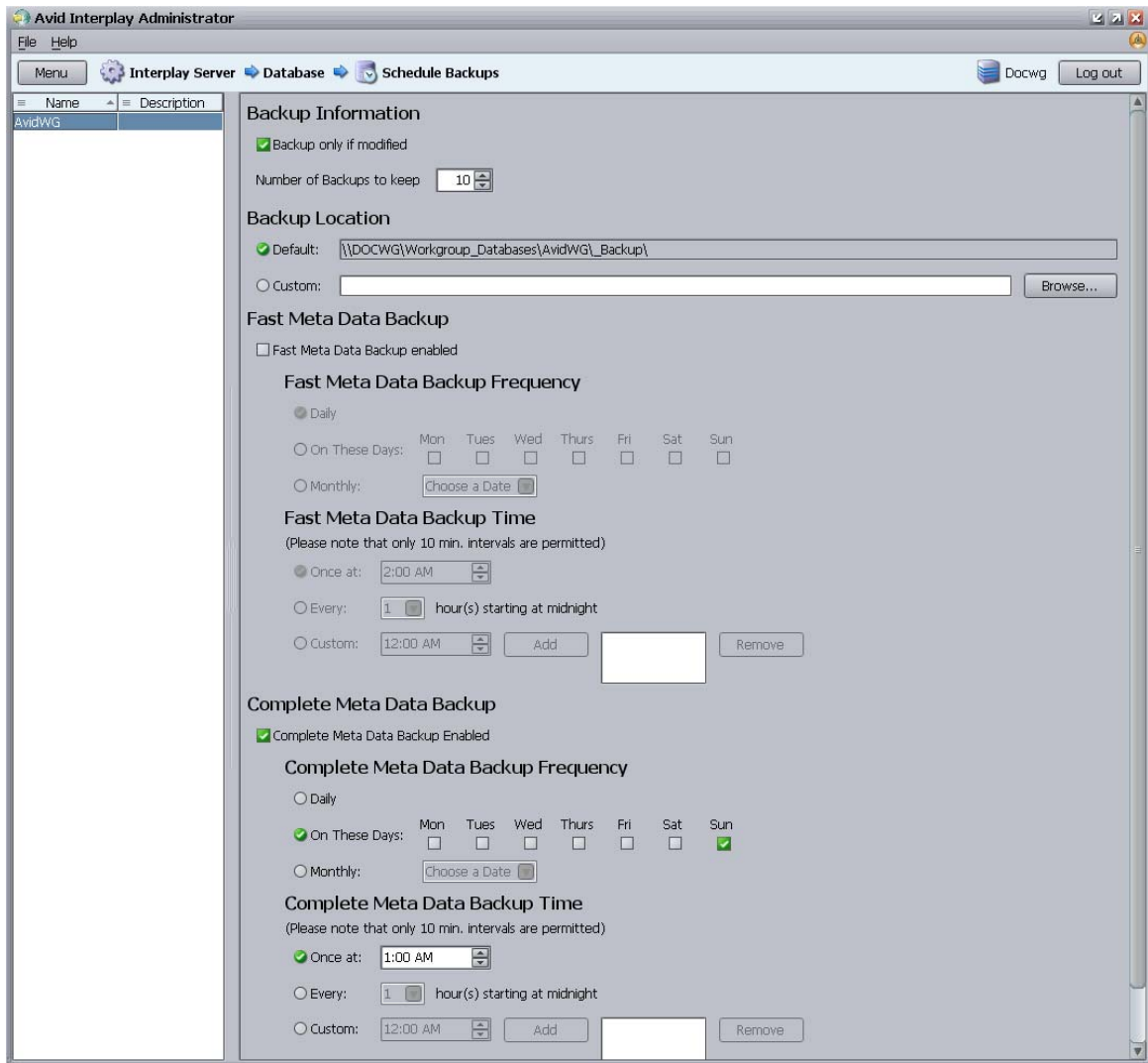
2 Database Settings

For recommendations on developing a backup strategy, see “[Recommendations for Automatic Backup Configuration](#)” on page 34.

To schedule database backups:

1. In the Database section of the Interplay Administrator window, click the Schedule Backups icon.

The Schedule Backups view opens.



2. In the list on the left side of the view, select the database for which you want to view or specify automatic backup settings. The current settings are displayed.
3. (Option) In the Backup Information section, change your preferences if necessary.

“Backup only if modified” is selected by default to save space and avoid duplicate identical copies. The default number of versions to keep is 10. To avoid deleting your last Complete backup, make sure that the “number of backups to keep” is higher than the number of Fast backups that you schedule between Complete backups. For more information, see [“Recommendations for Automatic Backup Configuration” on page 34](#).
4. (Option) In the Backup Location preference, change the path if desired.

The default is the backups folder `_Backup`, which is located in the file repository location (a shared storage workspace if you split the database). To change this, select Custom and then select Browse to go to another location. This folder can have a different name. Make sure the Server Execution User has write access this folder. See [“Troubleshooting the Server Execution User Account” on page 130](#).
5. (Option) In the Fast Meta Data Backup section, select “Fast Meta Data Backup enabled” (disabled by default). A Fast backup backs up only the Interplay metadata, and relies on subsequent Complete backups for restoring streamed properties.
6. (Option) If Fast Meta Data Backup is enabled, you can change the Fast backup frequency. The default is set to Daily. You can select any number of days you would like to perform Fast backups or you can set a Fast backup for one day a month.
7. (Option) If Fast Meta Data Backup is enabled, you can change the Fast backup time as follows.
 - Select Once at and change the hour and minutes (within 10 minute intervals) on which it occurs using the up and down arrows.
 - Select Every and set the backup to occur at regular intervals starting at midnight. Use the down arrow to select the interval.
 - Select Custom and specify custom backup times. Use the up and down arrows to select the time, and then select Add. Repeat to add more times to perform the backup. Select a time and then Remove to cancel a backup.

The Backup time is the Interplay Engine server's local time.
8. In the Complete Meta Data Backup section, make sure the option “Complete Meta Data Backup Enabled” is selected (default).

At a minimum, you should schedule one regular Complete backup.
9. (Option) Change the Complete backup frequency. Complete backups can take a long time and Avid recommends that you perform Complete backups when the server is not being used or when usage is lowest. The default is set to Sunday. You can select any number of days you would like to perform Complete backups or you can set a Complete backup for one day a month.

2 Database Settings

10. (Option) Change the Backup time by selecting one of the following:
 - ▶ Select Once at and change the hour and minutes (within 10 minute intervals) on which it occurs using the up and down arrows.
 - ▶ Select Every and set the backup to occur at regular intervals starting at midnight. Use the down arrow to select the interval.
 - ▶ Select Custom and specify custom backup times. Use the up and down arrows to select the time, and then select Add. Repeat to add more times to perform the backup. Select a time and then Remove to cancel a backup.
11. Click the Apply Changes button.

Recommendations for Automatic Backup Configuration

A backup of the entire database requires two different processes:

- Automatic backup through the Administrator tool, as described in [“Scheduling Database Backups” on page 31](#). This process backs up the _Database and _PropertyStore folders.
- Another backup process, such as tape. This process needs to back up the file assets by backing up all other folders, such as the _Backup and _Master folders.



The _Master folder is not included in the database backup, which includes only metadata; therefore it must be backed up by another backup mechanism regularly.

It is extremely important to use the automatic backup process available through the Interplay Administrator instead of just a tape backup for backing up the _Database and _PropertyStore folders. Tape backups can be:

- Inconsistent: A tape backup of the _Database folder while the server is running can lead to inconsistent backup files because the server might not have applied all the transactions to the database yet.
- Inconvenient: Because it is not safe to make tape backups of the _Database folder while the server is running, the server must be completely shut down during tape backup, causing inconvenience.
- Unpredictable and dangerous: The backup might lock the database files. This prevents the server from reading and writing those files. The database could become damaged.

Automatic backup, however, ensures database consistency.

Recommended Backup Configuration

Avid recommends the following backup configuration:

- Enable a daily Avid Interplay database backup, as described in [“Scheduling Database Backups” on page 31](#). The backup should be set to run once daily at night, when the server is not being used or usage is lowest.
- Decide whether to schedule the daily backup as a Complete backup or Fast backup. If you have a very large database, you can save time by scheduling a Fast backup daily and a Complete backup every few days. For information about Fast and Complete backups, see [“Scheduling and Restoring Database Backups” on page 31](#).
- To avoid deleting your last Complete backup, make sure that the “number of backups to keep” is higher than the number of Fast backups that you schedule between Complete backups. If the “number of Backups to keep” is smaller than the scheduled Fast backups, you will lose your last full backup and the associated _PropertyStore.

The number of backups to keep includes Complete and Fast backups. When the number of backups to keep is exceeded, the system deletes the oldest backup. For example, if you schedule full backups once a week and schedule partial backups every day, your number of backups to keep must be larger than 6. Otherwise, on the 6th day the system will delete your last full backup.

- Ensure that the backups are working and actually creating backups. To test the backup, check that the backup subfolders *dbname_date_time* are being created at the specified times (according to the backup configuration) and that these subfolders are not empty. Every backup should create its own subfolder

For example, your backup folders might be created in the following location:

```
\\UnityServer\WorkspaceName\AvidWG\_Backup
```

A backup subfolder might be named *AvidWG_2007-05-22_03-00*.

- Enable a different backup mechanism, such as tape backup, for all folders except the _Database and _PropertyStore folders. The _Backup and the _Master folder of each database are the most important for the tape backup. Do not include the _Database and _PropertyStore folders of each database in the tape backup.



The _Database and _PropertyStore folders of each database should be excluded from any kind of virus checking (virus checking tools might try to lock the database files).

Restoring an Earlier Version of a Database

Restoring a backup version of the _Database folder returns a database to the state it was in when the backup was created. Before restoring a database, make sure that it is really necessary, because changes since the backup could be lost.

2 Database Settings

To restore a backup, you need to run the InterplayRestore tool in a Command Prompt window. The InterplayRestore tool is installed in the C:\Program Files\Avid\Avid Interplay Engine\Server directory and includes in-line help for using the tool. For an example of how the tool works, see “[Database Restore Session Example](#)” on page 38.

You can restore either a Complete backup or a Fast backup. The InterplayRestore tool identifies the type of backup for you to select. You can determine whether a backup is Complete or Fast by opening the folder. A Complete backup contains a _Database folder and a _PropertyStore folder. A Fast backup contains only a _Database folder.

You cannot restore parts of a backup, for example, a specific sequence or folder. You can restore only a Complete backup or a Fast backup.

How the Restore Tool Renames Files

When the tool begins the restore, it locks the database and then renames the existing directory _Database to _Database.1. If you are performing a restore from a Complete backup, the tool renames _PropertyStore to _PropertyStore.1.

If the backup restore is not completed (you kill the process, system crashes, error message, and so on), you can restore the system to its previous state by deleting the _Database (and possibly _PropertyStore) directories that the tool created, and renaming _Database.1 to _Database (and also possibly _PropertyStore.1 to _PropertyStore).

If a directory _Database.1 already exists, the tool creates _Database.2, and so on up to _Database.9. If there are more than nine such directories, the tool exits with an error stating that you should clean up these old temporary directories from previous restores.

After you make sure the database is correctly restored, you can delete the _Database.1 and _PropertyStore.1 directories.

Using the InterplayRestore Tool on a Local Machine

You can run the InterplayRestore tool in interactive mode (which prompts you for information) or as a command line.

To restore an earlier version of a database from a backup using interactive mode:

1. On the Interplay Server, click Programs and select Accessories > Command Prompt.
2. At the command line, navigate to the folder that contains InterplayRestore. For example, type:

```
cd C:\Program Files\Avid\Avid Interplay Engine\Server  
and press Enter.
```

3. Type:

InterplayRestore
and press Enter.

4. InterplayRestore prompts you for the database root directory. Type the path and press Enter.

You can use a local path or a UNC path. For example:

```
D:\Workgroup_Databases\AvidWG
\\IEServer\WG_Database$\AvidWG
```

You can use the administrative share name `WG_Database$` only in a UNC path.

5. At the next prompt, type the backup home directory and press Enter. For example:

```
D:\Workgroup_Databases\AvidWG\_Backup
```

If you are working with a split database, this location will be on the shared storage server. For example:

```
\\UnityServer\WorkspaceName\AvidWG\_Backup
```

6. At the next prompt, select the correct backup from the numbered list of available backups and press Enter.

The restore process begins. For an example of the process, see [“Database Restore Session Example” on page 38](#). At the end of the process, a message informs you that you need to restore the `_Master` directory manually.

7. Restore your `_Master` folder through whatever mechanism you use for backup.

The `_Master` database is not backed up by the automated backup feature of Interplay. See [“Recommendations for Automatic Backup Configuration” on page 34](#).

8. Unlock the database by using the Lock/Unlock Database view in the Interplay Administrator.

9. Check to make sure you can access the restored database from Interplay Access, and that you can preview clip headframes.

10. Delete the `_Database.1` and `_PropertyStore.1` directories.

To restore an earlier version of a database from a backup using the command line, do one of the following:

► Navigate to the folder that holds InterplayRestore, type the following, and press Enter:

```
InterplayRestore <database root dir> <database backup dir>
```

For example:

```
InterplayRestore d:\Workgroup_Databases\AvidWG\
d:\Workgroup_Databases\AvidWG\_Backup
```

2 Database Settings

InterplayRestore prompts you to choose from a numbered list of available backups and then performs the restore.

- ▶ Navigate to the folder that holds InterplayRestore, type the following, and press Enter:

```
InterplayRestore <database root dir> <database backup dir> <backup
folder for restore>
```

For example:

```
InterplayRestore d:\Workgroup_Databases\AvidWG\
d:\Workgroup_Databases\AvidWG\_Backup
d:\Workgroup_Databases\AvidWG\_Backup\AvidWG_2007-08-20_01-00
```

InterplayRestore performs the restore.

Database Restore Session Example

Here is an example interactive session, which begins with the command for starting the InterplayRestore tool.

```
C:\>"C:\Program Files\Avid\Avid Interplay
Engine\Server\InterplayRestore"
```

```
*****
```

```
InterplayRestore - Restore Interplay databases from backup
```

A non interactive mode is also available.

Run "InterplayRestore.exe /?" for help

Enter the Interplay database root directory:

```
D:\Workgroup_Databases\AvidWG
```

Enter the backup root directory: **D:\Workgroup_Databases\AvidWG_Backup**

Choose a backup to restore from:

- [1] Tuesday, September 12, 2007 3:05:00 AM Full
- [2] Thursday, September 14, 2007 3:04:00 AM Fast
- [3] Friday, September 15, 2007 3:05:00 AM Full
- [4] Saturday, September 16, 2007 3:00:00 AM Full

Choose an entry (1 - 4):

Assume you choose 1. The tool locks the project so that no one can access the database and then copies the files:

```
Beginning restore from
d:\Workgroup_Databases\avidwg\_Backup\AvidWG_2006-09-12_03-05\

This is a Full backup

Restoring to d:\Workgroup_Databases\avidwg\

Locked project AvidWG

Copying files into d:\Workgroup_Databases\avidwg\_Database

Copying file AvidWG.dor

...
```

It leaves the database locked and gives you the following message:

```
Database AvidWG is still locked because you need to restore _Master
manually, or through your existing tape backup mechanism.
```

When you are done restoring `_Master`, use the Lock/Unlock Database view in Interplay Administrator to unlock the AvidWG database. This will complete your restore operation.

Using the InterplayRestore Tool to Restore Backups Remotely

Restoring backups remotely is the most advanced restore mechanism. This feature is recommended for experienced administrators who have a number of Interplay Engines to maintain and do not want to log in locally on each server.

However, you must lock the database by using the Interplay Administrator before you can restore the backup. The InterplayRestore tool cannot lock the database when operating remotely. If the database is not locked, the Interplay Engine will block access to the files in the `_Database` and `_PropertyStore` directories and the restore will fail.

You can run the InterplayRestore tool from any system that includes the InterplayRestore tool and two DLLs. You do not need to install the Interplay Engine on the local system, but you do need to copy the necessary files from an Interplay Engine server.

To prepare a local system to run the InterplayRestore tool:

- ▶ Copy the following files from an Interplay Engine server to the same locations on the local system:
 - C:\Program Files\Avid\Avid Interplay Engine\Server\InterplayRestore.exe

2 Database Settings

- C:\WINDOWS\system32\nxn_workgroup_eem.dll
- C:\WINDOWS\system32\nxn_workgroup_library_129.dll

Alternatively, you can keep all three files in the same folder.

To remotely restore an earlier version of a database from a backup:

1. Open Interplay Administrator, log in to the Interplay Engine whose database you want to restore, and lock the database. For more information, see [“Locking and Unlocking Databases” on page 42](#).

The InterplayRestore tool cannot lock the database when operating remotely.

2. On a local system, click Programs and select Accessories > Command Prompt.
3. At the command line, navigate to the folder that contains InterplayRestore.

For example, type:

```
cd C:\Program Files\Avid\Avid Interplay Engine\Server  
and press Enter.
```

4. Type:

```
InterplayRestore /nolock  
and press Enter.
```

5. Continue the procedure as described in [“Restoring an Earlier Version of a Database” on page 35](#).

You can use a command line call to restore a database remotely. In the following example, the Interplay Engine resides on a machine called “remote-server” and the backups reside on another server called “backup-server.”

```
InterplayRestore.exe /nolock  
\\remote-server\Workgroup_Databases\AvidWG\  
\\backup-server\backups\AvidWG\_Backup  
\\backup-server\backups\AvidWG\_Backup\AvidWG_2007-02-13_18-40
```

Backing Up and Restoring the Interplay Users Database

The Interplay users database (_InternalData folder) is not backed up as part of the automated backup process. You can back up this database by copying it to another location. By default, the _InternalData folder is located on the server that is configured as the Central Configuration Server (see [“Understanding the Central Configuration Server” on page 65](#)), in \\VEServer\WG_Database\$ (usually D:\Workgroup_Databases).

To back up the Interplay users database

1. Lock the server in the Lock Server view. For more information, see [“Locking and Unlocking the Server” on page 58](#).
2. Copy the _InternalData folder to a backup location, such as a shared storage workspace.
3. Unlock the server.

To restore the Interplay users database:

1. Lock the server.
2. Copy the _InternalData folder from the backup location to the installed location \\IEServer\WG_Database\$ (usually D:\Workgroup_Databases).

If an _InternalData folder exists in the location, overwrite it with the backup file or rename it and then copy the backup file.

3. Unlock the server.

Performing a Consistency Check

The database Consistency Check compares the version of the database or databases on the master directory with the current database file. The Perform Consistency Check view provides a useful tool for checking if all references are correct, seeing if all necessary files are on the disk, and other database checks.



The Consistency Check is for support purposes. You should perform this check only if requested by Avid Technical Support.

Viewing Database Information

Use the Database Information view to display information about an Interplay database, including information about the connected users.



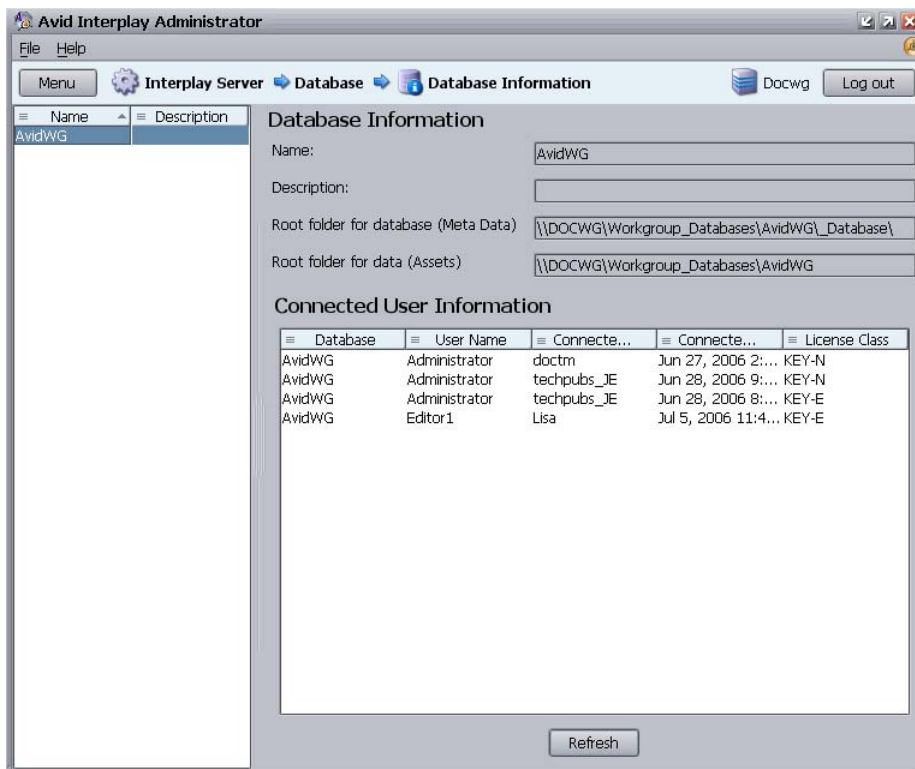
Avid recommends storing file assets on Avid Unity shared storage. See [“Recommendation for Database Storage” on page 133](#).

To view the information about a database:

1. In the Database section of the Interplay Administrator window, click the Database Information icon.

The Database Information view opens.

2 Database Settings



2. Select the database name from the list.

A summary of information about the database appears:

- Name and description: Either AvidWG (Interplay Engine) or AvidAM (Interplay Archive Engine) with a description supplied when the database was first created.
- Root folder for database (Meta Data): see [“Creating an Interplay Database” on page 27](#).
- Root folder for data (Assets): see [“Creating an Interplay Database” on page 27](#).
- Connected user information: see [“Managing Licenses” on page 60](#).

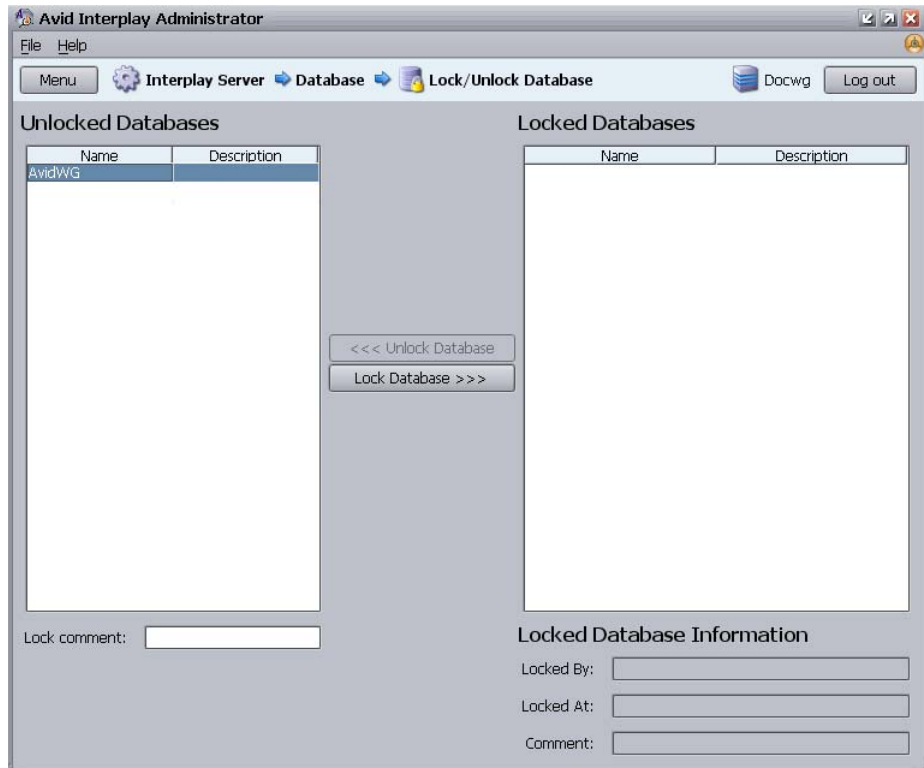
Locking and Unlocking Databases

If you need to make changes to a database, use the Lock/Unlock Databases view to prevent users from connecting to the database. By default, the database is unlocked.

To lock a database:

1. In the Database section of the Interplay Administrator window, click the Lock/Unlock Database icon.

The Lock/Unlock database view opens.



2. Select the database in the Unlocked Databases list.
3. (Option) Type a Lock comment explaining why you are locking the database. This information appears in the Locked Database Information section for the database.
4. Click Lock Database.

Your user ID and the time at which you locked the database are filled in, and the database is displayed in Locked Databases.

To unlock a database:

1. Select the database in the Locked Databases list.
2. Click Unlock Database.

The database is displayed in Unlocked Databases.

Managing Databases: Deactivating, Activating, and Migrating

Use the Managing Databases view to remove a database from the list of active databases (deactivate) or to restore it to the list (activate). This view also lets you migrate a database to a new Central Configuration Server (CCS) when necessary.

The following topics provide more information about activating, deactivating, and migrating databases:

- [Deactivating a Database](#)
- [Activating a Deactivated Database](#)
- [Migrating a Database](#)

Deactivating a Database

You might want to prevent users from connecting to a database if the database has been “retired” and the files have been moved elsewhere. In other cases, such as when you are backing up or moving databases, you might need to ensure that no connections can be made to the database to avoid interference. Deactivating the database removes it from the list of active databases.

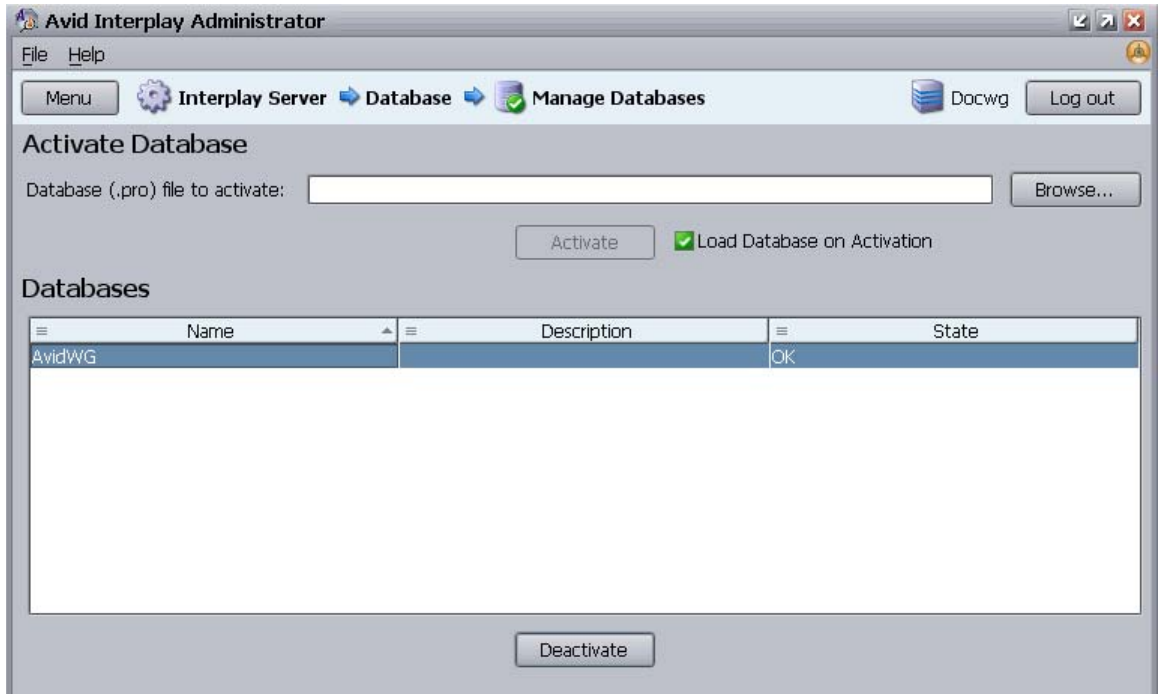


Deactivating a database does not delete the database files. It makes the database inactive so that users cannot connect to it until it is activated again. The database data is kept at the location that was specified when the database was created.

To deactivate a database:

1. In the Database section of the Interplay Administrator window, click the Manage Databases icon.

The Manage Databases view opens.



2. Select the database name in the Databases list.
3. Click Deactivate.

The database name is removed from the Databases list.

Activating a Deactivated Database

If a specific database is not listed in the Databases view, it means that it is unknown to the Interplay Engine and users cannot connect to it.

To add an existing but inactive database to the list of active databases:

1. In the Database section of the Interplay Administrator window, click the Manage Databases icon.

The Manage Databases view opens.

2. Do one of the following:

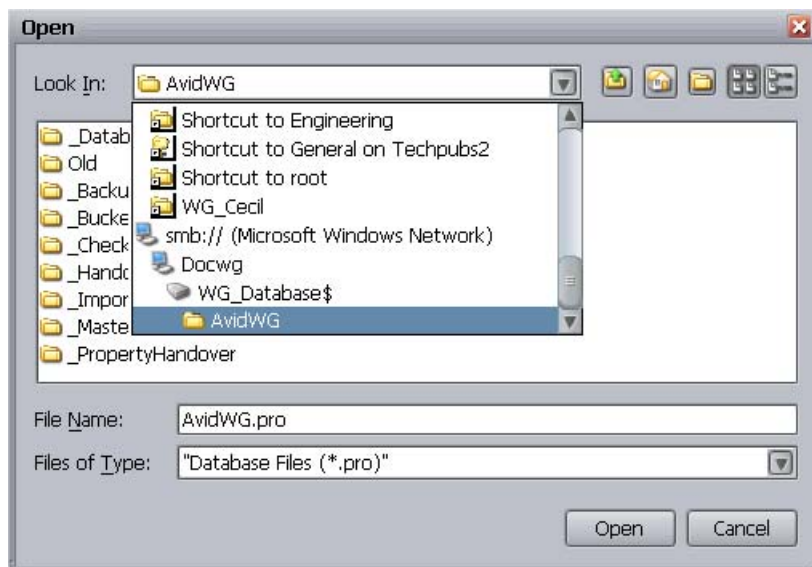
- ▶ In the “Database (.pro) file to activate” text box, type the full UNC path to the .pro file. For example:


```
\\IEServer\WG_Database$\AvidWG\AvidWG.pro
```

2 Database Settings

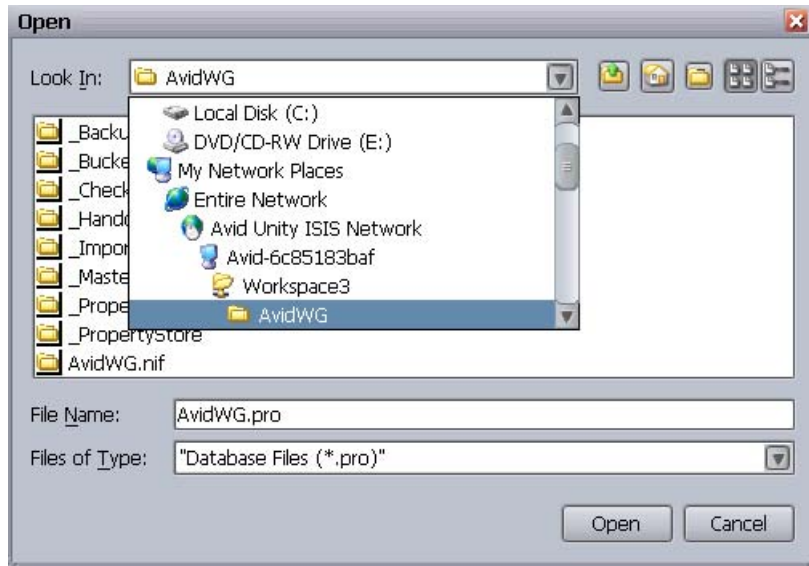
- ▶ Click the Browse button, log in if prompted, navigate to the .pro file, select the file, and click Open.

The following illustration shows the path to AvidWG.pro, using the Microsoft Windows smb network and the administrative share.

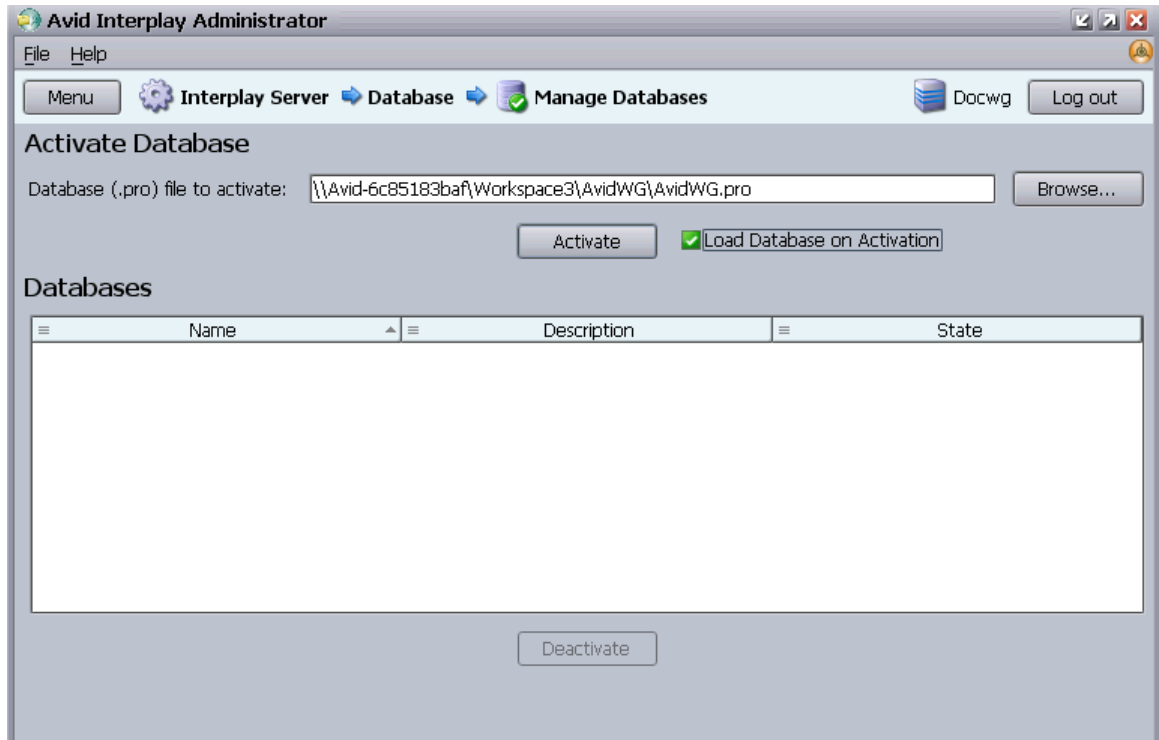


 *Avid recommends keeping the default share name WG_Database\$. If you decide on a different share name, consider that if the name is longer than 12 characters, you cannot browse to it graphically. If a share name is longer than 12 characters, you need to type the complete path in the “Database (pro) file to activate” text box.*

Make sure to navigate through the network to select the file. You must use a UNC path. This is especially important if you are working with a split database. In this case, the .pro file is located on the shared storage server. The following illustration shows the path to AvidWG.pro, using an Avid Unity ISIS network and the workspace where the AvidWG folder is stored. In an Avid Unity MediaNetwork, the network name is “Avid Unity Network.”



The .pro file is displayed in the Activate Database dialog box.



2 Database Settings

3. Make sure the option “Load Database on Activation” is selected. Deselect this option only if directed by Avid support.
4. Click Activate.

The database is activated and loaded. The database name is displayed in the Databases list and users can connect to the database.

Migrating a Database

You usually need to perform a database migration under the following circumstances:

- When you want to remove all users and group-related data from a database. This allows you to start with new users and groups and maintain the metadata and the data inside the database.
- When troubleshooting a problem with customer support. For example, customer support might ask you to provide a copy of your database.
- If you changed the Central Configuration Server (CCS) for a database without first moving the _InternalData folder. If a database needs to be migrated, the State reads “Database Requires Migration.”

Do not use a database that requires migration; always migrate a database to a CCS. You cannot administer an unmigrated database.

If a database needs migration, the database icon shows a red box with an X and a yellow arrow. The database icon appears in several views in the Interplay Administrator, including the Manage Database Roles view.



(Red box with X and yellow arrow) Database needs migration.



When you migrate a database, the system deletes all the information inside the database that was stored from the old CCS, including users, user settings and local administration settings.

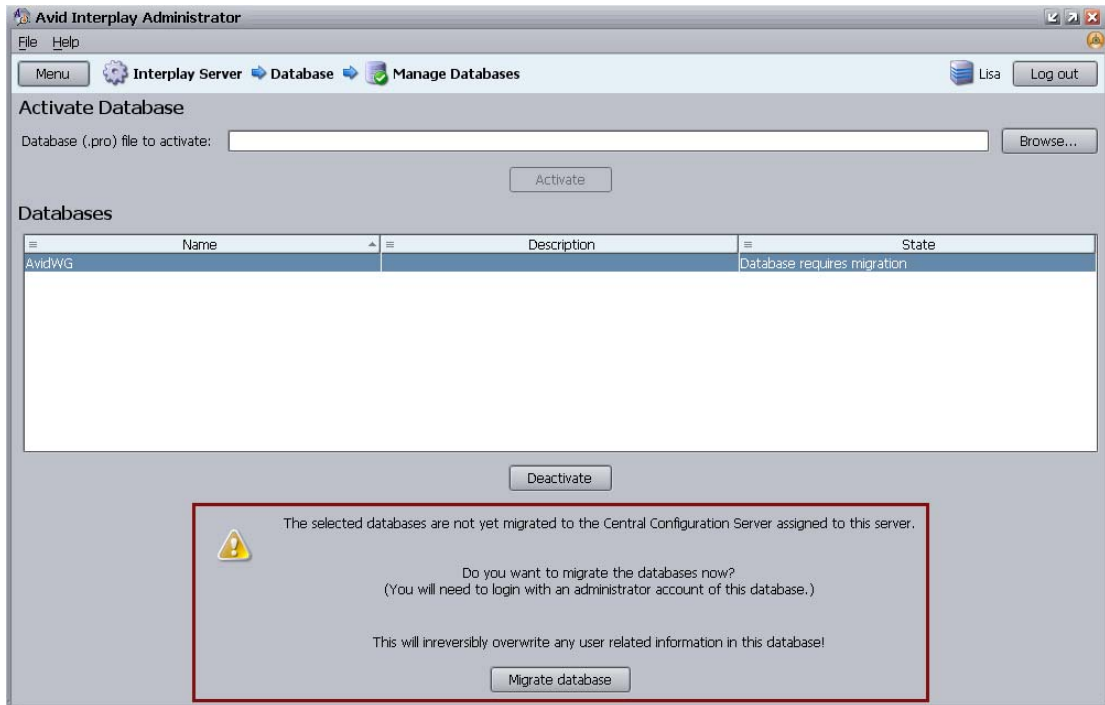


If you plan to migrate an Interplay Engine or Interplay Archive Engine database, turn off the database backup process before you perform the migration. If you do not turn off the backup process and it coincides with the migration, your backup will write out an inconsistent state of the database (half current and half migrated).

To migrate a database to a new CCS:

1. In the Database section of the Interplay Administrator window, click the Manage Databases icon.

The Manage Databases view opens.



2. In the Manage Databases view, click the name of the database that needs migration. The State reads “Database Requires Migration.”

A warning explains the consequences of a database migration.

3. Click Migrate Database.

After the migration, the State reads “OK.” The database now has the CCS users and administration properties of the new CCS you have set.

Moving a Database to Another Server

Under special circumstances, you might need to move a database to a different server.



Avid recommends that you have telephone support from Avid during the process in case complications arise.



If you move a database to a server that points to a different CCS, all the old CCS information that was stored, including users, user settings, and local administration settings for the database, will be lost because you will have to migrate the database (see “[Migrating a Database](#)” on page 48). If you move a database to another server and also move the CCS, however, this information is preserved. To move both a database and a CCS, see “[Moving a Database and Users to Another Server](#)” on page 51.

To move a database to another server:

1. Install the Interplay Engine on a new server (the target server).

Make sure the configuration is the same on both systems. For example, if the original system uses a split database, the new system should also use a split database (see “[Recommendation for Database Storage](#)” on page 133).

2. Disconnect all clients from the existing server (the source server) and make sure no clients will connect to the server.

Make sure the number of connected clients is 0 in the Server Information view.

3. On the source server, lock the database by using the Lock/Unlock Database view (see “[Locking and Unlocking Databases](#)” on page 42).

4. Deactivate the database using the Manage Databases view (see “[Deactivating a Database](#)” on page 44).

5. Make sure the database is unloaded from the server by opening the Interplay Administrator, opening the Restart Server view, and clicking Restart.

6. Locate the database folder on the source server.

The default path is D:\WG_Database\$\AvidWG (or AvidAM for an Archive Manager). By default, the administrative share WG_Database\$ refers to D:\Workgroup_Databases. For more information, see “[Identifying the Root Folder of the Interplay Server Database](#)” on page 142.

7. Pack the database folder into a zip file or use Robocopy from the Microsoft Windows Resource Kit for path names longer than 256 characters.

To save time and storage you do not need to copy all the backups in the D:\WG_Database\$\AvidWG_Backup folder. One complete backup and the most recent Fast backup are sufficient.

8. Copy the zipped file to a network server, removable media, or a laptop.

9. On the target server, make sure no clients attempt to connect to the server.
10. Copy the zipped file to the target server and unzip the file to the database folder. Make sure the path on the target server matches the path on the source server.
11. Activate the database by using the Manage Databases view (see [“Activating a Deactivated Database” on page 45](#)).
12. On a client system, connect to the database, load AvidWG, and verify that all data is available.
13. On all client systems, remove the old database from Interplay Access by right-clicking the database name and then clicking Remove Databases.
14. On all client systems, reinsert the database by selecting Databases > Connect to Database.
15. (Option) On the source server, rename the original database folder to avoid unwanted future access.

Moving a Database and Users to Another Server

Under special circumstances, you might need to move a database and users to a different server.



If you move a database to a server that points to a different CCS, all the old CCS information that was stored, including users, user settings, and local administration settings for the database, will be lost because you will have to migrate the database (see [“Migrating a Database” on page 48](#)). If you move a database to another server and also move the CCS, however, this information is preserved. To move both a database and a CCS, use this procedure. For more information about a CCS, see [“Understanding the Central Configuration Server” on page 65](#).

To move a database and users to another server:

1. Install the Interplay Engine on a new server (the target server).
Make sure the configuration is the same on both systems. For example, if the original system uses a split database, the new system should also use a split database (see [“Recommendation for Database Storage” on page 133](#)).
2. On the source server, lock the database by using the Lock/Unlock Database view (see [“Locking and Unlocking Databases” on page 42](#)).
3. Deactivate the database using the Manage Databases view (see [“Deactivating a Database” on page 44](#)).
4. Disconnect all clients from the existing server (the source server) and make sure no clients will connect to the server.

2 Database Settings

Make sure the number of connected clients is 0 in the Server Information view.

5. Make sure the database is unloaded from the server by opening the Interplay Administrator, opening the Restart Server view, and clicking Restart.
6. Locate the database folder on the source server.

The default path is D:\WG_Database\$\AvidWG (or AvidAM for an Archive Manager). By default, the administrative share WG_Database\$ refers to D:\Workgroup_Databases. For more information, see [“Identifying the Root Folder of the Interplay Server Database” on page 142](#).

7. Pack the database folder into a zip file or use Robocopy from the Microsoft Windows Resource Kit for path names longer than 256 characters.

To save time and storage you do not need to copy all the backups in the D:\WG_Database\$\AvidWG_Backup folder. One complete backup and the most recent Fast backup are sufficient.

8. Locate the user folder _InternalData on the source server.

The default path is D:\Workgroup_Databases_InternalData.

9. Copy the zipped file and the _InternalData folder to a network server, removable media, or a laptop.
10. On the target server, make sure no clients attempt to connect to the server.
11. Make sure the _InternalData database is unloaded from the server by opening the Interplay Administrator, opening the Restart Server view, and clicking Restart.
12. Rename the existing _InternalData folder _InternalData_old.

If you get an error message that the server loaded the database because someone connected from a client, go back to step 8.

13. Copy the zipped file to the target server and unzip the file to the database folder. Copy the _InternalData folder to the Workgroup_Databases folder. Make sure the path on the target server matches the path on the source server.
14. Verify that all users are on the system by opening the User Management view and viewing the lists of user groups.
15. Activate the database by using the Manage Databases view (see [“Activating a Deactivated Database” on page 45](#)).
16. On a client system, connect to the database, load AvidWG, and verify that all data is available.
17. On all client systems, remove the old database from Interplay Access by right-clicking the database name and then clicking Remove Databases.
18. On all client systems, reinsert the database by selecting Databases > Connect to Database.

19. (Option) On the source server, rename the original database folder to avoid unwanted future access.

Moving a Database Under Low Disk Space Conditions

If disk space on the server is critically low, the Interplay Engine refuses client connections and displays an error message. In this situation, the administrator cannot log in and shut down the server, and move a database by normal means (as described in [“Moving a Database to Another Server”](#) on page 50 and [“Moving a Database and Users to Another Server”](#) on page 51). In the Server installation directory (by default, C:\Program Files\Avid\Avid Interplay Engine\Server), there are tools provided to solve such problems:

- NxNServerLock.exe
- NxNServerUnlock.exe
- NxNServerShutdown.exe



Before beginning this procedure, be sure to make a backup of the database. See [“Scheduling and Restoring Database Backups”](#) on page 31 for information on running a backup. Temporarily change the Backup time field to “Once at” and enter or select from the list the time in the future closest to the current time.

To move a database under low disk space conditions:

1. Lock the server using NxNServerLock.exe.
2. Shut down the server using NxNServerShutdown.exe, if necessary.
3. Move the database folder (AvidWG or AvidAM) to another drive or free up some disk space.
4. Unlock the server by doing one of the following:
 - ▶ Use the Interplay Administrator’s Lock Server view (see [“Locking and Unlocking the Server”](#) on page 58).
 - ▶ Use NxNServerUnlock.exe.
5. Deactivate the moved database using the Manage Databases view (see [“Deactivating a Database”](#) on page 44).
6. Activate the moved database in the correct location using the Manage Databases view (see [“Activating a Deactivated Database”](#) on page 45).

Renaming a Database

Under some circumstances you might need to rename a database. For example, if you need to create a new database with the same name, you can rename the original database. You can keep the original database as an archive for searching.



Before beginning this procedure, be sure to make a backup of the database. See “Scheduling and Restoring Database Backups” on page 31 for information on running a backup. Temporarily change the Backup time field to “Once at” and enter or select from the list the time in the future closest to the current time.

To rename a database:

1. In the Database section of the Interplay Administrator window, click the Manage Databases icon.

The Manage Databases view opens.

2. Select the database and click the Deactivate Database button to ensure that the database is not in use.
3. On the server or at the database location, use the Windows desktop to rename the database folder, .pro file, and .nif directory, and all files within the _Database folder, that is, replace the old <DatabaseName> with the new name for all files fitting the following mask:

```
<DatabaseName>\<DatabaseName>.pro
```

```
<DatabaseName>\<DatabaseName>.nif
```

```
<DatabaseName>\<DatabaseName>\_*.pro.jrn
```

```
<DatabaseName>\_Database\<DatabaseName>.*
```

```
<DatabaseName>\_Database\<DatabaseName>_*.jrn
```

Do not forget to rename the .jrn files correctly: make sure there are no typos in the database name, and that they are followed by the underscore and the numeric id.

4. In the Interplay Administrator, click the Manage Databases icon and activate the database (see “Activating a Deactivated Database” on page 45).

3 Server Settings

The Server Settings enable you to configure and change server settings and shutdown and restart the server. The following topics describe how to use these settings:

- [Changing the Database and Data Locations](#)
- [Viewing Server Information](#)
- [Locking and Unlocking the Server](#)
- [Restarting the Server](#)
- [Managing Licenses](#)

Changing the Database and Data Locations

The Server Settings view lets you change the default locations for a new database.



Do not change the location for the metadata database. The metadata database must be stored directly on the local Interplay Engine server because permanent access to these files is required. This is the only supported setup. Avid recommends that you store the source files for file assets on an Avid Unity shared storage workspace. This configuration is known as a split database.

Changing the root folder for file assets is part of the process of creating a split database. For more information and instructions, see [“Recommendation for Database Storage” on page 133](#).

The root folder for a new database is set during the installation of the Interplay Engine software. By default, the installation program creates a shared folder that functions as the root folder for both the metadata database and the source files for file assets (the file repository). The default location is the D:\Workgroup_Databases folder, which is represented by the administrative share name WG_Database\$. The \$ indicates a hidden share.



To identify the actual folder, open a Command Prompt window and type `net share`.

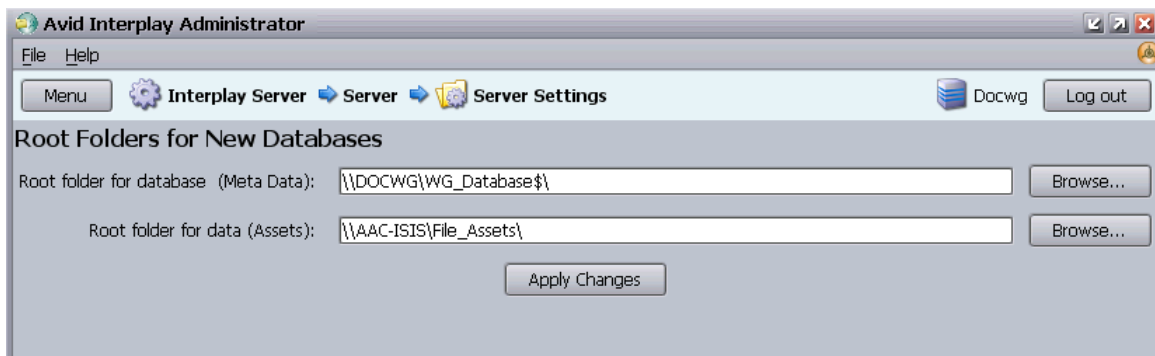
If you need to create a new database, changing these settings will not affect any existing databases.

3 Server Settings

To change the root folders for a new database:

1. In the Server section of the Interplay Administrator window, click the Server Settings icon.

The Server Settings view opens.



2. For the root folder of the database (metadata), keep the folder that was set during the installation of the server (the default is `\\IEServer\WG_Database$\`).
3. For the root folder of the data (file assets), Avid recommends that you change the folder to a workspace on Avid Unity shared storage (see [“Recommendation for Database Storage” on page 133](#)). Type a UNC path or browse through the Avid Unity Network or Avid Unity ISIS Network to the workspace.

You might need to provide proper credentials to browse and access the shared storage workspaces.

4. Click Apply Changes to change the setting for new databases.
5. If you changed the root folder for the file assets, complete the tasks described in [“Splitting a Database for New Interplay Installations” on page 136](#) or [“Splitting a Database for Existing Interplay Installations” on page 138](#).

Viewing Server Information

The Server Information view has two sections:

- The Server Information section displays information about the following:
 - The version of the Avid Interplay Engine software
 - The number of connected clients (through Interplay Access and other client applications)
 - The number of databases on the server
- The Connected User Information section displays information about the following:
 - Which database users are connected to
 - Which user is connected to which database
 - Which machine the user is connected from
 - What time a user has been connected since
- The type of licenses in use (see [“License Types and Usage” on page 63](#))

To view information about the Interplay Engine server:

- ▶ In the Server section of the Interplay Administrator window, click the Server Information icon.

The Server Information view opens.

Server Information

Version: 1.1.1.5867

Number of Connected Clients: 4

Databases: 1

Connected User Information

Database	User Name	Connected From	Connected Since	License Class
AvidWG	Administrator	doctm	Jun 27, 2007 2:39:36 PM	KEY-X
AvidWG	Administrator	techpubs_JE	Jun 28, 2007 9:03:43 PM	KEY-XI
AvidWG	Composer1	techpubs_JE	Jun 28, 2007 8:37:47 PM	KEY-XI
AvidWG	Administrator	DocWG	Jun 28, 2007 8:39:49 PM	KEY-X

Refresh

Locking and Unlocking the Server

The Lock Server view allows the administrator to lock the Interplay Engine server for a specific period of time by shutting down the server process. Locking the server is useful when carrying out tasks such as:

- Server maintenance or upgrading the server software.
- Maintaining or rebooting the Avid Unity server (File Manager or System Director). Whenever a database or data location is unavailable, you should lock the database or the server.

If the database becomes corrupt, the server might be locked automatically.

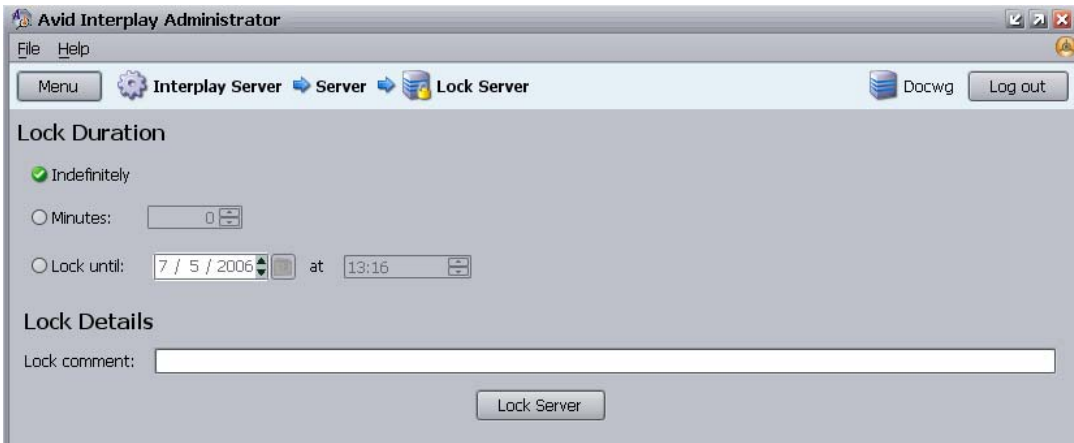
When the server is locked, all the clients that are connected to it are disconnected, the database is saved, and the server process is shut down so that no data is lost. While the server remains locked, users are unable to connect to the database that is stored on that server.



If possible, use the database lock instead of the server lock. Use the server lock if you want to do maintenance on the server machine itself or the shared storage system. Use the database lock if you need to do maintenance on a database or its related files (for example, moving a database to another server). Using the database lock provides more security and is also preferable since it avoids making the entire server inaccessible. See “Locking and Unlocking Databases” on page 42.

To lock the server:

1. In the Server section of the Interplay Administrator window, click the Lock Server icon.
The Lock Server view opens.



2. Select one of the following for the locking duration:
 - Indefinitely: An indefinite shutdown. This is a good choice when shutting down the server to carry out any vital maintenance, for example replacing hard drives, or making the first backup of a new database. The server needs to be manually unlocked after maintenance work.
 - Minutes: Allows you to stipulate when to restart the server (short time frame). It is useful when you are making routine backups and you know how much time you need. Specify the time period by clicking the Up and Down arrows.
 - Lock until: Allows you to stipulate when to restart the server (longer time frame). Specify the time period by clicking the Up and Down arrows.
3. In the Lock Details text box, type a comment as to why you are locking the server. This comment is displayed when clients try to connect to the server.
4. Click Lock Server.

The Lock Server view changes to display lock information. You cannot return to the Interplay Administrator window by clicking the Menu button. You can log out of the Interplay Administrator tool and then log in again.

To manually unlock the server:

1. If necessary, log in to the Interplay Administrator.
The Lock Server view opens.
2. Click Unlock Server.
The Server Login window opens.
3. Log in to the Interplay Administrator.

Restarting the Server

Restarting the server disconnects any clients and shuts down the database before the server process is restarted. You will rarely need to restart the server. Typically you restart the server if you want to disconnect all clients and want to make sure no one is connected to the server so that you can perform maintenance. For example, you might restart the server and then lock the database as part of the process of moving the database.

Restarting only restarts the server process and not the server machine itself.

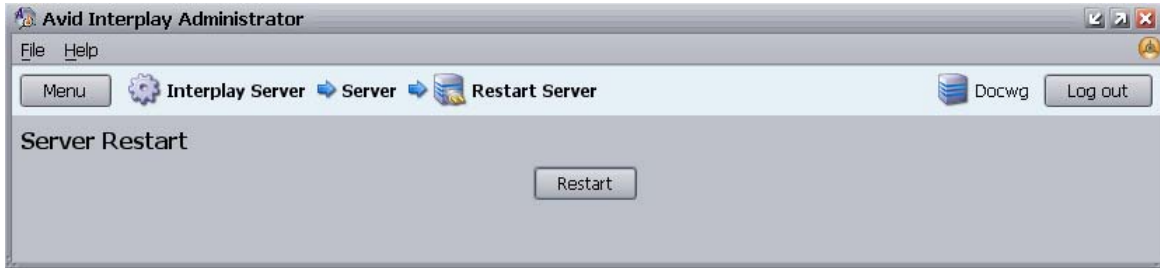


Depending on the size of the database, this process can take several minutes. Do not attempt to reboot the server under any circumstances before this process is completed.

3 Server Settings

To restart the server process:

1. In the Server section of the Interplay Administrator window, click the Restart Server icon.
The Restart Server view opens.
2. Click Restart.



Managing Licenses

Avid Interplay needs a valid license in order to function. A license consists of a hardware ID and a license key. The hardware ID is associated with the physical application key, or *dongle*. The license key is created by a license file and includes information about the license types for individual applications.

The Licenses view has two sections:

- The License Types section displays information about the following:
 - Your current license types (see [“License Types and Usage”](#) on page 63).
 - Number of license types available.
 - License types used.
 - Time limit (days): the total days included in the license. If you have more than one license loaded that includes the same license type, only one time limit is stored for each type.
 - Days remaining: the number of days until expiration. If you have more than one license loaded that includes the same license type, only one value for the days remaining is stored for each type.
- The Server Information section displays information about the following:
 - Customer ID. The customer name or ID number.
 - The permitted number of databases.

- Hardware ID, obtained from the physical application key (dongle). The Hardware ID is required to obtain technical support.
- License mode: All Interplay licenses are nodelocked.
- Lock timeout: The lock timeout is the time the server freezes a license on the server before it is freed for use by another user or machine. All Interplay licenses use a setting of 0 hours, 0 minutes, and 0 seconds.

To view information about your licenses:

- ▶ In the Server section of the Interplay Administrator window, click the Licenses icon. The Licenses view opens.

License Types

License Type	Available	Used	Time Limit (Days)	Days Remaining
KEY-X	20	0	unlimited	0
KEY-XE	10	0	unlimited	0
KEY-XI	10	0	unlimited	0
KEY-XL	10	0	unlimited	0

Server Information

Number of Databases: unlimited

Hardware ID: GIOO-HNAB-IEJD-JGJK-KHBE-FNMA-OIKM-AFJD-NKOE-IAFO-JDJM-IOAO-LNDM-LMBB-BIEI-NMNA-ABDJ-PGEL-ABLK-BDGI

License Mode: nodelocked

Lock Timeout: 0 hours, 0 minutes and 0 seconds

Import License File

Imports a license from a file and activates it on the server:

Export License File

Exports the license of this server to a file:

For information about importing a license file, see [“Getting a Permanent License”](#) on page 62. For information about exporting a license file, see [“Exporting a License”](#) on page 63.

License Key Info Tool

You can use the LicenseKeyInfo.exe tool to display and print out the license information for an Interplay Engine or Interplay Archive Engine.

To examine the license key information for an Interplay Engine:

1. Navigate to the following folder:
C:\Program Files\Avid\Avid Interplay Engine\Server
2. Double-click LicenseKeyInfo.exe
The Interplay License Info dialog box opens.
3. Click Get License Info.
4. Select the License file and click OK.
The system displays the license info.
5. (Option) Click Save License Info or Print License Info and follow the on-screen instructions.

Getting a Permanent License

During Interplay Engine installation a temporary license for one user is activated automatically so that you can administer and install the system. There is no time limit for this license. A permanent license is provided by Avid in the form of a file (*.nxn) on a CD-ROM.

If you purchase additional licenses, the licenses are additive. For example, one license key with 2 Access and 2 Assist users and an additional license key with 2 Access and 3 Assist users yields a total of 4 Access and 5 Assist clients.

To set up your permanent license:

1. Insert the Avid Interplay Licenses CD-ROM into a CD drive.
2. In the Server section of the Interplay Administrator, click the Licenses icon.
3. Click the Import license button.
4. Browse for the .nxn file on the CD-ROM.
5. Select the file and click Open.
You should see information about the permanent license in the License Types section.

License Types and Usage

The following table describes the license types displayed in the Licenses view. Each license type is associated with a particular license key.

License Types Used for Avid Applications

Key	Product
KEY_X	Interplay Access
KEY_XL	Interplay Assist
KEY_XE	Avid Editing Applications
KEY_XI	Avid Instinct
KEY_AM	Interplay Archive Engine
KEY_XP	Digidesign™ Pro Tools® Integration

All Interplay applications running on the same machine share can share the same license in the following ways:

- If Interplay Assist has been started, KEY-XL will also cover Interplay Access on the same machine. If Interplay Assist is started after Interplay Access is started, KEY-X will be released and KEY-XL will be used instead.
- If an Avid editing application has been started, KEY-XE will also cover Interplay Access on the same machine. If the editing application is started after Interplay Access is started, KEY-X will be released and KEY-XE will be used instead. The same behavior applies to a Digidesign Pro Tools Integration license.

If an Avid editing client, an Interplay Assist client, or Avid iNEWS Instinct client is idle for ten minutes, its license is released and can be used by another client. Interplay Access does not time out, so its license is not released until you close the application.

Exporting a License

You might need to export your license information for support purposes.



Export functionality is intended for support purposes. An exported license might not be able to be reimported.

3 Server Settings

To export your license to a file:

1. Click the Export license button in the Licenses view.
2. Type or browse to a .nxn file name.
3. Select Save.

Troubleshooting Licensing Problems

If you previously attached one application key (dongle) and loaded the registration file for that dongle, and then attach a different dongle and try to load a new registration file, the registration file will not load. You need to delete the Windows registry key for the dongle.

To delete the registry key for a dongle:

1. Click Start, then click Run.
2. In the Open text box, type regedit and click OK.
The Registry Editor view opens.
3. Locate the registry key for the original dongle, found here:
HKEY_LOCAL_MACHINE\SOFTWARE\Avid Technology\Workgroup\Avid
Workgroup Server\FeatureKeys\Permanent
4. Delete the Permanent folder.
5. Close the Registry Editor window.
6. Reload the new registration file as described in [“Getting a Permanent License”](#) on page 62.

4 User Management

An administrator controls access to Avid Interplay through user accounts and user roles. The following topics provide information about how to manage user accounts and access to the database:

- [Understanding the Central Configuration Server](#)
- [Adding Users to a Central Configuration Server](#)
- [Setting User Authentication Providers and Importing Users](#)
- [Managing Users, User Groups, and User Rights](#)
- [Managing Database Roles](#)
- [Guidelines for User Management](#)

For specific examples of how to manage user roles, see “Setting Up a User Database” in the *Avid Interplay Best Practices*.

Understanding the Central Configuration Server

The Central Configuration Server (CCS) is an Interplay Engine with a special module that is useful if you are working in an environment that includes more than one Interplay Engine (including an Interplay Archive Engine). The CCS uses this module to store information that is common to all other Interplay Engines. Cross-database management of administrative tasks is possible because all of the Interplay Engines under the CCS inherit its settings by default. A Central Configuration Server is especially useful for user management tasks.

You set a CCS whenever you install an Interplay Engine. At that time, you can set the CCS as the server on which you are installing, or you can specify a previously installed Interplay Engine, including an Interplay Archive Engine. The Interplay Engine acts as the CCS as soon as it is started after the installation. Each Interplay Engine must be associated with a CCS. An Interplay Engine can be its own CCS.

Depending on the number of Interplay Engines that are installed, several CCS configurations are possible:

- One Interplay Engine: Configure this server as the CCS.

4 User Management

- **Several Interplay Engines:** Normally, configure only one Interplay Engine as the CCS. The use of more than one CCS in a company might be useful if there are several independent domains, departments, or sites where there is no need to share users or other settings in Avid Interplay. In the case where several sites are located in different locations, having one CCS for each site could be practical.

If necessary, you can use the Central Configuration Server view to change the CCS that you set during the Interplay Engine installation.



Do not reset the CCS unless there is real need to do so, such as a space issue. All the information that was stored on the old CCS, including users and local administration settings, is lost when the CCS is changed to another server unless you first move the `_InternalData` folder to the server that will be used as the new CCS. If you do not or cannot move the `_InternalData` folder to the new CCS, and you set the new CCS for the database, you must migrate the database through the Manage Databases view. In this case, all previous CCS-related information will be lost.

The following procedures describe how to change the CSS:

- [“Moving the CCS to Another Server”](#) on page 66
- [“Viewing and Changing the CCS for a Server”](#) on page 67.

Specifying an incorrect CCS can prevent login. See [“Troubleshooting Log-In Problems”](#) on page 127.

Moving the CCS to Another Server



Before beginning the following procedure, be sure to make a backup of the database. See [“Scheduling and Restoring Database Backups”](#) on page 31 for information on running a backup. Temporarily change the Backup time field to “Once at” and enter or select from the list the time in the future closest to the current time.

The following procedure is based on these assumptions:

- Server A is the CCS.
- You want to keep the CCS settings and user information that exist on server A, but move them to server B.
- You do not want to keep the original CCS information that exists server B.



Server B should be created by a clean installation and should serve as its own CCS. No other database should point to Server B as a CCS, because any existing user data on Server B will be lost.

To move a CCS to another server:

1. Back up the database. See [“Scheduling and Restoring Database Backups” on page 31](#).
2. Make sure that the Interplay Engine on both servers is the same version. See [“Viewing Server Information” on page 57](#).
3. Start Interplay Administrator and log in to server A (which is the current CCS).
4. Lock server A. See [“Locking and Unlocking the Server” on page 58](#).
5. In Interplay Administrator, log out of server A.
6. Log in to server B.
7. Lock server B.
8. Log out of server B.
9. Use Windows Explorer to delete the _InternalData folder on server B.
The folder is located by default in \\IEServer\WG_Database\$ (usually D:\Workgroup_Databases\). See [“Identifying the Root Folder of the Interplay Server Database” on page 142](#).
10. Copy the _InternalData folder from server A to the default database location of server B.
11. In Interplay Administrator, log in to server A, unlock the server, and log out.
12. Log in to server B and unlock the server.
13. Make sure the CCS for server B is set as server B itself. If necessary, complete [“Viewing and Changing the CCS for a Server” on page 67](#).
14. Log out of server B.
15. On server A, change the CCS for server A to server B using [“Viewing and Changing the CCS for a Server” on page 67](#).

Viewing and Changing the CCS for a Server



Before beginning the following procedure, be sure to make a backup of the database. See [“Scheduling and Restoring Database Backups” on page 31](#) for information on running a backup. Temporarily change the Backup time field to “Once at” and enter or select from the list the time in the future closest to the current time.

The following procedure is based on these assumptions:

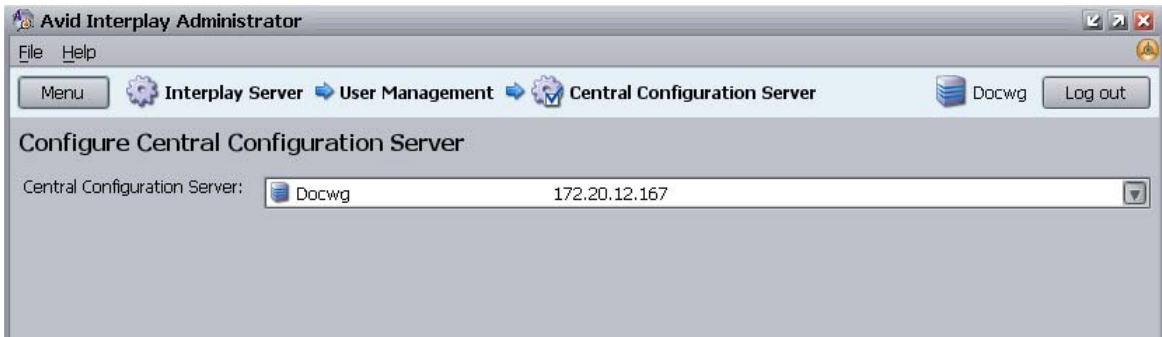
- Server A is the CCS.
- You want server B to be the CCS for server A. You want to use the settings and user information that exists on server B.
- You do not want to keep the CCS information that exists on server A.

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To change the CCS for a server:

1. Back up the database. See [“Scheduling and Restoring Database Backups” on page 31](#).
2. Make sure that server A and server B are the same version, otherwise the CCS will not be reset. See [“Viewing Server Information” on page 57](#).
3. Start the Interplay Administrator on server A, and log in to Server A.
4. In the User Management section, click the Central Configuration Server icon.

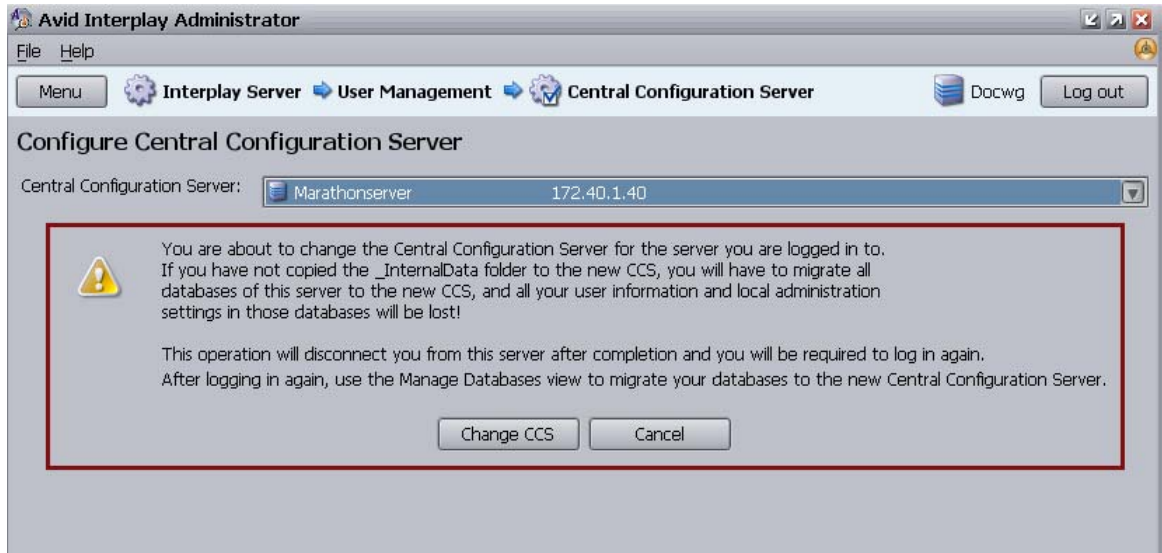
The Central Configuration Server view opens.



5. Use the arrow in the Central Configuration Server list to select server B to use as the CCS.

A warning appears explaining the consequences if you have not followed the procedure [“Moving the CCS to Another Server” on page 66](#) and moved the `_InternalData` folder to server B.

Moving the `_InternalData` folder is usually recommended. If you do not, all users and local administration settings will be lost.



6. Do one of the following:
 - ▶ To keep the original CCS, click Cancel.
 - ▶ To change to a new CCS, click Change CCS.
7. If you have not moved the original CCS server (see [“Moving the CCS to Another Server” on page 66](#)) you need to migrate the database to the new CCS and all of your CCS-related data (such as users and local administration) will be lost. Unmigrated databases should not be used; databases should always be migrated to a CCS. Unmigrated databases cannot be administered. For more information, see [“Migrating a Database” on page 48](#).

Adding Users to a Central Configuration Server

There are several ways to add users to a Central Configuration Server:

- Automatically adding Avid Unity users. These users are added to the CCS the first time they log in. They log in using their Avid Unity username and password. For more information, see [“Setting Avid Unity Authentication” on page 72](#).
- Importing users from a Windows domain or LDAP directory. You need to use the User Authentication Providers view to import these users. They log in using their Windows or LDAP username and password. For more information, see [“Setting Windows Domain Authentication and Importing Users” on page 73](#) and [“Setting LDAP Authentication and Importing Users” on page 75](#).

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- Individually creating users. You need to use the User Management view to create individual users. They log in using the username and password that you set. For more information, see [“Adding Users and User Groups Manually” on page 78](#).

Setting User Authentication Providers and Importing Users

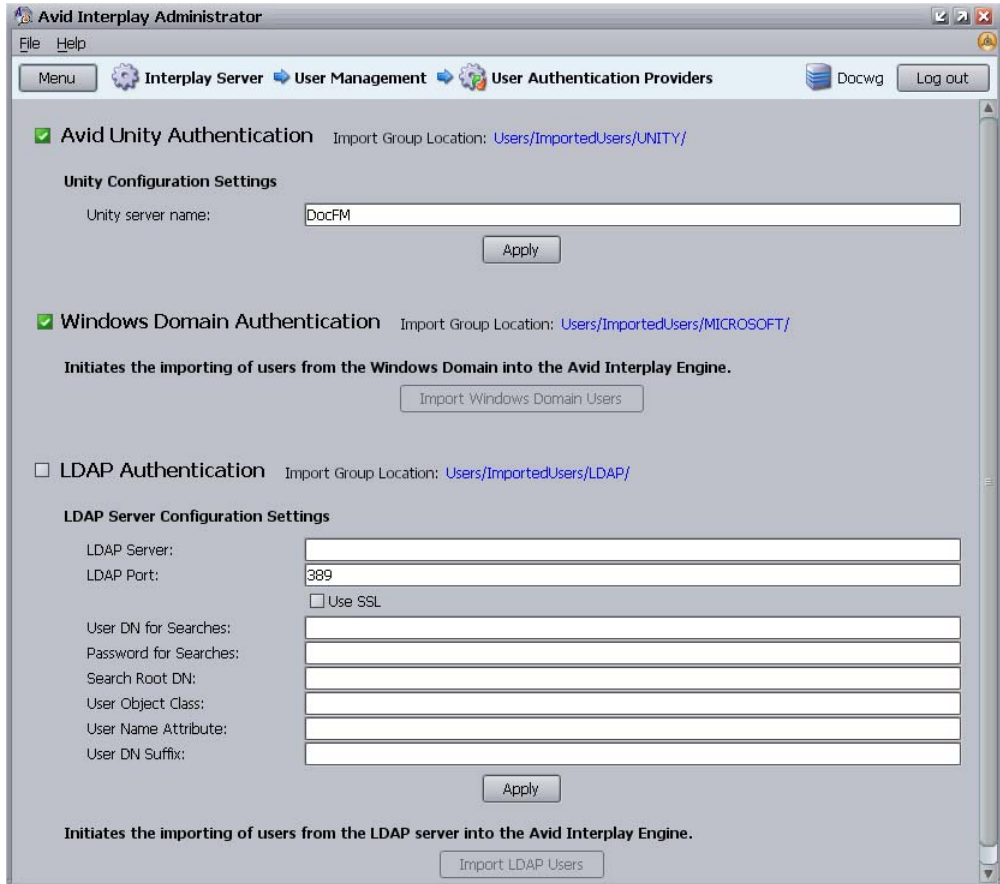
The User Authentication Providers view lets you set the type of authentication users need to provide when logging in to Avid Interplay. You can select one or more of the following authentication providers:

- Avid Unity
- Windows Domain
- LDAP

Selecting these providers lets users log in without having to remember and enter an additional password for Avid Interplay. However, you can create individual users specifically for Avid Interplay (see [“Adding Users and User Groups Manually” on page 78](#)).

The User Authentication Providers view also lets you import users from a Windows domain or LDAP server. You do not need to explicitly import Avid Unity users; they are imported at the time they log in.

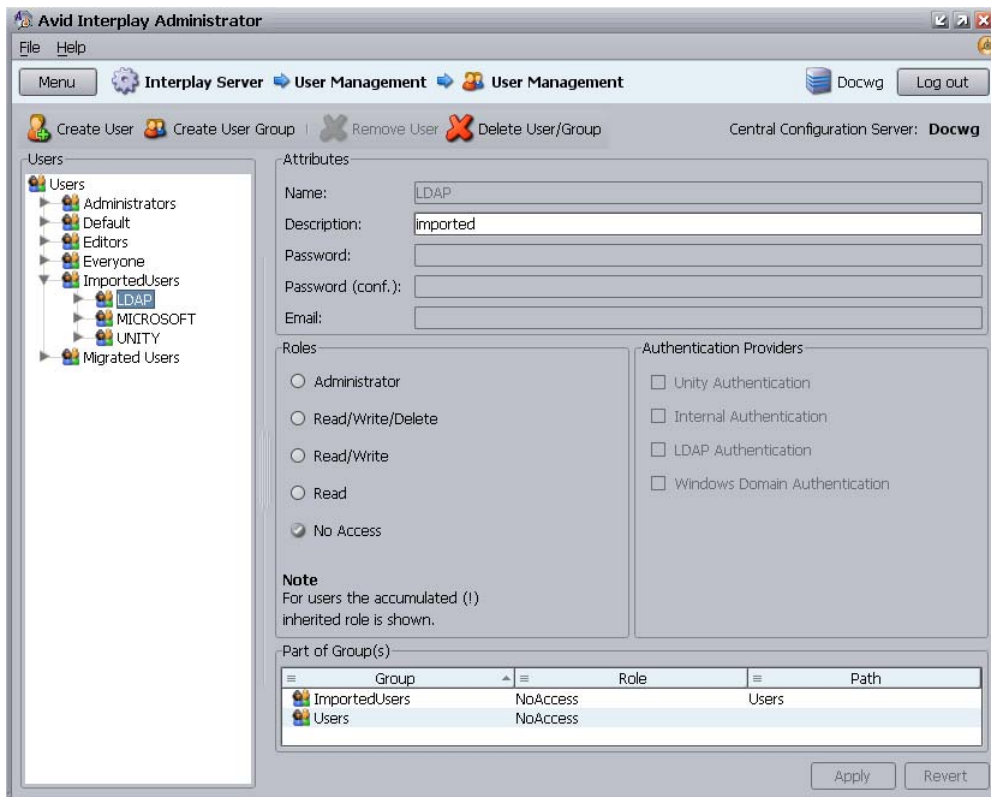
Information from this view is saved in the CCS (see [“Understanding the Central Configuration Server” on page 65](#)).



All special characters are allowed in user names except for “\”, “/”, “|” and quotes (“ and ’). When LDAP and Windows Domain users are imported, these characters are replaced with “_”. If two users have different user names that are mapped to the same converted name (for example, dann/o and dann\o become dann_o), only one converted user name will be imported. These users currently cannot be authorized through LDAP or Windows Domain; they can only be imported.

The users are added to the Imported Users folder in the User Management page, under the respective subfolder for LDAP, Microsoft, or Avid Unity. Users are also added to the Everyone folder. For more information, see [“Managing Users, User Groups, and User Rights” on page 76.](#)

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These types of user authentication and how users are imported are described in the following topics.

Setting Avid Unity Authentication

If you select the Unity Authentication option, a user can log in to the Avid Interplay database using a valid Avid Unity password. The authentication mechanism always checks this User Authentication Provider first.

This method of authorization is implicit. In other words, there is no active import of users at the time the Avid Unity authentication is enabled. Instead, the first time that an Avid Unity user logs in to Avid Interplay, the user is added to the UNITY user group subfolder. By default, this user group has Read rights.

To enable Avid Unity authentication:

1. In the User Management section of the Avid Interplay Administrator, click the User Authentication Providers icon.

The User Authentication Providers view opens.

2. Click Avid Unity Authentication.
3. Type the Avid Unity server name with which the CCS should cross-check for authentication.

In an Avid Unity MediaNetwork environment, type the File Manager name. In an Avid Unity ISIS environment, type the System Director's name.

4. Click Apply.

When an Avid Unity user logs into Interplay, the user is added to the CCS as part of the UNITY user group under Imported Users, with Read rights by default.

To reassign an Avid Unity user's Interplay rights:

- ▶ Move the user to a different user group later if you want to give the user a different role. See [“Managing Database Roles” on page 85](#).

Setting Windows Domain Authentication and Importing Users

If you activate Windows Domain authentication, a user is able to log in to an Avid Interplay database with a Windows domain user name and password. If the user is logged in to the same domain as the server on a Windows NT, Windows 2000, or Windows XP machine, the user can reuse the login to that domain. This means that the user does not need to enter a password. If the user is not logged in to the same domain, the user can use a domain user name and password to log in.



Mac OS X users who are logging in with Windows domain credentials need to enter a username and password.

Any time a user tries to access an Avid Interplay database, the CCS can use the Windows login information to authenticate the user and in turn to check which databases the user can access. To be able to log in to an Avid Interplay database with Avid Interplay Access, a user needs to provide a domain user name and password in the Avid Interplay database login dialog box.



If you want to run the Avid Interplay Engine within your domain and also want to automatically make use of domain user management, such as Windows Domain or LDAP, you need to specify a domain user as the Server Execution User.

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To enable Windows domain authentication:

1. In the User Management section of the Avid Interplay Administrator, click the User Authentication Providers icon.

The User Authentication Providers view opens.

2. Select the Windows Domain Authentication option.



3. Click Import Windows Domain Users.
4. The Import User Groups dialog box opens. Do one of the following:
 - ▶ Select the user groups you want to import into the Avid Interplay system.
 - ▶ Click Select All to import all the user groups into the Avid Interplay system.
5. Click OK.



The import operation might take a while and no one can log in or work on the server during the import.

Upon import, Interplay creates a new user group and subfolder called MICROSOFT under Imported Users in the User Management view. It imports all the users authenticated on the Windows domain that are not currently in the Avid Interplay user database. These users are imported to the MICROSOFT group and have the default role of No Access. Users can then be moved to different groups to gain a new user role. See [“Managing Database Roles” on page 85](#).

Users that are already in the Avid Interplay user database during a Windows Domain User import are re-added to the MICROSOFT group but retain the group placement and role they already had.



New users added to the Windows domain are not continually imported to the CCS. You need to add them manually. See [“Adding Users and User Groups Manually” on page 78](#).

Setting LDAP Authentication and Importing Users

If you select the LDAP Authentication option, a user can log in to Avid Interplay databases with an LDAP user name and password.



If you want to run the Avid Interplay Engine within your domain and also want to automatically make use of domain user management, such as Windows Domain or LDAP, you need to specify a domain user as the Server Execution User.

To enable LDAP authentication:

1. In the User Management section of the Avid Interplay Administrator, click the User Authentication Providers icon.

The User Authentication Providers view opens.

2. Select the LDAP Authentication option.
3. Type the information in the edit fields that specifies the individual LDAP settings of your LDAP server.

The settings are described in [“LDAP Server Configuration Settings” on page 76](#).

4. Click Apply.
5. Click Import LDAP Users to add all the LDAP users to the user group “LDAP Users” for the Interplay CCS.

The Import User Groups dialog box opens.

6. Select the groups that you want to import.
7. Click OK.

Upon import, Interplay creates a new user group and subfolder called LDAP under Imported Users and imports all the users authenticated on the LDAP server that are not currently available in the Avid Interplay user database. These users are imported to the LDAP group and have the default role of No Access. Users can then be moved to different groups to gain a new user role. See [“Managing Database Roles” on page 85](#).

Users that are already in the Avid Interplay user database during an LDAP User import are re-added to the LDAP group but retain the additional group placement and role they already have.



New users added to the LDAP server are not continually imported to the CCS. You need to add them manually. See [“Adding Users and User Groups Manually” on page 78](#).

LDAP Server Configuration Settings

The following table describes the LDAP server settings. Depending on your local LDAP, some of the settings might be necessary and some might not.

Setting	Description
LDAP Server	IP address of the LDAP Server.
LDAP Port	Port of LDAP Service (leave empty for Standard Port).
User DN for Searches	User DN for User to use for searches.
Password for Searches	User Password for User to use for searches.
Search Root DN	DN root for Searches in LDAP database.
User Object Class	Object class attribute of a User.
User Name Attribute	Attribute for User DN, for example, if DN of user is "uid=tgawlik,cn=users,dc=nxnzonemunich" set User Name Attribute to "uid".
User DN Suffix	Distributed name part which must be added to the User DN part, for example, if DN of user is "uid=tgawlik,cn=users,dc=nxnzonemunich" set User DN Suffix to "cn=users,dc=nxnzonemunich".

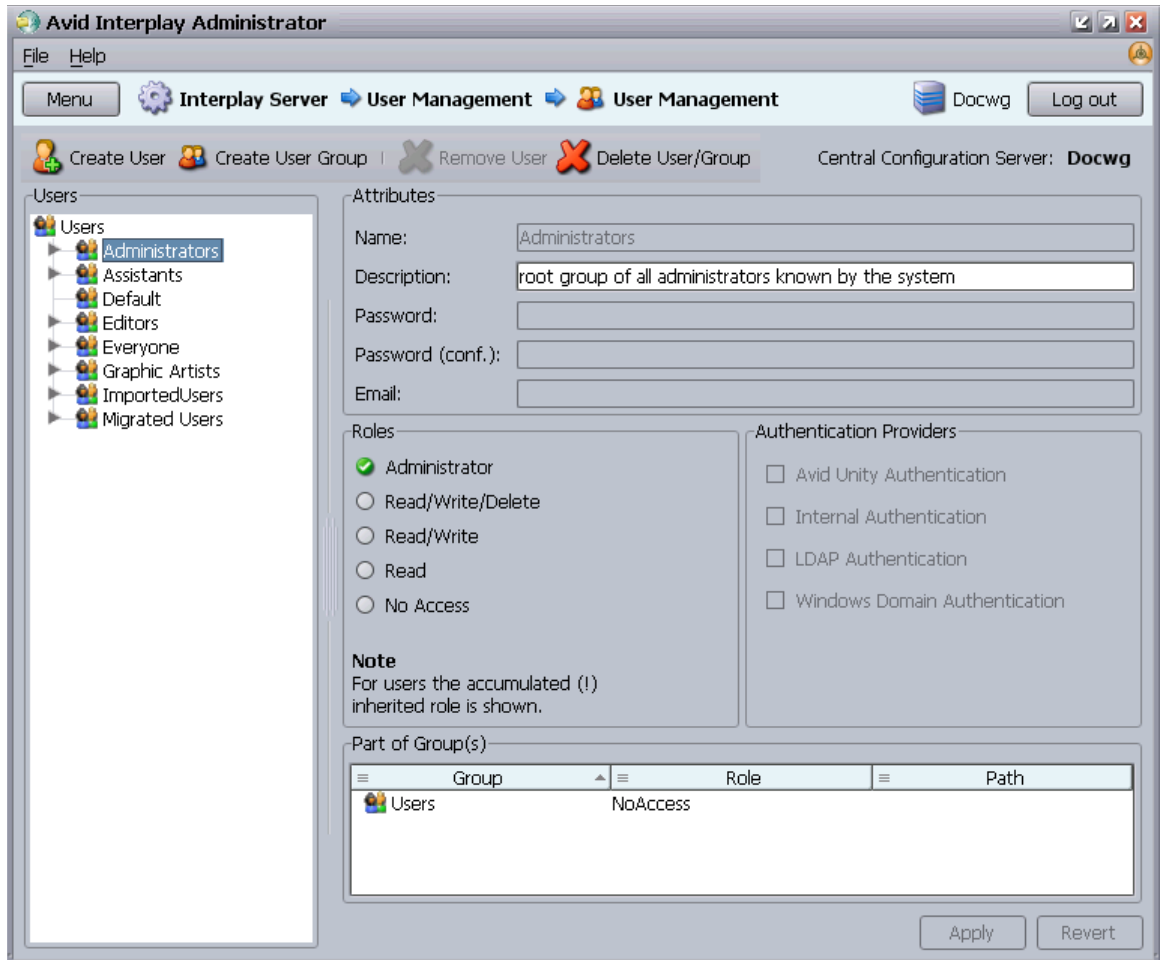
Managing Users, User Groups, and User Rights

The User Management view lets you create, modify, manage and delete users and user groups. It also lets you define user roles and authentication protocols. If you are working in an environment that includes more than one Interplay Engine, you should manage users through a CCS (see [“Understanding the Central Configuration Server” on page 65](#)). Managing users through a CCS lets you manage users across multiple workgroups.

If you work at a relatively small site where all editors and assistants have access to all the current projects, then you can set all user roles by user groups. If you work at a site where you need to limit access to some projects, you can set roles for users on specific folders. See [“Managing Database Roles” on page 85](#).

For more information about managing user roles, with specific examples, see [“Setting Up a User Database”](#) in the *Avid Interplay Best Practices Guide*.

The following illustration shows the User Management view with the Administrators group selected. In this example, there are three custom user groups: Assistants, Editors, and Graphic Artists.



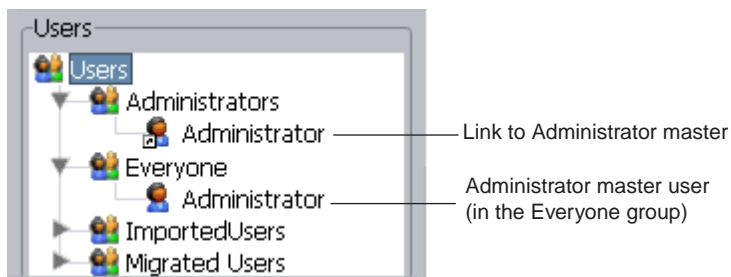
Understanding Default User Groups, Users, and Roles

The User Management view displays all user groups and users. The user groups created during the server installation are as follows:

- Administrators, with the user Administrator: Users with administrator rights. When you first log in after the first installation, if you have not yet imported Windows Domain or LDAP server users, the only user displayed is the user “Administrator” with administrator rights. This user cannot be deleted, nor can the user rights be restricted in any way.

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- **Everyone:** All users. This group contains the master user for every user in all the other groups. The master user in the Everyone group is the original user object. Instances of a user in other groups are linked to the master user. By default, the group role is set to No Access. The following illustration shows the master user for Administrator in the Everyone group and a link to the master user in the Administrators group. The icon for the linked user includes a link symbol.



- **Imported Users:** Users imported from Avid Unity, Windows Domain or LDAP (see [“Setting User Authentication Providers and Importing Users” on page 70](#)). By default, the group roles are set as follows:
 - LDAP: No Access.
 - MICROSOFT: No Access.
 - UNITY: Read Access.
- **Migrated Users:** The group for users migrated from an Avid Unity MediaManager environment to an Avid Interplay environment. By default, the group role is set to No Access. For more information on migrating users from an Avid Unity MediaManager environment to an Interplay environment, see your Avid representative.

Adding Users and User Groups Manually

To create a new user or user group manually:

1. In the User Management section of the Avid Interplay Administrator window, click the User Management icon.
The User Management view opens.
2. In the Users pane, select the group into which you want to add a new user or user group.
3. Do one of the following:
 - ▶ Press Ctrl+U for a new user.
 - ▶ Press Ctrl+G for a new user group.
 - ▶ Click the Create User button or the Create User Group button.

4. Add attributes for the new user or group.
 - For a user, add a name, description (inherited from the user group by default), password, password confirmation, and email.
 - For a user group, add a name and a description.

All special characters are allowed in user and group names except “\”, “/”, “|” and quotes (" and '). For more information, see [“Viewing and Setting Attributes” on page 79](#).
5. (Option) Select a role for the new user or group.

Roles are inherited from the group in which you create the user or group. For more information, see [“Viewing and Changing Roles” on page 81](#).
6. Select an authentication provider.

For more information, see [“Viewing and Setting Authentication Providers for Individual Users” on page 83](#).
7. Click Apply.

Viewing and Setting Attributes

To view attributes for a user group or a user:

- ▶ In the Users list of the User Management view, select the user group or user.

Attributes for the selected group or user are displayed in the Attributes pane.

If you select a group, the name and description are displayed. For an existing group, you can add or edit a description.

If you select a user, the name is displayed, plus a description (inherited from the user group by default), password, password confirmation, and email address, if you have entered them.

Attributes	
Name:	<input type="text" value="Editor1"/>
Description:	<input type="text"/>
Password:	<input type="password" value="*****"/>
Password (conf.):	<input type="password" value="*****"/>
Email:	<input type="text"/>

By default, the password field in the Attributes text box shows asterisks. If you choose to allow the user to log in to the server with Internal Authentication, then you need to set the password in the Attributes text box. For users that log in through other providers, you do not need to specify the password. For more information, see [“Viewing and Setting Authentication Providers for Individual Users” on page 83](#).

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The password should only include characters from the ASCII the character set. Multibyte passwords might cause login problems, and the administrator then has to reset the password.

To set the internal password:

1. In the Users list, select a user.
2. Type the password and the confirmation in the text box.
3. Click Apply.

The user can change his or her password anytime in the login dialog box.



If you select the Internal Authentication option and do not set a password, anyone can log in with that user name and no password.

Understanding Standard Roles and Default Rights

After you have created the user groups and individual users, you can review and if necessary change their roles. The *role* determines the rights or permissions that the user groups and individual users have. If you assign a role to a user group, all the users in that group inherit the group rights. If you add a user to a user group, the user inherits the group rights.

A user might have different roles, depending on the group in which the user belongs. The overall *accumulated inherited role* for a user is the highest role (the role with the most rights) that the user has in any one user group or set on the user himself. This is the role that is displayed in the User Management view.

The five standard roles and their default rights are as follows:

- **Administrator:** An Administrator has Read/Write/Delete rights plus the right to carry out administrative tasks such as adding users, managing groups, and so on. Only Administrators can see all items in the Deleted Items folder in Interplay Access.
- **Read/Write/Delete:** Users are allowed to view, import, edit, delete, rename, and move any item in the database. They can view items they have deleted themselves in the Deleted Items folder in Interplay Access.
- **Read/Write:** This role allows users to view, import, and edit items in the database.
- **Read:** These users can copy files to their local disk, but cannot delete, edit or import any item into the database. Read-only users cannot change properties.
- **No Access:** This role takes away all user rights, but the user is not removed. This is useful if you know that you do not want a particular set of users to be able to view selected folders in the database.

You can assign rights for specific users on specific folders in the Manage Database Roles view (see [“Managing Database Roles” on page 85](#)).

Viewing and Changing Roles

By default, all users in a group inherit the role assigned to the group. You cannot assign rights to specific users in the User Management view. If you want to change a user’s rights, you can move the user to a different group.

For more information about setting up roles correctly, see [“Managing Database Roles” on page 85](#).

To view the role of a group or user:

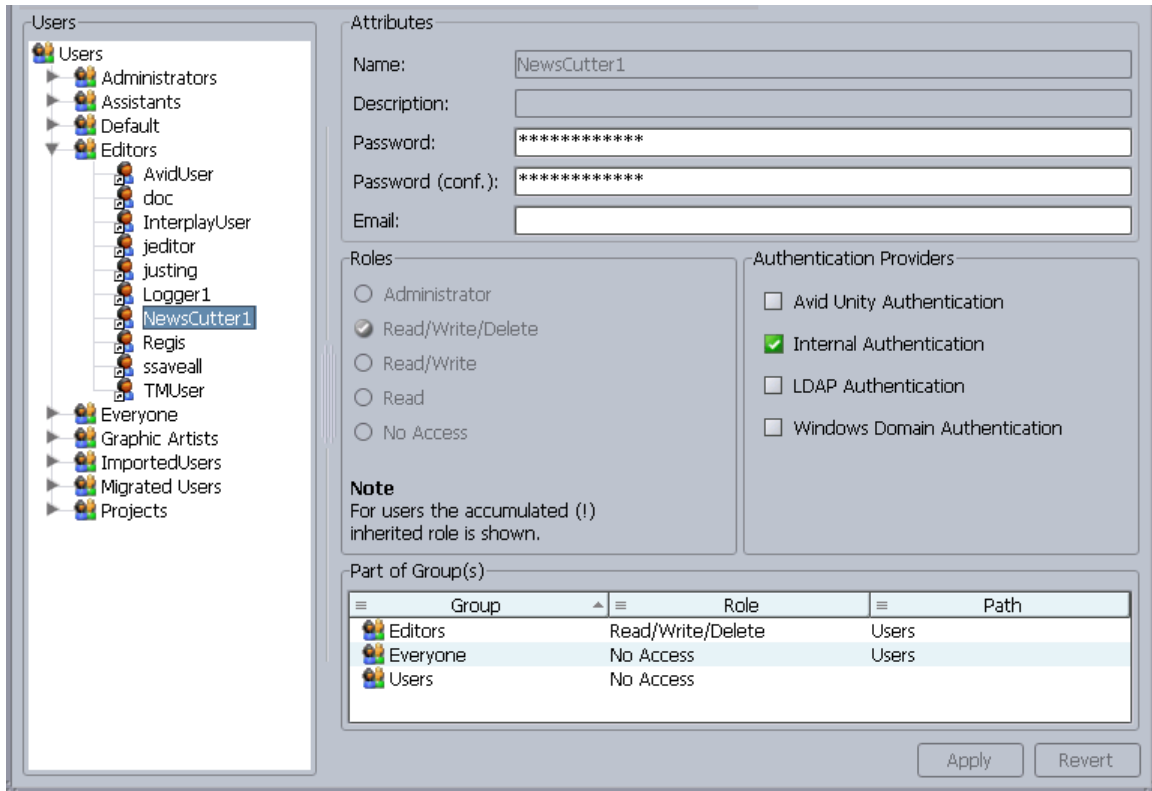
- ▶ In the Users list of the User Management view, select the group or user.

The role is displayed in the Roles pane. If a user has more than one role, the User Management view displays the accumulated inherited role, the highest role (the role with the most rights) that the user has in any one user group.

The groups to which a user or group belongs are shown in the Part of Group(s) pane. These entries also display the role inherited from each group.

The following illustration shows information about the user NewsCutter1. This user has Read/Write/Delete access that is inherited from the Editors group.

4 User Management



To navigate to the Users tree from the Part of Group(s) pane:

1. Select the user group in the Part of Group(s) pane.
2. For any user group other than the Users group, right-click and select one of the following:
 - ▶ Select “Go To” to switch the focus of the Users tree to the group you selected.
 - ▶ Select “Go to user in this group” to switch the focus of the Users tree to the selected user in the selected user group. The Part of Group(s) dialog box focus does not update.

To change the role for a user group:

1. In the Users list of the User Management view, select the user group for which you want to change the role.
2. In the Roles section, select the appropriate role.
3. Click Apply.

To change the role for a user, do one of the following:

- ▶ Right-click the user and select Cut, select the group, right-click the group and select Paste. This action moves the user from one group to another. You can also drag the user from one group to another.
- ▶ Right-click the user and select Copy, select the group, right-click the group and select Paste. This action removes the user from one group and adds it to another. You can also hold down the Ctrl key and drag the user from one group to another.

Viewing and Setting Authentication Providers for Individual Users

You set an authentication method in the User Authentication Providers view and these settings carry over to all users by default. See [“Setting User Authentication Providers and Importing Users” on page 70](#) for details.

You can change the methods by which individual users can be authenticated. The method must be enabled in the User Authentication Providers view (*a global authentication method*) before it is available for the individual user. If you set an authentication method for an individual user, and later change the global authentication method, the individual user does not inherit the global settings.

You can select more than one authentication provider. The list of providers is checked on logon and if one provider authenticates the user, the user can log on.

The following table provides information about the authentication providers you can select:

Type of Authentication	Description
Avid Unity Authentication	The user can log in to the Interplay database using a valid Avid Unity password.
Internal Authentication	The user can log in to the Interplay database using the password you set in the User Management view. By default, the password field in the Attributes pane is empty. The user can change this password anytime in the Interplay login dialog box.
LDAP Authentication	The user can log in to the Interplay database using an LDAP user name and password.
Windows Domain Authentication	The user can log in to the Interplay database using a Windows domain user name and password.

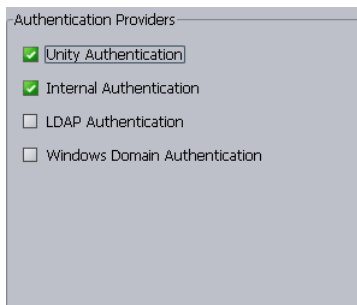


If you do not select an authentication method for a user, the user cannot log in.

4 User Management

To change or add an authentication provider:

1. In the Users list of the User Management view, select the user.
2. In the Authentication Providers pane of the User Management view, select the appropriate options.



3. Click Apply to make the change, or Revert to discard your changes.

Deleting Users and User Groups

You can delete any user except Administrator and you can delete any user group except Administrators, Migrated Users, and Everyone.

Avid recommends that a user check in all files and log off before you delete the user.



Deleting a user or user group deletes it from all groups in the Users list and from the Central Configuration Server.

To delete a user group or a user:

1. Select the user group or user in the Users pane.
2. Click the Delete User/Group button.



A user remains in all other user groups it is in, if any.

Removing Users from User Groups

You can remove any user except Administrator from any user group except the Everyone group. Removing a user does not delete the user from other groups.

To remove a user from a user group:

1. Select the user in the group from which you want it removed.
2. Do one of the following:
 - ▶ Press the Delete key.
 - ▶ Click the Remove User button.



Managing Database Roles

You set and manage global roles for users in the User Management view (see [“Managing Users, User Groups, and User Rights” on page 76](#)). You have the option of limiting or granting rights for specific users on specific folders. Use the Manage Database Roles view to manage rights on specific folders.

For example, you might have editors and graphic artists that are working on different projects. To avoid confusion, you might want to prevent editors on one project from having write and delete rights on projects that they are not working on. For information about the five standard roles, see [“Understanding Standard Roles and Default Rights” on page 80](#).

There are two different ways to assign roles to folders:

- General role assignments (see [“Viewing General Role Assignments” on page 85](#) and [“Setting or Changing a General Role Assignment” on page 88](#))
- Special access folders (see [“Managing Special Access Folders” on page 91](#))

For more examples of setting up rights on folders, see [“Setting Up a User Database”](#) in the *Avid Interplay Best Practices Guide*.

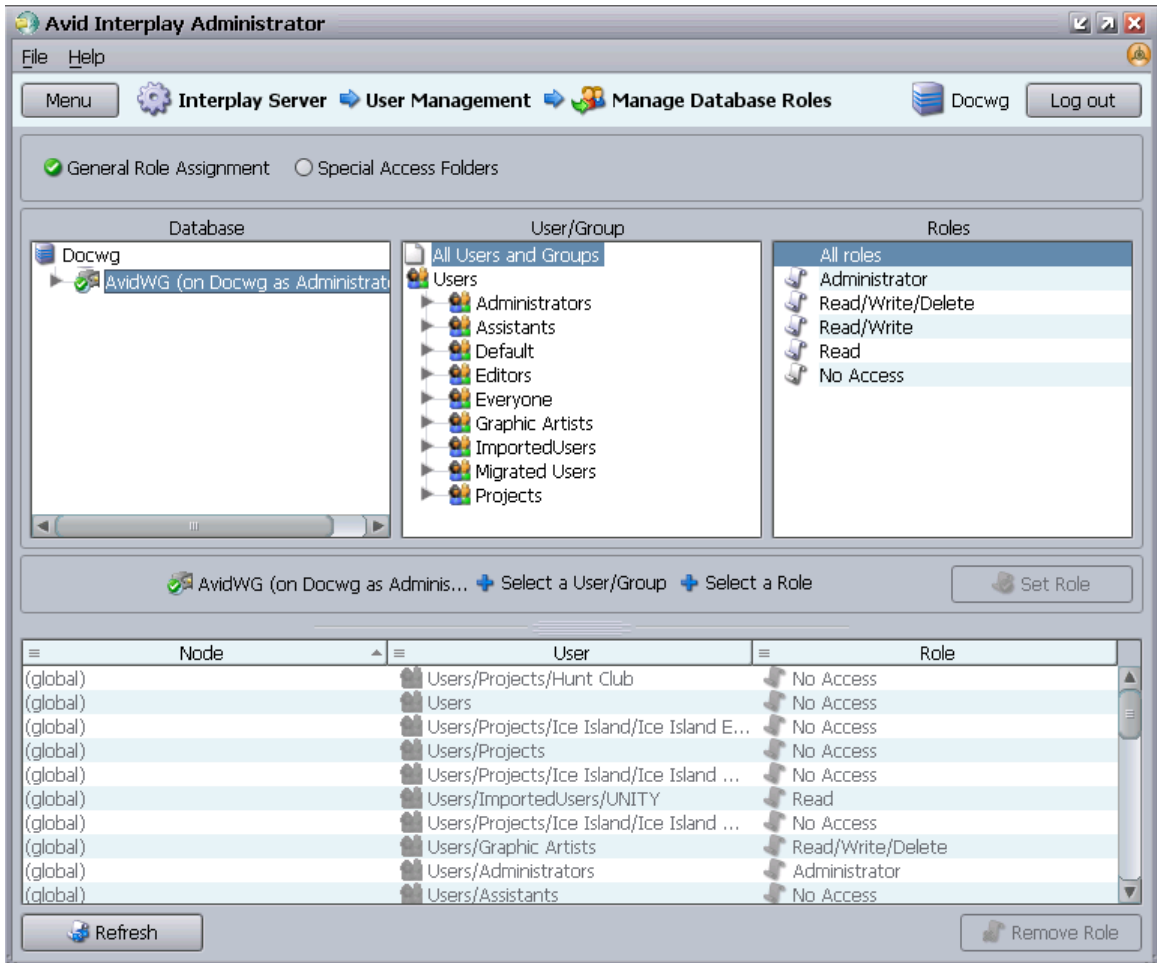
Viewing General Role Assignments

To view assigned roles for users of the database or a folder:

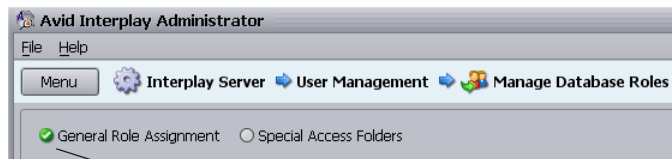
1. In the User Management section of the Avid Interplay Administrator window, click the Manage Database Roles icon.

The Manage Database Roles view opens.

4 User Management






2. Select the General Role Assignment option.



General Role Assignment option

3. In the Database pane, select the database or a folder for which you want to view roles.

If the database icon has a red X, you are not connected. Click the database icon to connect. The database icon shows a green check mark when you are connected. The following table describes three different states of the database icon.

Icon	Meaning
	(Green circle with check mark) Database you are connected to.
	(Red box with X) Database you are not connected to.
	(Red box with X and yellow arrow) Database needs migration. See “Migrating a Database” on page 48.

4. In the User/Group pane, select the user or group.

- ▶ To view roles for all users of the selected folder, select All Users and Groups.
- ▶ To view roles for a particular user or user group of the selected folder, select that user or user group.

5. In the Roles pane, select the role you want to view:

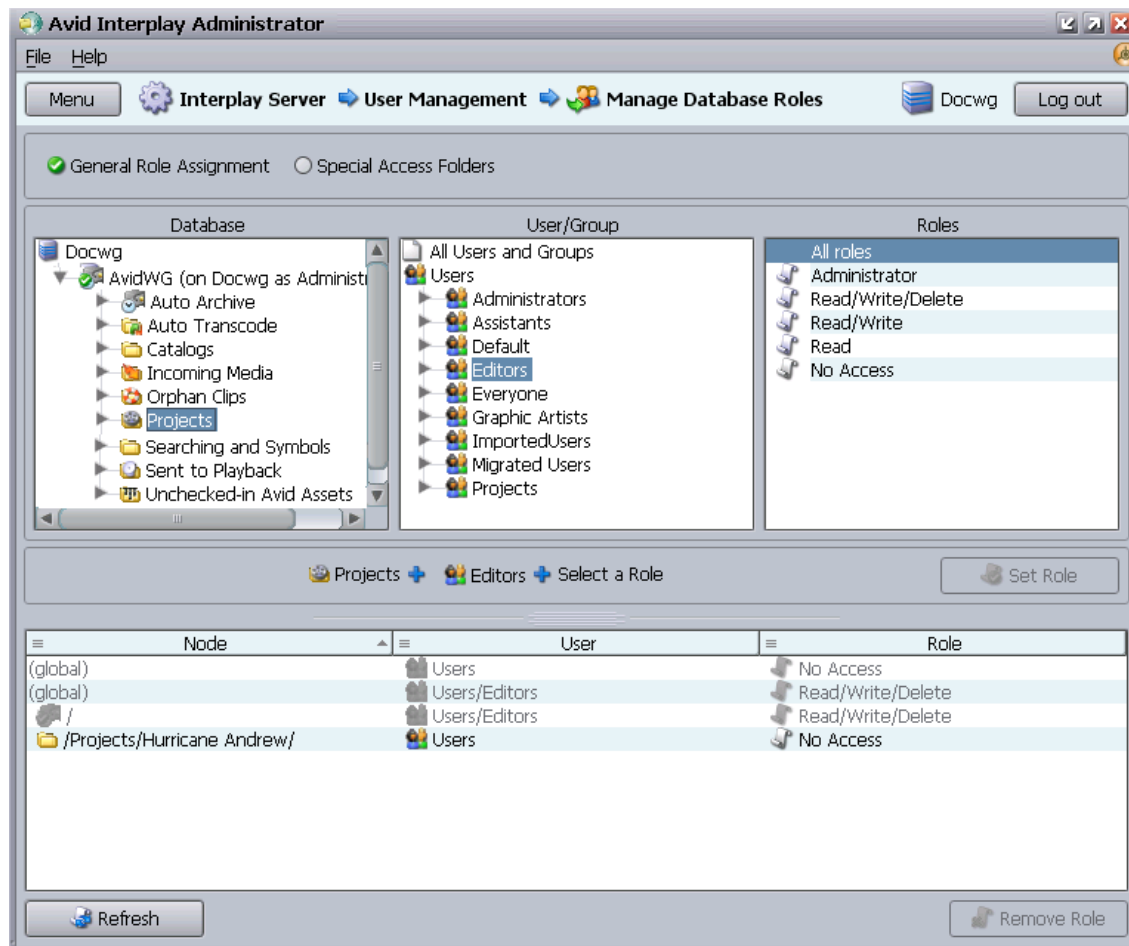
- ▶ To view all roles for the selected users of the selected folder, select “All roles.”
- ▶ To view particular roles for the selected users of the selected folder, select a role.

The path in the middle of the view displays a formula for what is displayed in the lower panel.

The Node (item in the database), User, and corresponding role are displayed in the lower panel. Roles that are inherited from a group are grayed out. Roles that have been assigned directly are black.

The following illustration shows the Projects folder, the Editors group, and All roles selected. All roles are listed in the lower panel.

4 User Management



Setting or Changing a General Role Assignment

Use the Manage Database Roles view to set or change rights to a particular folder. Note the following:

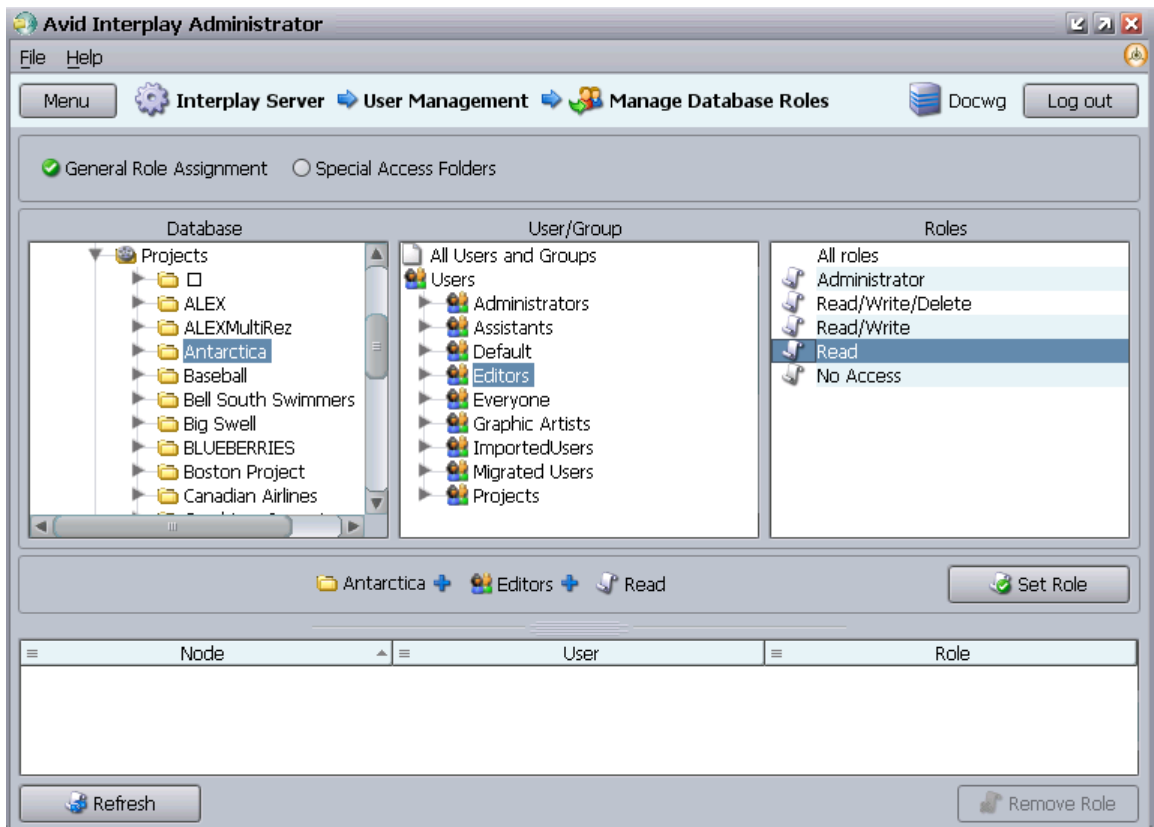
- To delete items, the user must have deletion rights for the folder, even if the user is the owner of the item to be deleted.
- To move items, the user must have write rights on the object, the folder the object is being moved out of, and the target folder.
- All users are automatically assigned the Read role for the folder Unchecked-in Avid Assets (but not the contents), and the Read/Write/Delete role for their private folder within the Unchecked-in Avid Assets folder. All users are automatically assigned the No

Access role for Orphan Clips. Administrators have full access to all folders. For more information about the Unchecked-in Avid Assets folder and the Orphan Clips folder, see the *Avid Interplay Access User's Guide*.

To set or change a role for users of the database or a folder:

1. In the User Management section of the Avid Interplay Administrator window, click the Manage Database Roles icon.
The Manage Database Roles view opens.
2. Select the General Role Assignment option.
3. In the Database pane, select the database or a folder for which you want to set a role.
4. In the User/Group column, select the user or user group.
5. In the Roles column, select the role you want to set.

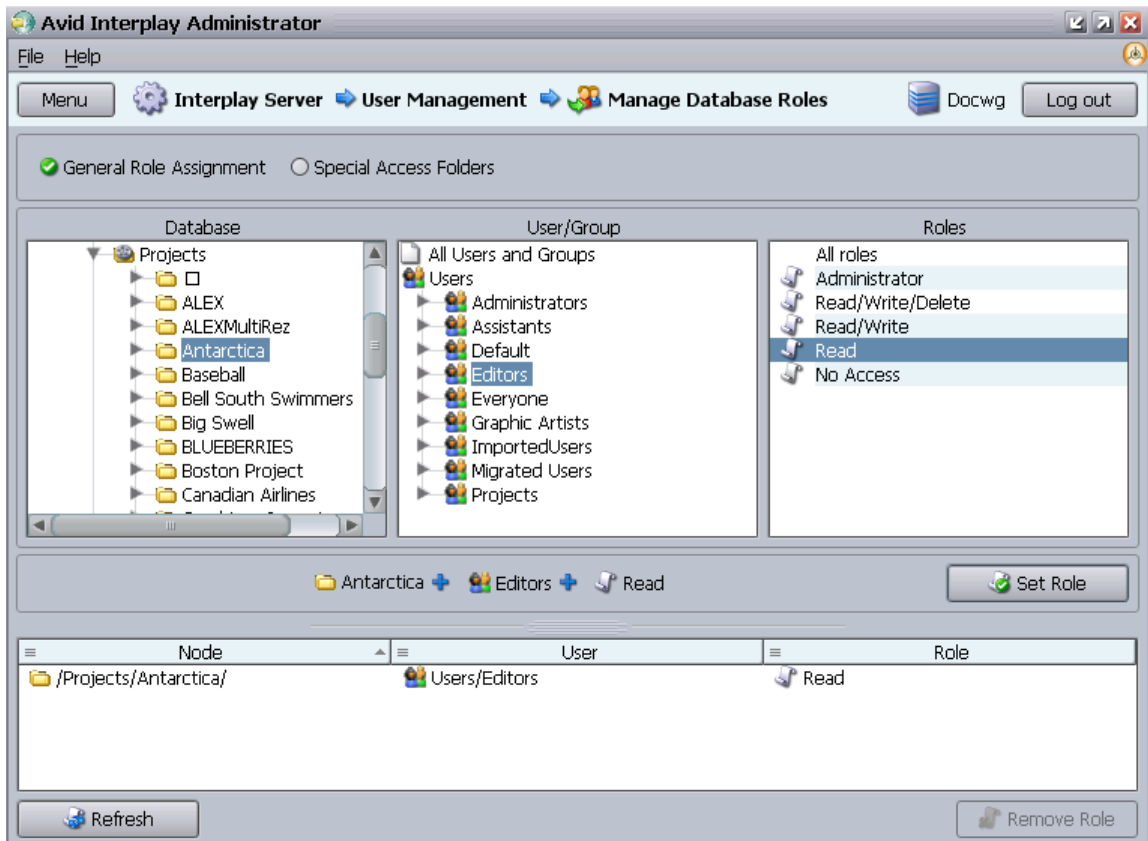
The formula in the middle of the view shows your selection. For example, in the following illustration, you are going to give Editors the Read role (read-only access) for the Antarctica folder.



4 User Management

6. Click Set Role.

The role appears in the lower panel.



To change a role:

- ▶ Select the entry in the lower pane, right-click, and select Set Role > *role name*.

To remove a role for users of the database or a folder:

1. Select the database or a folder in the Database column.
2. Select an entry in the list in the lower pane.

3. Do one of the following:
 - ▶ Click the Remove Role button.
 - ▶ Right-click and select Remove Role.

The role for the users on that item is inherited from the parent user group again.

Blocking Access by a Group or User

When you are trying to block access by a whole group, it is not sufficient to change the user rights for the user group to NoAccess; individual users who have rights assigned to them specifically or through memberships in other user groups could still log in.

To block members of an entire group:

1. In the Manage Database Roles view, in the Database pane, select the project from which you want to block users.
2. In the User/Group pane, expand the group.
3. Select each user, and in the Roles pane select No Access.
4. Click Set Role.

To prevent a user from accessing all databases:

- ▶ In the User Management view, deselect all authentication providers available to a user.

Managing Special Access Folders

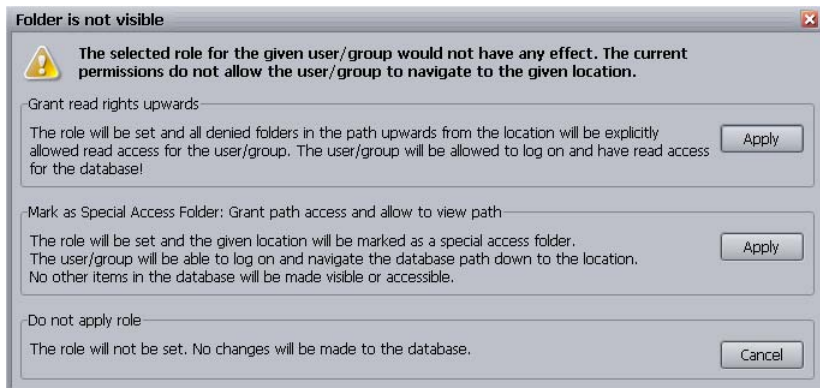
If necessary, you can allow a user to access a specific folder that they otherwise would not have access to. For example, if a new user is assigned the No Access role for the Projects folder, you can allow access to a particular project within the folder.

To allow access to a Special Access folder:

1. In the Manage Database Roles view, set the No Access role for the specific user on the top-level folder that you want to be hidden (see [“Setting or Changing a General Role Assignment” on page 88](#)).
2. On the item for which the user needs access, set the role to Read (or higher).

The “Folder is not visible” dialog box opens, telling you how applying the role to the selected location will affect the user’s rights on other folders.

4 User Management



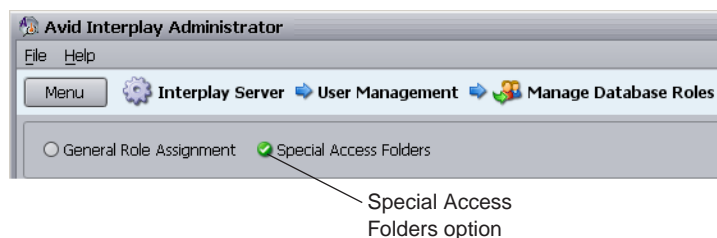
3. Click the Apply button for the option “Mark as Special Access Folder: Grant path access and allow to view path.”

This option allows users to log in to the database and navigate to the specified location. The tree structure above the folder will be visible, but not the contents of the other folders in the structure. The first option makes the contents of the tree structure accessible as well (not recommended).

After you set the special access, when users connect to the database, they see the structure of the database above the special access folder, but not the contents of the individual folders. Only the contents of the folder for which they have Read or higher rights are available.

To view who has been assigned access to Special Access folders:

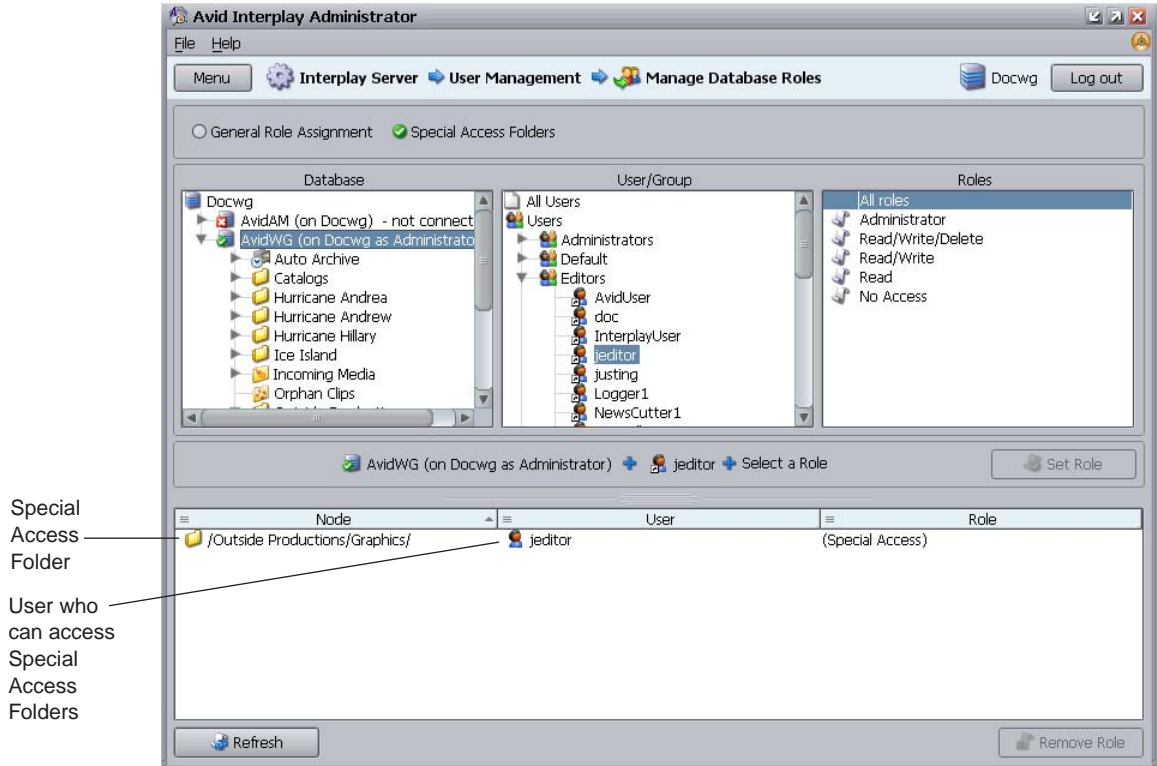
1. Select the Special Access Folders option.



2. In the Database pane, select the entire database or the folder for which you want to check for Special Access folder rights.
3. In the User/Group pane, select All Users to see all users who have special access to the folders you selected, or select a specific user.

- The bottom panel displays the users who have special access according to your selections.

The following illustration shows that the user jeditor has special access to the folder /Outside Productions/Graphics. To view what specific role jeditor has, select the folder in the Database pane.



To remove a role assigned for Special Access folders:

- Click the Special Access Folders option.
- Select the appropriate folder.
- Select the user in the list in the lower pane.
- Do one of the following:
 - Click Remove Role.
 - Right-click the user and select Remove Role.

The role for the user on that item is inherited from the parent user groups again.

Guidelines for User Management

This section provides information and suggestions that can help you manage users and access. For more information about managing user roles, with specific examples, see “Setting Up a User Database” in *Avid Interplay Best Practices*.

- The fundamental rule of user management is that explicit rights override inherited rights, and database rights (set in the Database Management view) override CCS rights (set in the User Management view and stored in the CCS). The exception to this rule is the user who is a global Administrator set through the User Management view. This Administrator always has Administrative rights on all folders, even if rights are set otherwise in the Manage Database Roles view.
- By default, the root group Users is assigned the NoAccess role. That means that all user subgroups (Everyone, Imported Users, Migrated Users and any other groups you add) except for the Administrators and UNITY (under the Imported Users) have the role NoAccess through inheritance. NoAccess means that a user cannot even log in to the server.

To override the NoAccess role, create another user group with a different role and copy the user into that group.



Changing the role for the Users group or the Everyone group (from No Access to Read, for example) makes it impossible to take away this role from individual users. Avid recommends that you do not change the role of the Users group or the Everyone group.

- You can assign a user to more than one user group (see “[Setting or Changing a General Role Assignment](#)” on page 88) and each group can have a different role. As a result, the user inherits different roles, which can be useful if a user contributes to different projects in different ways.
- In the User Management view, you can set only group roles. You can set roles for individual users in the Manage Database Roles view. See “[Managing Database Roles](#)” on page 85.

How the Interplay Engine Determines Access

The following steps describe how the Interplay Engine server determines access to an object (usually a folder). This process can help you understand how to assign roles and access:

1. The server checks on the object in question to see if explicit rights are set. If a user is assigned a role on the object, the evaluation stops and the server grants the user only the role allowed and the accompanying rights, if any.
2. If no explicit permissions were found on the object, the server checks the inherited rights on the object in question.

3. If there are no inherited permissions, the server checks the global user rights. In this case, the server determines what role the user has from the CCS settings.
4. In case of a conflict where the evaluation sees a user with multiple roles, for example:
 - the user has the read role through one group
 - the user has the read/write role through another groupthen the highest ranking role wins. In this case, the user gets the read/write role.

This is an example of an *accumulated inherited* role. The user's overall role for the database is the *highest* role he or she is assigned to in any group, unless otherwise specified in the Manage Database Roles view. For example: If User A is in Group 1 (which is assigned a Read role) and User A is also in Group 2 (which is assigned a No Access role), then User A has the accumulated inherited role Read. When you select User A in the User Management view, this role is displayed in the Roles pane.

4 User Management

5 Site Settings

Site settings include configuration options for various Interplay components. The following topics provide information about site settings:

- [Defining Property Layouts](#)
- [Configuring Remote Workgroups](#)
- [Configuring Categories](#)
- [Setting the Server Hostname and Workgroup Name](#)
- [Interplay Media Services View](#)
- [Interplay Transfer Status View](#)
- [Interplay Transfer Settings View](#)
- [Workgroup Transfer Presets View](#)
- [Specifying Archive Settings](#)

Defining Property Layouts

The Property Layout view lets an administrator define which properties are shown by default when an Interplay Access client connects to the database. In Interplay Access, these properties appear in the Content tab and the Object Inspector Property tab. These properties are sometimes referred to as *system metadata*. However, it is only part of the metadata included in an Avid Interplay database.

The administrator can also use the Property Layout view to create custom columns.

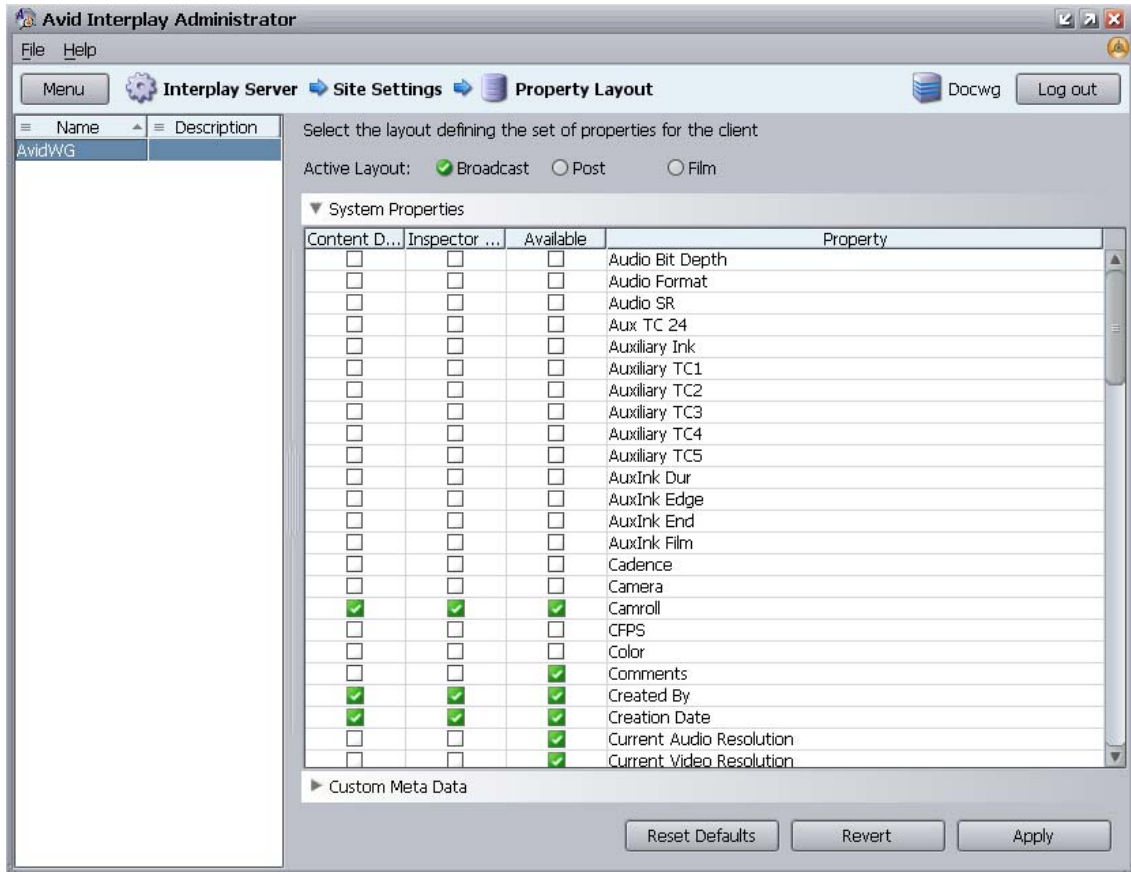
By default, a set of properties categorized as Broadcast is selected and displayed. You can customize this set or you can display an alternative set of properties: either Post or Film, and then customize these sets. For a complete list of available properties, see [“System Metadata Properties” on page 173](#).

To set the properties displayed in Interplay Access:

1. In the Site Settings section of the Interplay Administrator window, click the Property Layout icon.

The Property Layout view opens.

5 Site Settings



2. Select the database for which you want to set properties.
3. From the Active Layout options, select one of the following layouts:
 - Broadcast
 - Post
 - Film

This setting determines which set of properties is displayed in the client applications.

4. Select and deselect properties as follows:
 - ▶ (Option) To include the property in the Content tab, select properties in the Content Default Column.
 - ▶ (Option) To include the property in the Object Inspector's Properties tab, select properties in the Inspector Default column.

- ▶ (Option) To make the property available for users to add into Interplay Access displays on their own, and use these fields in an Extended Search, select properties in the Available column.

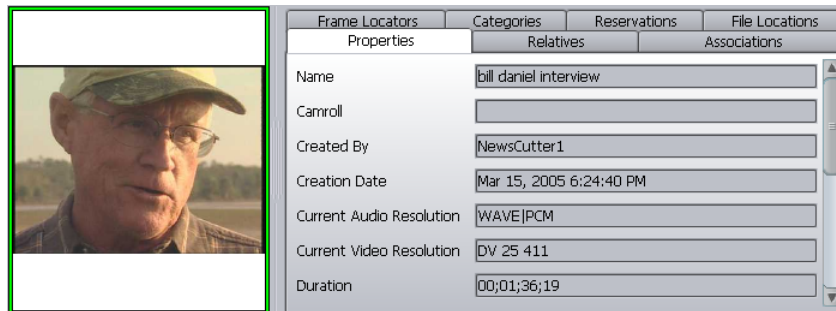


If a property is not selected in the Available column, the property is not displayed in the Object Inspector or the Content tab, even if it is selected to be displayed in them.

5. (Option) Click Revert to reset properties to the defaults.
6. Click Apply to save the changes.

The changes appear the next time you log in to Interplay Access.

The following illustration is an example of properties displayed in the Properties tab of the Interplay Access Object Inspector.



The properties can be further modified on the individual clients. For details, see the *Avid Interplay Access User's Guide*.

Creating Custom Properties

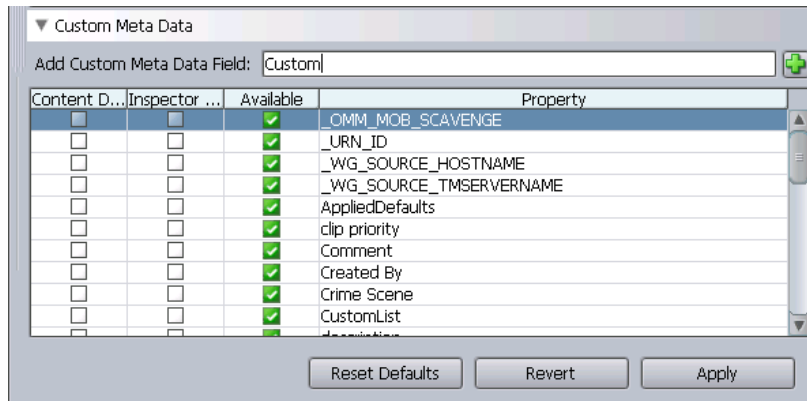
To add a custom property, do the following:

1. In the Site Settings section of the Interplay Administrator window, click the Property Layout icon.
The Property Layout view opens.
2. Select the database for which you want to set properties.
3. From the Active Layout options, select one of the following layouts:
 - Broadcast
 - Post
 - Film

This setting determines which set of properties will include the custom property.

5 Site Settings

4. Click Custom Meta Data to open the custom options area.



5. In the Add Custom Meta Data text box, type a name for the custom property.
6. Click the green plus sign (+).
7. Select whether to include the property in the Content tab or the Object Inspector's Properties tab, as needed.
8. (Option) To make a custom property available for users to add into Interplay Access displays on their own, and to use in an Extended Search, select the Available column. If the user performs an All Custom search, only the available Custom properties are used in the search.



Clear the check box in the Available column to turn off custom properties that you do not want displayed in the Interplay Access properties lists. You cannot delete custom properties for this release but you can turn off their display.

Configuring Remote Workgroups

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, you must set up the local workgroup so that a user can access a remote workgroup. You set up this access in the Configure Remote Workgroups view.

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 Interplay Access Send to Workgroup dialog box.



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

For complete information on transferring Avid assets, see the *Avid Interplay Transfer Setup and User's Guide*.

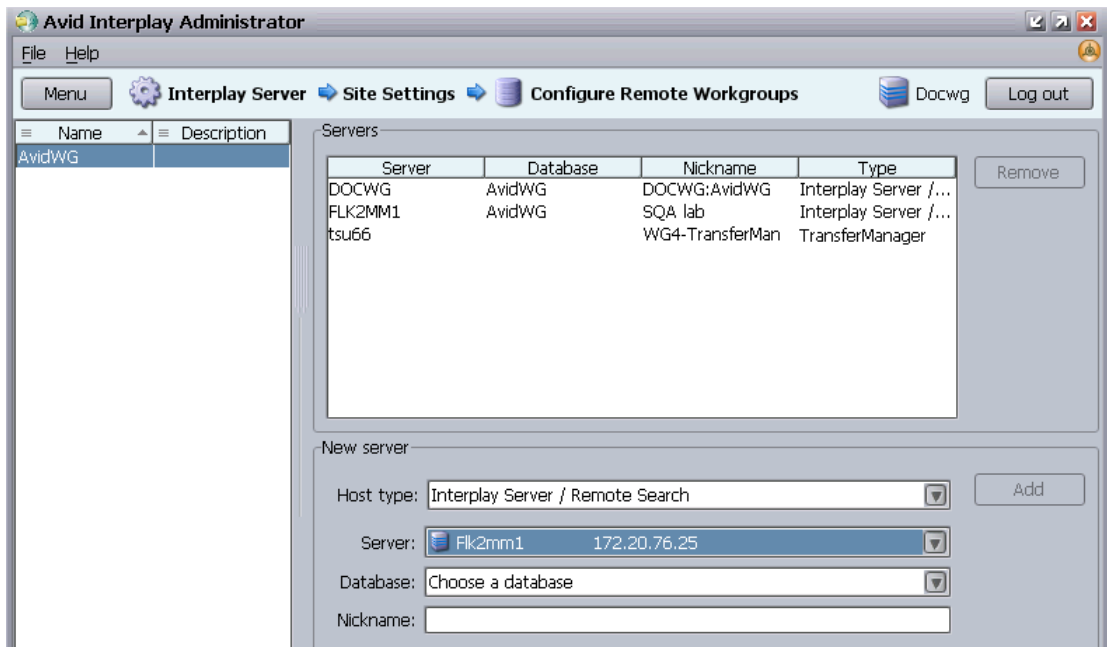


You can configure a maximum of 10 hostnames. For example, you can configure for searching five remote workgroups and five Nearchive servers for a total of 10.

To set up access to a remote workgroup:

1. Make sure the Transfer Engines for both workgroups are correctly configured. See the *Avid Interplay Transfer Setup and User's Guide* or the Help.
2. 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. Make sure the user name and password match exactly (transfer only). Administrator passwords must also match exactly.
3. In the Site Settings section of the Interplay Administrator window, click the Configure Remote Workgroups icon.

The Configure Remote Workgroups view opens.



4. Select a database from the Available Databases list.

5 Site Settings

5. In the New server pane, add information about the remote workgroup you want to access.

a. Select the Host Type:

Interplay 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 Nearchive system

Interplay Server / 3d 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* or Help.

b. Type information for the remote workgroup. 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. If you do not supply a Nickname, the Interplay Engine creates one that combines the host name and the database. The Nickname is displayed in the Interplay Access Remote Search list and 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.

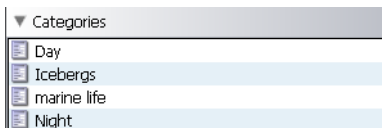
If the local user is not included in the remote user database, a login screen appears. This login lets you add the remote workgroup to the accessible remote servers list but you cannot transfer to the workgroup.

To remove a remote workgroup from the accessible list:

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

Configuring Categories

Categories provide a grouping mechanism for the data that is stored in the database. Categories are displayed in Access, Assist, and Instinct. A user can assign database items to these categories and use these categories in a search. You can double-click a category to view a list of the category’s items.



By default, no categories are configured in the Interplay Administrator.



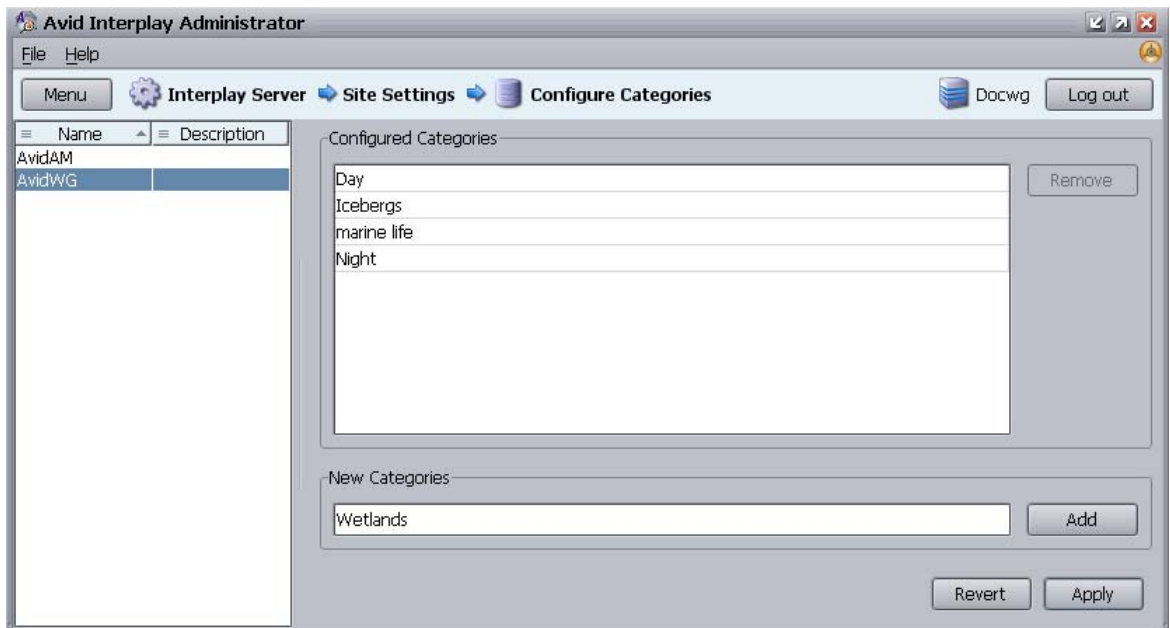
There is no option to rename a category. The database items identify the categories they belong to by the category name, so this name cannot be changed once it is used.

Adding Categories

To make categories available in Interplay Access:

1. In the Site Settings section of the Interplay Administrator window, click the Configure Categories icon.

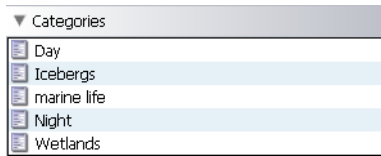
The Configure Categories view opens.



2. Select a database from the Available Databases list.
3. In the New Categories text box, type one name for a category, or type a comma-separated list (commas and spaces are automatically removed).
4. Click Add, and then click Apply.

After refreshing Interplay Access, the categories you specified are visible in the Categories pane.

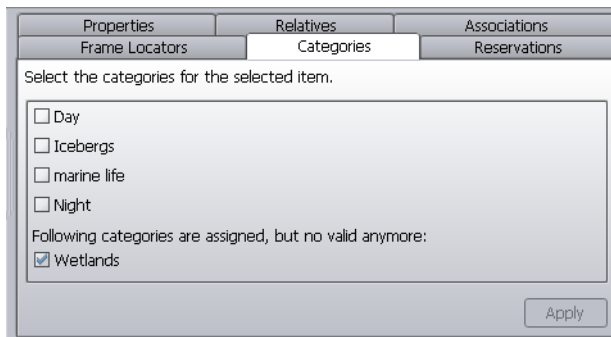
5 Site Settings



When performing a search, you can use a Category name to locate items that belong to that category.

Removing Categories

Removing a category only removes it from the Configured Categories list in the Interplay Administrator. Objects in the database that have this category keep it, even if it is not listed anymore. If an item was assigned to a category but you removed that category in the Interplay Administrator, users are informed that the category is not valid anymore in the Interplay Access Categories tab.



To remove a category:

1. In the Interplay Administrator, click Configure Categories.
2. In the Configure Categories view, from the Configured Categories list, select the category you want to delete from the Configured Categories list.
3. Click Remove.
4. Click Apply to save the changes, or Revert to discard your changes.

You must refresh Interplay Access to see that the category is no longer available.

Setting the Server Hostname and Workgroup Name

The Server Hostname Settings view lets you register the Interplay Media Services Engine. You must register the Interplay Media Services Engine before you can run the Interplay Media Services view (see [“Interplay Media Services View” on page 106](#)) or use any Interplay Media Services. For more information, see the *Avid Interplay Media Services Setup and User’s Guide*.

This view also provides the workgroup name that Interplay Assist and Avid iNEWS Instinct use to locate the Media Indexer, which is used to monitor shared storage. You can view or change this workgroup name in the Avid Interplay Workgroup Properties, which is an application that is part of the Avid Interplay Framework. For more information, see the *Avid Interplay Framework User’s Guide*.

To register the Interplay Media Services Engine:

1. In the Site Settings section of the Interplay Administrator window, click the Server Hostname Settings icon.

The Server Hostname Settings view opens.

2. Type the name of the Interplay Media Services Engine server in the text box.
3. Click Apply Changes.

To set the Workgroup and MediaIndexer Settings:

1. In the Workgroup and MediaIndexer Settings section, type the workgroup name.

The Workgroup name field is case sensitive and must exactly match the workgroup name used by the Interplay Framework.

2. Click Apply Changes.
3. Click Check MediaIndexer to check whether the Media Indexer that monitors shared storage is running.

If the Media Indexer is running, the system returns the name of the High Availability group that the Media Indexer is associated with, and the name of the Interplay Engine server. In the following example, Unity is the name of the High Availability group and docwg is the computer name of the Interplay Engine server.



Interplay Media Services View

The Interplay Media Services view is a tool for administering the Interplay Media Services Engine and monitoring job status. This view provides settings for the following tasks:

- Filtering jobs to monitor
- Registering providers
- Installing services
- Setting up users
- Setting up profiles



These options are also available from the Admin Tool in the Avid Interplay Media Services application dialog box.

Before you can use the Interplay Media Services view, the Interplay Media Services Engine for the workgroup must be configured in the Server Hostname Settings view. For details, see [“Setting the Server Hostname and Workgroup Name” on page 105](#). Also, the Interplay Media Services Engine must be running.

If the Interplay Media Services connection to the Interplay Media Services Engine fails, the login panel is displayed to let you manually attempt to login again.

For details on installing the Interplay Media Services Engine, see *Avid Interplay Media Services Setup and User's Guide*.

Interplay Transfer Status View

The Interplay Transfer Status view is used for monitoring the progress of transactions being handled by one or more Interplay Transfer Engines in the workgroup. It allows administrators to quickly view all the relevant details for each transaction. You can choose to have the status window open at all times in their control center.



The list of Interplay Transfer Engines available from the Interplay Transfer Status filter is created from the Interplay Transfer Settings. For details, see [“Interplay Transfer Settings View” on page 107](#).

For descriptions of the various filters and configuration settings, see the *Avid Interplay Transfer Setup and User's Guide*.

Interplay Transfer Settings View

The Interplay Transfer Settings view lets an administrator configure the names and locations of the Interplay Transfer Engines in the workgroup. The settings determine which cache server monitors which Transfer Engines and Transfer Engine enabled devices. The Interplay Transfer Status view uses these settings to access the Transfer Engines in the workgroup.

For procedures that explain these settings, see the *Avid Interplay Transfer Setup and User's Guide*.

Workgroup Transfer Presets View

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



Users with Administration rights can change the configuration to another destination in the Send to Workgroup dialog box in Interplay Access.

For procedures that explain the Workgroup Transfer Presets view, see the *Avid Interplay Transfer Setup and User's Guide*.

Specifying Archive Settings

The Archive Settings view lets you select options for how the Interplay Engine operates with the Archive Engine and the Archive Provider. The view displays two different settings: one if you are logged into the Archive Engine and another if you are logged into an Interplay Engine.

For more information about using an Archive Engine, see *Avid Interplay Best Practices* and the *Avid Interplay Media Services Setup and User's Guide*.

Archiving Duplicate Versions of Media

You can use the Archive Settings view choose whether the Archive Provider archives duplicate versions of media.

When you archive a master clip, subclip, or sequence for the first time, the Archive Provider automatically archives all the associated media. If you are archiving another subclip or sequence that refers to the original master clip, the Archive Provider does not automatically

5 Site Settings

archive a duplicate version of the associated media. The Archive Provider archives all of the metadata associated with the new subclip or sequence but it does not archive duplicate versions of the media. Setting “Allow duplicate media file(s)” to “Yes” tells the Archive Provider to create multiple versions of the media files, if required

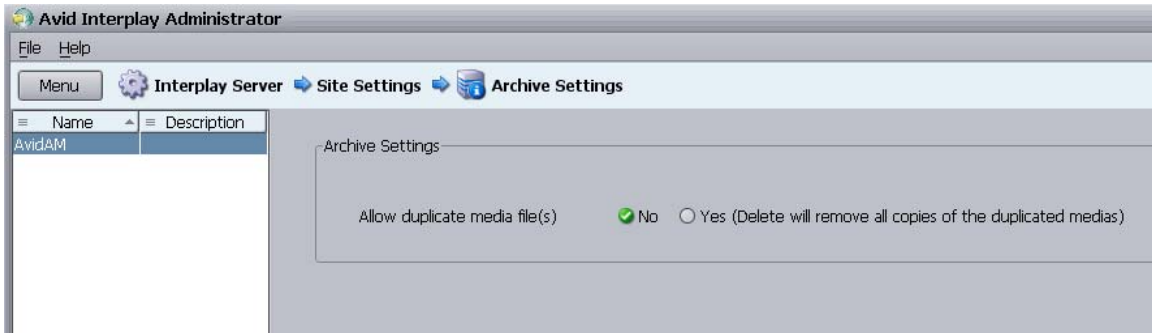
To change whether archive operations create duplicate media:

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

The Archive Settings view opens.

3. Select the Archive database.

The system displays the Archive Settings window for the Interplay Archive Engine.



4. Select Yes or No. The system uses the following options:
 - No: When you archive an Avid asset the first time, the Archive Provider archives all associated media. If you archive other assets that reference the same media, the Archive Provider archives the metadata but does not archive duplicate versions the associated media.
 - Yes: The Archive Provider archives the associated media each time you archive an asset. If you delete an asset that references the duplicated media, the system asks if you want to delete the associated media files. If you choose the delete the media, the system deletes all copies of the media.
5. Click Apply Changes.

Specifying the Archive Server and Segment Size

Before you use the Archive Engine, you need to specify settings on the Interplay Engine. The following illustration shows the Archive options for an online database.



To specify the Archive Server and archive segment size:

1. Open the Interplay Administrator on the system running the Interplay Engine.
2. In the Site Settings section of the Interplay Administrator window, click the Archive Settings icon.
The Archive Settings view opens.
3. Select the AvidWG database.
4. In the Archive server name text box, type the name of the computer running the Avid Interplay Archive Engine.
5. In the Archive Segment size (frame), type the segment size to be used for partial restore operations, in frames.

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

5 Site Settings

6 Editor Settings

In the Editor Settings, you can configure editor-specific permissions and options, as described in the following topics:

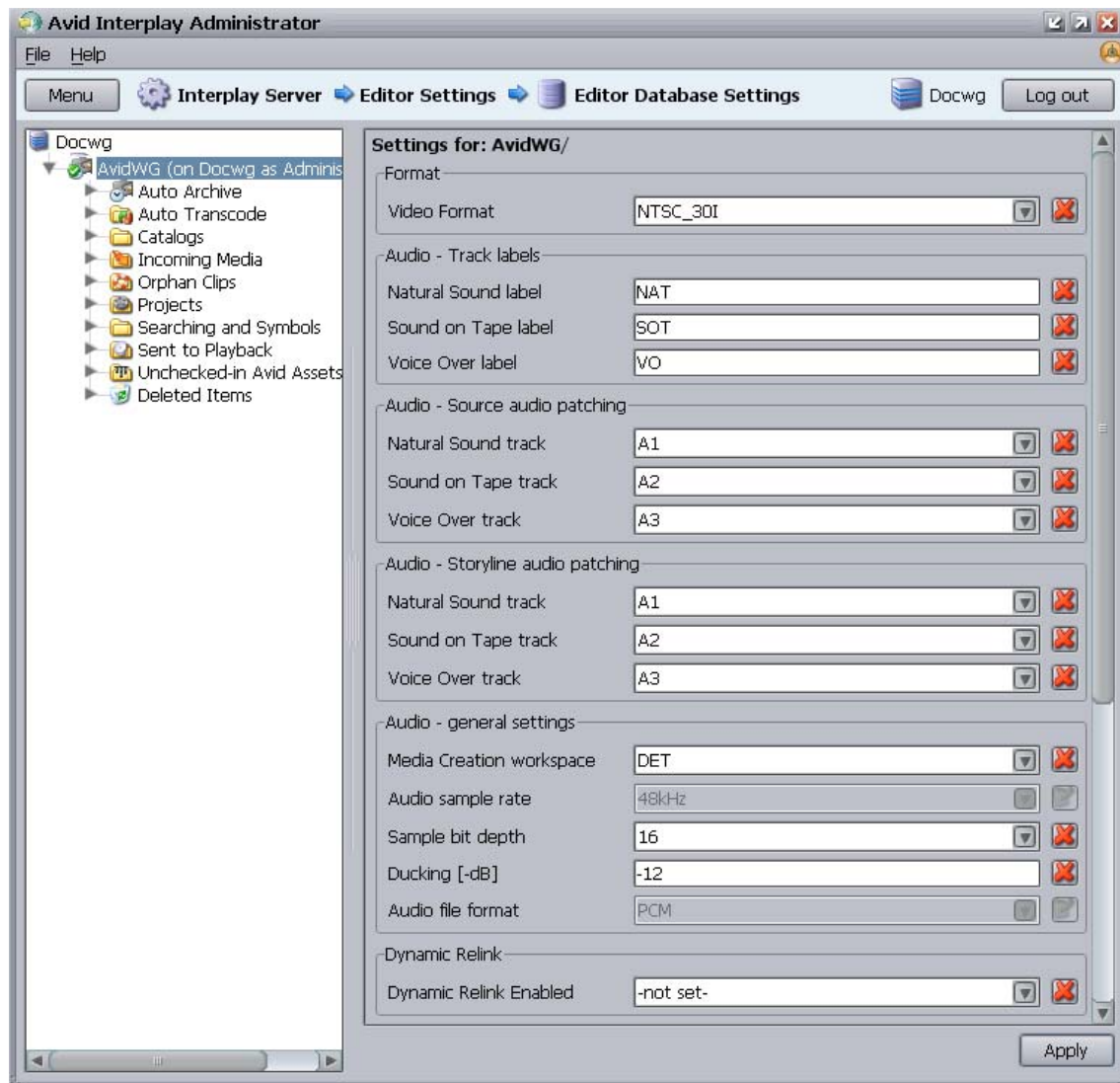
- [Setting Editor Database Options](#)
- [Setting Instinct/Assist User Options](#)
- [Pro Tools Plug-Ins Settings](#)

Setting Editor Database Options

The Editor Database Settings view lets you specify on a database or folder level the settings that are relevant when using an editing system. Most of the settings apply to Avid iNEWS Instinct or Avid Interplay Assist. One setting (“Check in bins when closing”) applies only to Avid editing systems such as Media Composer.

All files and subfolders of the folder inherit its settings, but you can override the inherited settings for specific files and sub-folders. Inherited settings are grayed out. These settings are used as the default for all new folders in the database, and are valid for all users unless they are changed explicitly for a user or user group in the Instinct/Assist User Settings view (see [“Setting Instinct/Assist User Options”](#) on page 117).

6 Editor Settings



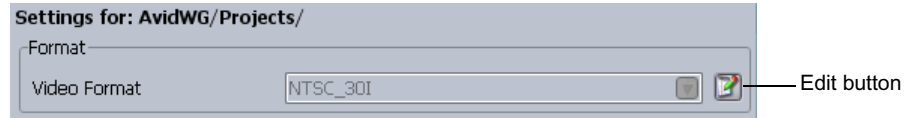
To change the editor database settings:

1. In the Editor Settings section of the Interplay Administrator window, click the Editor Database Settings icon.
2. Select a folder in the database.

If the database icon has a red X, you are not connected. Click the database icon to connect. The database icon shows a green check mark when you are connected. For more information, see [“Viewing General Role Assignments” on page 85](#).

3. Do one of the following:
 - ▶ Select an option from the drop-down list.
 - ▶ Type a setting in the text box.

If a setting is grayed out, click the Edit button to enable editing.



For information about the options, see [“Editor Database Settings” on page 113](#).

4. Click Apply.

To undo a setting:

- ▶ Click the red X button.

This button appears only if you have explicitly set the value of the setting. Clicking the red X button changes the setting to -not set-, but does not revert the setting to the previous value.


Editor Database Settings

You can set options for the Editor Database Settings as described in the following table. Options apply to Avid iNEWS Instinct or Avid Interplay Assist unless specified otherwise.




Editor Database Settings

Option	Setting	Description
Format	Video Format	(Avid Instinct only) Sets the default video format for your sequences. Select a format or select Any. If you select Any, Avid Instinct allows you to select a video format for your sequence when you create a new story.
Audio – Track labels	Natural Sound label	(Avid Instinct only) Allows you to specify a name for the NAT track in source clips. The default is NAT.
	Sound on Tape label	(Avid Instinct only) Allows you to specify a name for the SOT track in source clips. The default is SOT.



Editor Database Settings (Continued)

Option	Setting	Description
	Voice Over label	(Avid Instinct only) Allows you to specify a name for the voice-over track in source clips. The default is Voice.
Audio – Source audio patching	Natural Sound track	Maps the audio track for NAT sound in the source input. The default is A1.
	Sound on Tape track	Maps the audio track for SOT sound in the source input. The default is A2.
	Voice Over track	Maps the audio track for voice-over sound in the source input. The default is A3.
Audio – Storyline audio patching	Natural Sound track	Maps the audio track for NAT sound in clips in your sequence. The default is A1.
	Sound on Tape track	Maps the audio track for SOT sound in the clips in your sequence. The default is A2.
	Voice Over track	Maps the audio track for voice-over sound in the clips in your sequence. The default is A3.
Audio – general settings	Media Creation workspace	Sets the workspace location used for media clips created by Instinct and Assist users, such as voice-over recordings and clips created during send-to-playback operations.  <i>You must have write access to the target workspace.</i>
	Audio sample rate	Sets the audio sample rate for audio clips created in Avid Instinct and Interplay Assist. The sample rate is used in send-to-playback operations, and it must match the setting on your playback device (for example, an Avid AirSpeed). The default sample rate for DV resolutions is 48 kHz. Not changeable.
	Sample bit depth	Sets the sample bit depth for audio clips created in Avid Instinct and Interplay Assist, such as voice-over recordings and audio mixdowns. The more bits used to sample the audio, the more accurately the amplitude is represented by the clip. The sample rate is used in send-to-playback operations, and it must match the setting on your playback device (for example, an Avid AirSpeed). The default is 16 bits.

Editor Database Settings (Continued)

Option	Setting	Description
Dynamic Relink	Ducking [-dB]	(Avid Instinct only) Allows you to specify the amount of audio ducking (automatic lowering of audio gain in background audio). The default is 12 dB.
	Audio file format	Sets the audio file format to PCM. Not changeable.
	<p data-bbox="772 501 1300 678">Enables or disables the Dynamic Relink feature (for MultiRez editing). If Dynamic Relink is “true,” all relink settings in the Send to Playback option are enabled; if Dynamic Relink is “false,” these settings are disabled, with the exception Audio Mixdown Mode. The default for Dynamic Relink is “not set.”</p> <p data-bbox="772 696 1290 812"> <i>You can enable and disable Dynamic Relink only at the top level of your database. You cannot enable or disable Dynamic Relink at the folder level.</i></p>	
Send to playback	Target resolution, primary	<p data-bbox="772 977 1268 1034">Sets a resolution for output to a playback device. The default is DV 25 411.</p> <p data-bbox="772 1052 1243 1107"> <i>If dynamic relink is enabled, this field is enabled and you must select an option.</i></p>
	Target resolution, secondary	(Avid Instinct only) Sets a resolution to use for a second playback device.
	Secondary target field	<p data-bbox="772 1216 1300 1338">(Avid Instinct only) Leave the field blank to send a sequence to playback on the primary device. Enter a value to send the sequence to the secondary playback device.</p> <p data-bbox="772 1355 1190 1395"> <i>Story fields are set in Avid Instinct.</i></p>

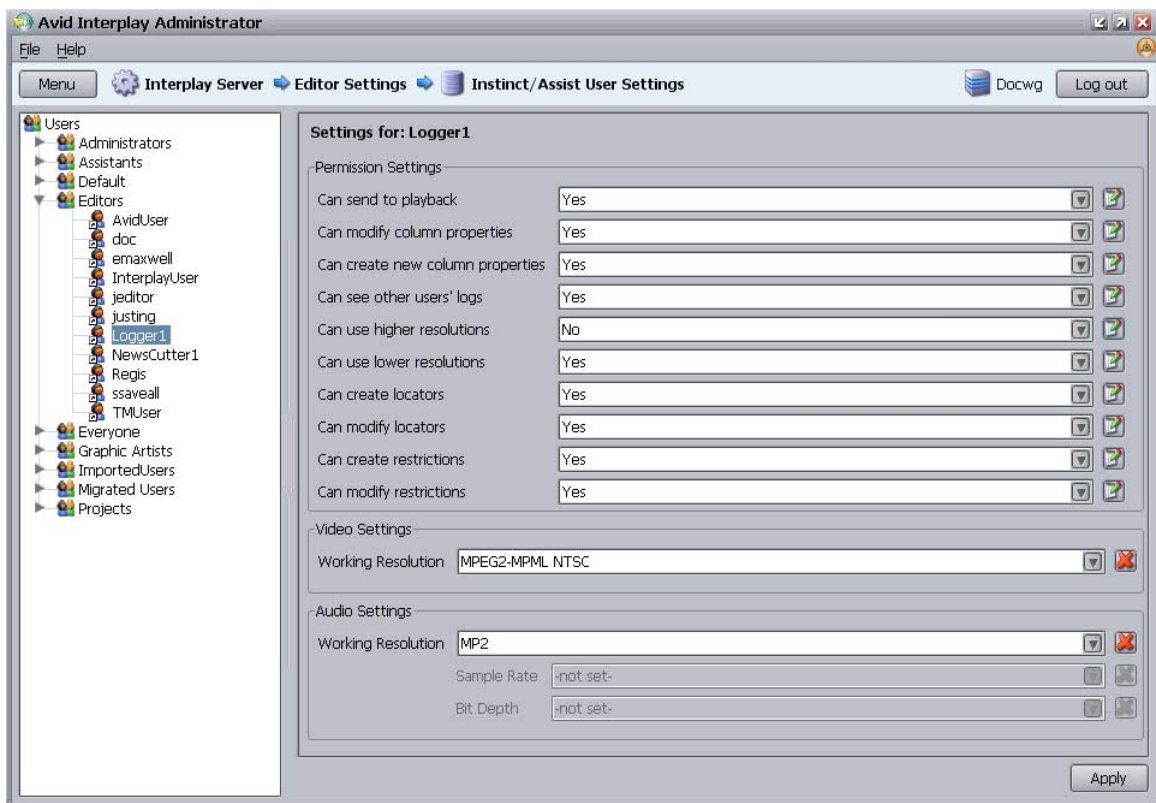
Editor Database Settings (Continued)

Option	Setting	Description
	Audio Mixdown Mode	<p>Sets the mixdown mode used for send-to-playback operations:</p> <ul style="list-style-type: none"> • Mono — mixes all audio tracks to two channels of mono output, each channel containing the source audio tracks • Stereo — mixes all audio tracks to two channels of stereo output • Direct Out — maintains the audio tracks used in the source story or shotlist for audio output channels • The default mixdown mode is Mono.
	Audio Target Resolution	<p>Sets an audio resolution for output to a playback device. The default is PCM.</p> <p>If the working resolution differs from the target resolution, audio clips relink to the target resolution when they are sent to playback. However, if the settings on the playback device differ from the target resolution, the clips convert to the playback resolution after relinking.</p> <p>Sample Rate and Bit Depth: sets the resolution of the source audio for audio mixdowns.</p> <p> <i>If dynamic relink is enabled, you must set the audio target resolution to PCM and select a Sample Rate and Bit Depth.</i></p>
Auto Reservation	Duration [h]	<p>Allows you to set a default duration (in hours) for auto reservations. If you do not set a duration, auto reservation is set to zero.</p>
Bins	Check in bins when closing	<p>(Avid editing systems only) Allows you to set the default behavior for checking in media objects from open bins to the Interplay database when closing your Avid editing application. The default is “Ask user.”</p> <p> <i>This setting does not apply to Avid Instinct or Avid Assist.</i></p>

Setting Instinct/Assist User Options

In the Instinct/Assist User Settings view, you can set permissions for various editing functions on the user level. These settings apply to all folders in the database. Inherited settings are grayed out.

The settings in the following illustration are for an Avid Interplay Assist user who has permission to use only the low res MPEG2 media created by the Avid Interplay Low Res Encoder. In this example the working resolution is MPEG2-MPML NTSC and the “Can use higher resolutions” setting is No.



To change the Instinct/Assist User settings:

1. In the Editor Settings section of the Interplay Administrator window, click the Instinct/Assist User Settings icon.
2. In the Users tree on the left, select a group of users or an individual user.

6 Editor Settings

The settings for the selected user or user group area are displayed in the pane on the right.

3. Do one of the following:
 - ▶ Select an option from the drop-down list.
 - ▶ Type a setting in the text box.

If a setting is grayed out, click the Edit button to enable editing



For information about the options, see [“Instinct/Assist User Settings” on page 119](#).

4. Select among the following options for each setting:

Option	Description
Inherited	The user inherits this capability from the group it is a part of.
Yes	Grants the user this power.
No	Denies the user this power.

5. Click Apply.

To undo a setting:

1. Click the red X button.


This button appears only if you have explicitly set the value of the setting. Clicking the red X button changes the setting to Inherited.

2. Click Apply.

The inherited setting is displayed.

Instinct/Assist User Settings

You can set options for the Instinct/Assist User Settings as described in the following table.

Instinct/Assist User Settings	
Option	Description
Can send to playback	Allows the user to send material to a playback device.
Can modify column properties	Allows the user to modify asset properties.
Can create new column properties	Allows the user to add new properties to assets.
Can see other users' logs	Allows the user to see other users' logging data in Avid Interplay Assist.
Can use higher resolutions	Allows the user to use a higher resolution than the working resolution for video and audio clips if the working resolution is not available. If this option is set to No and the only available resolution is higher than the working resolution, the user sees Media Offline in the Video monitor.
Can use lower resolutions	Allows the user to use a lower resolution for video and audio clips than the working resolution if the working resolution is not available. If this option is set to No and the only available resolution is lower than the working resolution, the user sees Media Offline in the Video monitor.
Can create locators	Administrators and owners have this right set by default.
Can modify locators	Administrators and owners have this right set by default.
Can create restrictions	Administrators and owners have this right set by default.
Can modify restrictions	Administrators and owners have this right set by default.
Video Settings: Working Resolution	Sets the user's working video resolution.  <i>This setting is not available for groups.</i>
Audio Settings: Working Resolution	Sets the user's working audio resolution. If the working resolution is set to PCM, you can select a sample rate and a bit depth for audio clips.

Pro Tools Plug-Ins Settings

You can use Interplay Pro Tools Plug-ins to pass audio files back and forth between Avid video editing systems and Pro Tools audio editing and mixing systems.

The following topics include information for installing and configuring the plug-ins. For details on using these plug-ins, see the *Avid Interplay Best Practices* guide.

Installing the Pro Tools Plug-Ins for Interplay

Before you use the Avid editing application to check files into Interplay for Pro Tools, you must install Interplay Access and the Pro Tools Interplay Option on the Pro Tools system. The installation software adds the following plug-ins to the Interplay Administrator on the Pro Tools system.

- Pro Tools Import Settings
- Editor Export Settings for Pro Tools
- Pro Tools User Settings

You can install Interplay Access and the Pro Tools Interplay Option on any Windows system that you want to use to configure the import and export settings. For example, you can install the Pro Tools option on the Interplay Engine server.

The following illustration shows the Pro Tools plug-ins in the Editor Settings section of the Interplay Administrator window.



For information on installing the Pro Tools Interplay Option, see the *Avid Interplay Software Installation and Configuration Guide*.

Configuring the Pro Tools Import Plug-In

The settings that you configure in the Pro Tools Import plug-in are used by a Pro Tools system when a Pro Tools editor performs an import. You can set import settings for the entire database or for particular folders. All files and subfolders in the parent folder inherit the settings of the parent folder.

If you do not configure Import Plug-in settings for a particular folder, the Pro Tools editor can modify those settings in the New Session dialog box and the Pro Tools AAF Import dialog box during the import into Pro Tools.

To configure the Pro Tools Import settings:

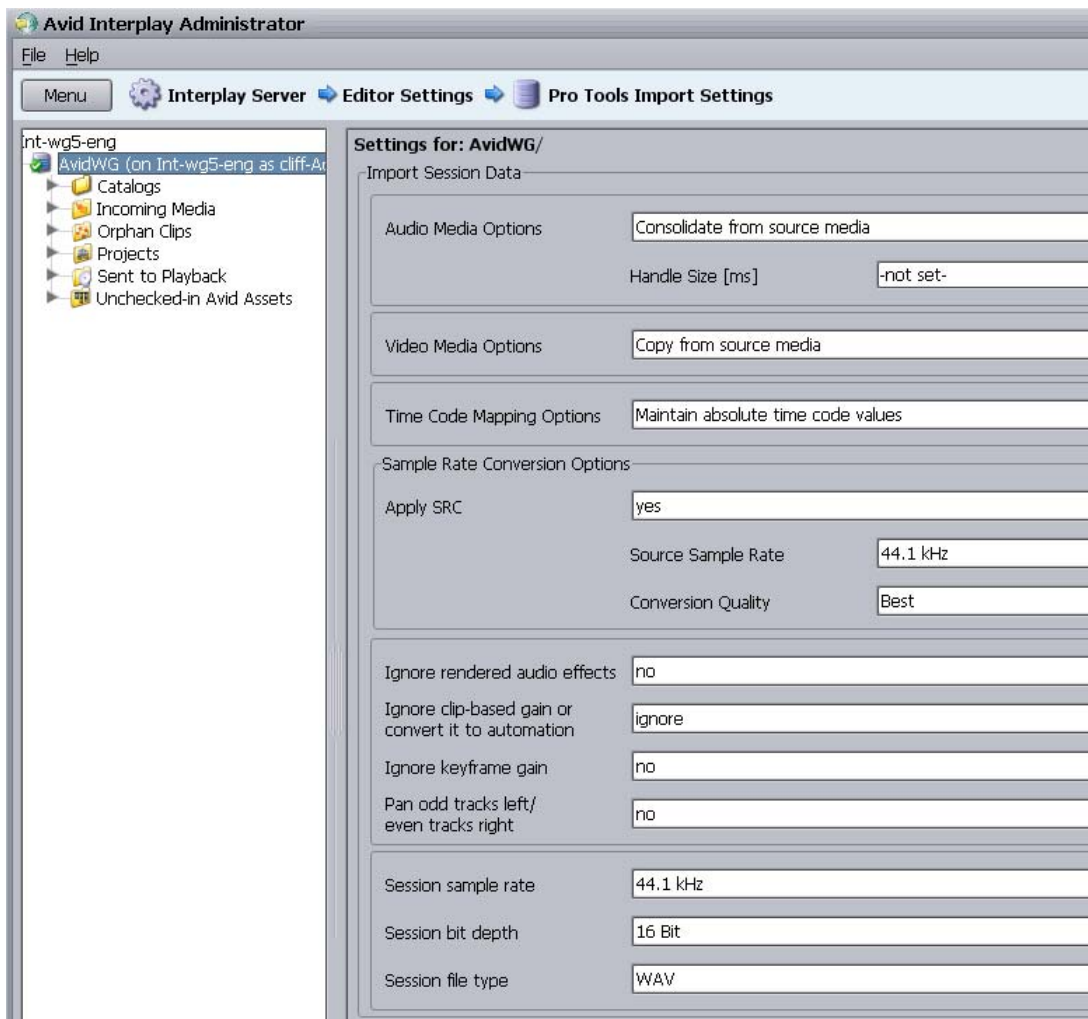
1. In the Editor Settings section of the Interplay Administrator window, click the Pro Tools Import Settings icon.

The Pro Tools Import Settings view opens.

2. Select the database or folder for which you want to configure import settings.

If the database icon has a red X, you are not connected. Click the database icon to connect. The database icon shows a green check mark when you are connected. For more information, see [“Viewing General Role Assignments” on page 85](#).

The following illustration shows the Pro Tools Import Settings view. In this example, the settings are configured for the entire database.



6 Editor Settings

3. Select the values that Pro Tools should use to import the files and create a new session. For more information about these settings, see the Pro Tools documentation.
4. Click Apply.

Configuring the Pro Tools Export Plug-In

The settings that you configure in the Pro Tools Export plug-in are used by an Avid editing application when an editor performs an audio export. You can select export settings for the entire database or for particular folders. All files and subfolders in the parent folder inherit the settings of the parent folder.

If you do not configure Export Plug-in settings for a particular folder, the Avid editing application displays the Pro Tools Export Settings dialog box when you perform the “Check In to Interplay for Pro Tools” operation to that folder. You can specify the settings for that particular export in the dialog box.

To configure the Editor Export Settings for Pro Tools:

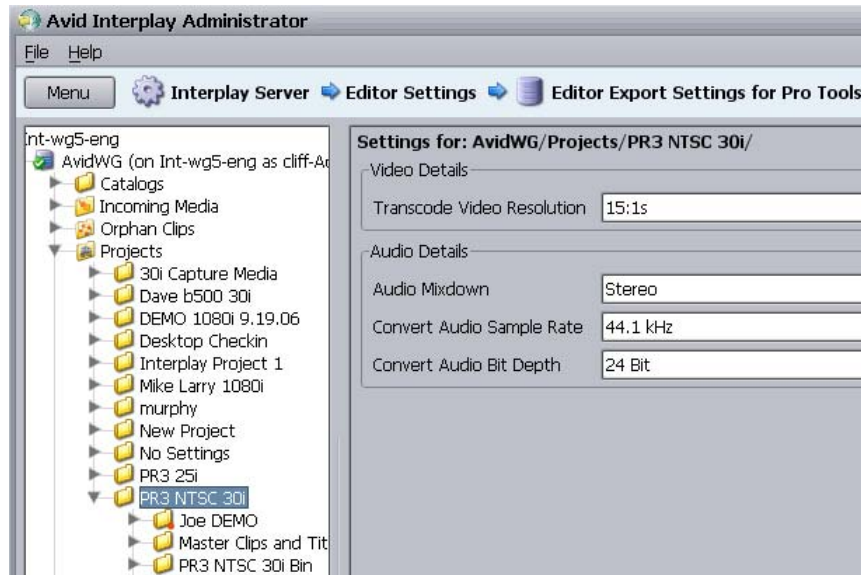
1. In the Editor Settings section of the Interplay Administrator window, click the Editor Export Settings for Pro Tools icon.

The Editor Export Settings for Pro Tools view opens.

2. Select the database or folder for which you want to configure export settings.

If the database icon has a red X, you are not connected. Click the database icon to connect. The database icon shows a green check mark when you are connected. For more information, see [“Viewing General Role Assignments” on page 85](#).

The following illustration shows the settings for a project folder named “PR3 NTSC 30i.”



3. Select options as described in the following table.

Category	Option	Description
Video Details	Transcode Video Resolution	The Avid editing application uses this value to perform a video mixdown when you select the Video Mixdown option for a “Check In to Interplay for Pro Tools” operation. The application might also use the value when you perform a “link to existing media” export. For more information, see the <i>Avid Interplay Best Practices</i> .
Audio Details	Audio Mixdown	Specifies whether to include an audio mixdown with each export. Available options are No Mixdown, Stereo, and Mono.
	Convert Audio Sample Rate	Specifies the audio sample rate for the export. The Project option refers to the current Avid editor project setting.
	Convert Audio Bit Depth	Specifies the audio bit depth for the export. The Project option refers to the current Avid editor project setting.

4. Click Apply.

Changes take effect for the Avid editing application the next time the Avid editor logs into the Interplay Window. The editor might have to log out of the Interplay Window and log back in.

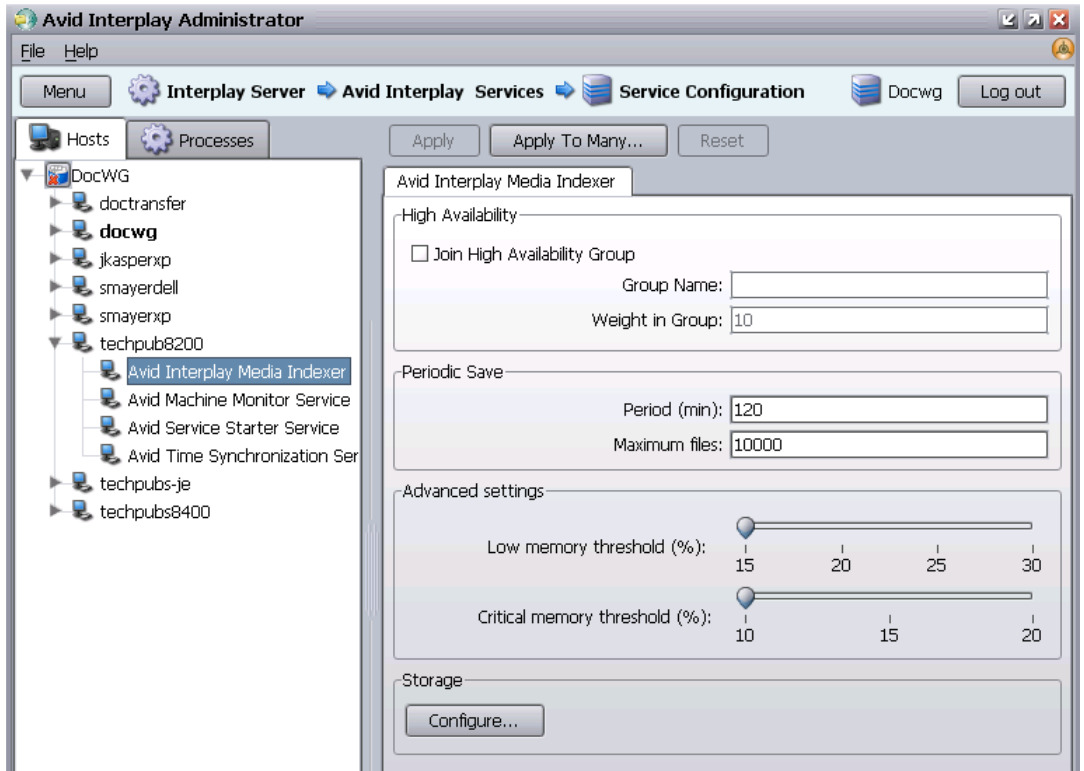
6 Editor Settings

Configuring the Pro Tools User Settings Plug-In

This option is for future use.

7 Avid Interplay Services

Avid Interplay Services contains the Workgroup Properties and Service Configuration views, which are identical to parts of the Avid Interplay Framework. For example, the following illustration shows the Service Configuration view examining the Avid Interplay Media Indexer settings for a computer in the Interplay workgroup. You can use the Service Configuration view to configure services such as the Interplay Media Indexers for all the clients in your workgroup from one computer.



For more information about the Avid Interplay Services, see the *Avid Interplay Framework User's Guide* or *Avid Interplay Best Practices*.

7 Avid Interplay Services

8 Troubleshooting

The following topics provide information for troubleshooting problems with the Avid Interplay Engine server:

- [Troubleshooting Log-In Problems](#)
- [Troubleshooting Client Connection Problems](#)
- [Optimizing Avid Interplay Performance](#)
- [Troubleshooting Firewalls and Avid Interplay](#)
- [Troubleshooting the Server Execution User Account](#)
- [Shutting Down or Locking the Server Process](#)

Troubleshooting Log-In Problems

If you are not able to log in to the Interplay Administrator even when you are sure you provided a correct user name and password, verify if the Central Configuration Server for the server is set correctly. For information about the Central Configuration Server, see [“Understanding the Central Configuration Server” on page 65](#).

To verify if the Central Configuration Server is set correctly:

1. Click Start, then click Run.
2. In the text box, type `regedit`.
The Registry Editor opens.
3. Navigate to the following folder:
`HKEY_LOCAL_MACHINE/Software/Avid Technology/Workgroup/Avid Workgroup/DatabaseServer`
The string value CMS should specify the computer name of the Central Configuration Server.
4. If this value is not correct, shut down the Avid Interplay Engine by locking the server (see [“Locking and Unlocking the Server” on page 58](#)).
5. In the Registry Editor, double-click CMS, type a valid entry, and click OK.
6. Unlock the server.

Troubleshooting Client Connection Problems

This topic provides suggestions for settings to check if a client system is not connecting properly.

Network Configuration

- Check the TCP/IP connection by typing `ping <servername>` in the Command Prompt on the client.

Server Settings

- Check if there is a user account for the user. See [“Managing Users, User Groups, and User Rights” on page 76](#).
- Check if the password is expired. See [“Viewing and Setting Attributes” on page 79](#).
- Check that the user has access to the database (a role other than No Access).
- Make sure the user authorization provider includes the user account. See [“Setting User Authentication Providers and Importing Users” on page 70](#).

Client Settings

- Reinstall Interplay Access. This client application hosts Interplay Access, Interplay Administrator, and the connection package for any connection to Interplay.

Optimizing Avid Interplay Performance

This topic provides some basic items to check if you are running into unexplained slowness (either server or client side) with Avid Interplay:

- Make sure that the server meets the current specifications. See [“Interplay Server System Configurations”](#) in the *Avid Interplay Installation and Configuration Guide*.
- Make sure that the client is running on a system that meets specifications.
- Run the client from the server machine.

If Interplay Access runs well on the server machine, it might indicate that the other clients are communicating slowly with the server because of a network problem. Start the client on the server machine and see if you have the same problems.

- Check for other processes running on the server machine.

Most installations should run the Avid Interplay Engine on a dedicated machine. If you are relying on the server machine to perform other duties as well, you might have performance issues. For example, some virus scanners can lock files on a server, and the Avid Interplay Engine waits until the file is unlocked before it can be moved, renamed, deleted, and so on.

- Check the speed of the LAN between the Avid Interplay Engine and the shared storage server.

Make sure that the Avid Interplay Engine and the Avid Unity shared storage server are connected appropriately; for example, the Avid Interplay Engine needs to read the files to create thumbnails. If the connection is slow, performance can drop.

- Check the speed of file operations of the Avid Interplay Engine on the shared storage server.

Make sure that the Avid Interplay Engine can move data quickly on the Avid Unity system. Log in to the Interplay Engine server and use Windows Explorer to transfer files from an Avid Unity workspace to the Interplay Engine server. The speed performance of these operations should be independent of file size and instantaneous. Make sure the connectivity and credentials are correct.

Troubleshooting Firewalls and Avid Interplay

Firewalls on client machines interfere with Avid Interplay's TCP/IP communications.

Symptoms

- The list of servers does not appear, for example, when you are connecting to a new database.
- Connection establishment to the server fails.

Cause

These problems can be caused by personal firewalls installed on the client machine. A typical example for such a firewall is ZoneAlarm® from ZoneLabs™ or the Windows XP firewall.

These applications intercept all outgoing and incoming network traffic and decide whether to let the traffic go through or block it. The effect is that applications like Avid Interplay fail to connect to their servers.

Typically when the client looks for available Avid Interplay Engines in the network, no servers can be retrieved. When the client is looking for servers, a UDP broadcast is sent out on port 8321.

Solution

Usually these personal firewalls can be configured to allow all network traffic for specific applications. This should be done for Avid Interplay locally or for Internet access depending on which servers Avid Interplay should connect to.

For information about ports used by Avid Interplay, see [“Required TCP/IP Ports” on page 149](#).

Troubleshooting the Server Execution User Account

The Server Execution User is a Windows operating system user account that is used only to run the Interplay Engine processes. You specify the user name and password for the Server Execution User when you install the Interplay Engine on the server. The following topics provide more information about the Server Execution User account and information about how to recreate the account.



The Server Execution User account is different from the Interplay Administrator account. The Server Execution User account is used to run the Interplay Engine processes. The Interplay Administrator account is used to manage users and the database.

Understanding the Server Execution User Account

You need to specify the user name and password of the Server Execution User account the first time that you install the Interplay Engine software. This user account must fill the following requirements:

- The account must have local administrator rights on the operating system for the Interplay Engine Server. This account is created automatically during the installation process or you can use an existing account.
- An account with an identical user name and password must have read/write access to the Avid Unity workspaces that contain media (including the workspace used for file asset sources in a split database). Use the Avid Unity ISIS or Avid Unity MediaNetwork Administration tool to create this account.

For security reasons, do not use the Interplay Engine server operating system Administrator account. Create a unique account that you use only as the Server Execution User. For example, you can create an administrative account called “IPEngine.” Avoiding the word Administrator can help indicate that this account is not used for normal administrative tasks.

If your Interplay system is part of a domain, you can create a domain user (for example, “IPEngine”), create an account with the identical user name and password in the Avid Unity Administration tool, and then specify this account as the Server Execution User during installation. In an Interplay Engine cluster configuration, the Server Execution User *must* be a domain user.

If you want to run the Avid Interplay Engine within your domain and also want to automatically make use of domain user management, such as Windows Domain or LDAP, you must specify a domain user as the Server Execution User.



When you install the Interplay Engine or the Interplay Archive Engine, do not select the default Server Execution User. Create a custom user instead. The default user account is AVID_WORKGROUP_USER. Do not use this account.

Recreating the Server Execution User

If you need to recreate the Server Execution User, use the NxNServerUser.exe tool.

To recreate the Server Execution User account:

1. Run the tool NxNServerUser.exe on the Avid Interplay Engine server.

The tool is located in the following directory on the Avid Interplay Installer DVD:

Installers\AssetMgr\Tools\NxNServerUser

The Specify Server Execution User dialog box opens.

2. Select Custom User.
3. Type the name, such as MYDOMAIN\PEngine, and the password of the account.

Make sure that this name exactly matches the user name and password of an account in the Avid Unity Administration tool that has read/write access to the appropriate workspaces (see [“Understanding the Server Execution User Account” on page 130](#)).



Make sure that you use the correct password for the specified user because the tool cannot verify the password.

The tool changes the execution user settings for the following servers and services:

- Avid Interplay Engine Server: The Avid Interplay Engine Server runs under the specified account. The NxNServerUser tool changes the corresponding DCOM settings. You can verify that the new user has been set using the dcomcnfg tool as described in [“Avid Interplay Engine Server” on page 150](#).

8 Troubleshooting

- Avid Interplay TCP/COM Bridge: The Avid Interplay TCP/COM Bridge Service runs under the specified account. You can verify that the new user has been set in the service control panel tool as described in [“Required TCP/IP Ports” on page 149](#).
 - Impersonation of Apache Modules: The Apache modules that need to access files on the file server are impersonated to the specified user account (see [“Avid Workgroup HTTP Server” on page 151](#) and [“Avid Workgroup Preview Server Service” on page 152](#)). You can verify that the new user has been set in the registry key HKEY_LOCAL_MACHINE\SOFTWARE\Avid Technology\Workgroup\Avid Workgroup Server\ExecutionUser and the encrypted password in the registry key HKEY_LOCAL_MACHINE\SOFTWARE\Avid Technology\Workgroup\Avid Workgroup Server\ExecutionSettings.
4. Restart the server.
- The Avid Interplay Engine processes have all necessary access rights.

Shutting Down or Locking the Server Process

You might need to shut down or lock the Avid Interplay Engine Server process in certain circumstances, such as low disk space conditions (see [“Moving a Database Under Low Disk Space Conditions” on page 53](#)). For more information about the process, see [“Avid Interplay Engine Server” on page 150](#).

To shut down or lock the Avid Interplay Engine Server process, do one of the following:

- ▶ Lock the server using NxNServerLock.exe in the Avid Interplay Engine installation directory.
- ▶ Lock the server using the Lock Server view in the Interplay Administrator. See [“Locking and Unlocking the Server” on page 58](#).
- ▶ Shut down the server using NxNServerShutdown.exe in the Avid Interplay Engine installation directory.

9 Recommendation for Database Storage

An Interplay database includes a metadata database and a file repository (for file assets). Avid recommends that you split Interplay databases so that the metadata database remains on the Interplay Engine server and the file repository resides on an Avid Unity shared storage workspace.

The following topics provide information about this recommendation:

- [Understanding a Split Database](#)
- [Supported Configurations](#)
- [Preparing for a Split Database](#)
- [Splitting a Database for New Interplay Installations](#)
- [Splitting a Database for Existing Interplay Installations](#)
- [Restoring a Split Database](#)

Understanding a Split Database

When you first install Interplay Engine software, the installation program requires you to set one root folder for the database on a local drive. This folder functions as the root for two parts of the Interplay database:

- A metadata database, which the Interplay Engine uses to store metadata for all assets. These assets can include both Avid assets and file assets. (*File assets* include PhotoShop files, Microsoft Office files, and other files that are not created through Avid systems.)
- A file repository, which holds the source files for file assets.

If you check in a lot of file assets, you can fill up this local drive. To solve this problem, you can configure the Interplay Engine to store the metadata database on the Interplay Engine and store the source files for file assets (the file repository) on an Avid Unity shared storage workspace. This is called a *split database*. Avid recommends that you configure a workgroup to use a split database.



A split database applies only to file assets (non-Avid assets). Sources files for Avid assets, such as clips, are always stored on a shared storage workspace.

9 Recommendation for Database Storage

Relationship Between the File Repository and the Metadata Database

The file repository contains folders that hold the file versions created through importing and checking in files, as well as other files such as preview images and head frames of clips. The metadata database contains the information needed to run the Interplay Engine and to access the files in the database, and stores metadata about the files.



For a description of the files that make up the database, see “Avid Interplay Database Directories and Files” on page 29.

For performance and reliability reasons, Avid requires that the metadata database be stored on the server running the Interplay Engine and recommends that the file repository be stored on an external file server (an Avid Unity ISIS or Avid Unity MediaNetwork shared storage system). If the metadata database is stored on an external file server, network problems or unavailability of the shared storage server causes the Interplay Engine to lock the databases because it cannot write changes persistently.

Methods for Splitting a Database

There are two methods for splitting the database:

- Specify how to split the database before you first create it.
- Split the database after you create it.

In either case, you need to prepare the shared storage workspace before you split the database. These procedures are described in the following topics:

- “Preparing for a Split Database” on page 135
- “Splitting a Database for New Interplay Installations” on page 136
- “Splitting a Database for Existing Interplay Installations” on page 138



Before beginning the following procedures, be sure to make a backup of the database. See “Scheduling and Restoring Database Backups” on page 31 for information on running a backup.

Supported Configurations

The following table summarizes the recommended configuration setups for an Interplay Engine.

Metadata Location	File Repository Location	Supported	Comments
Interplay Engine server	Dedicated file server (Avid Unity MediaNetwork or Avid Unity ISIS)	Yes	Recommended. High reliability, high speed performance, maximum storage space.
Interplay Engine server	Interplay Engine server	Yes	High reliability, high speed performance, limited storage space.
Dedicated file server A	Dedicated file server A	No	Not supported. Metadata database must be on Interplay Engine server.
Dedicated file server A	Dedicated file server B	No	Not supported. Metadata database must be on Interplay Engine server.
Dedicated file server	Interplay Engine server	No	Not supported. Metadata database must be on Interplay Engine server.

Preparing for a Split Database

To split the database, you need to prepare the Avid Unity ISIS or Avid Unity MediaNetwork workspace. A split database is supported on an Avid Unity MediaNetwork if the server can access the file system over a UNC path, such as `\\UnityServer\WorkspaceName`.

To prepare for a split database:

- Do one of the following:
 - Select an Avid Unity workspace to store the source files for file assets (file repository).
 - Create and name a new workspace.

9 Recommendation for Database Storage

For example, you can create a workspace named `\\UnityServer\File_Assets`. For *UnityServer*, substitute the network name of your Avid Unity ISIS System Director or Avid Unity MediaNetwork File Manager.

Make sure there is adequate space to hold the files that will be created.

2. Make sure that the Server Execution User has full access to the Avid Unity workspace. The Server Execution User is usually a domain user, such as `\\MYDOMAIN\IPengine`. In this case, create a user on the Avid Unity system that has the identical name and password as the domain user and the Server Execution User. For more information, see [“Understanding the Server Execution User Account”](#) on page 130.
3. Set read-only access on the workspace for all users that will connect to the Interplay Engine. Users will be able to edit local copies on their client systems.

Splitting a Database for New Interplay Installations

To split the database for new Interplay installations:

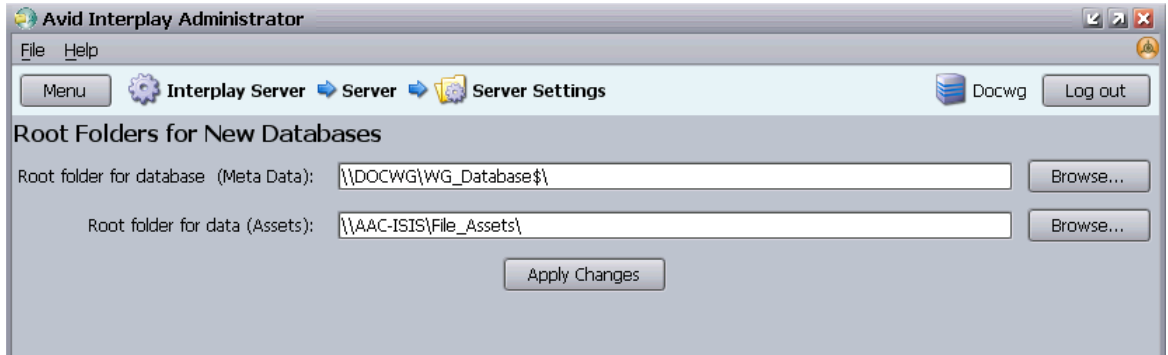
1. Prepare the shared storage workspace, as described in [“Preparing for a Split Database”](#) on page 135.
2. Install the Interplay Engine. During the installation process, accept the default share on the Interplay Server as the database location.
3. Edit the `workgroup.xml` file to include the path for the shared storage workspace (see [“Configuring the workgroup.xml File”](#) on page 141).
4. Open the Interplay Administrator.
5. In the Server section, click Server Settings.

The Server Settings view opens. This view shows the settings for two root folders: one for the metadata database and one for the data (file assets). Leave the root folder for the database unchanged.

6. In the text box labeled “Root folder for data (Assets),” type the UNC path or browse to the Avid Unity workspace you want to use as a file repository for the file assets.

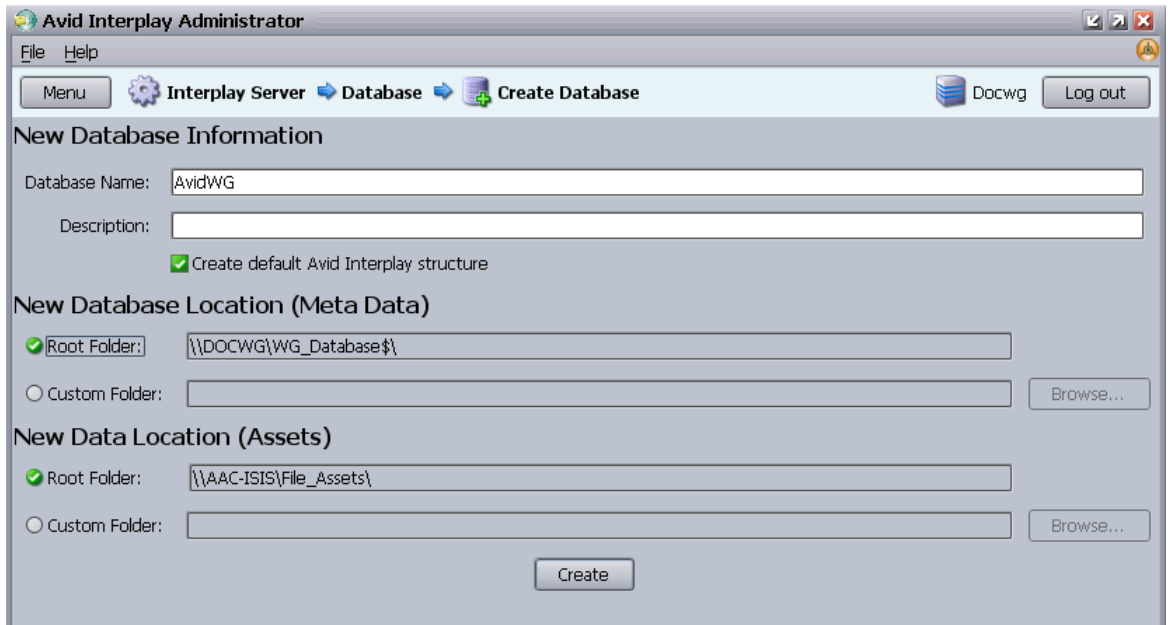
The following screen capture shows an example.

- DOCWG is the Interplay Engine server, and `WG_Database$` is the administrative share name for the folder that holds the metadata database. This location was set during the installation; by default the folder is named `D:\Workgroup_Databases`. For more information, see [“Identifying the Root Folder of the Interplay Server Database”](#) on page 142.
- AAC-ISIS is the Avid Unity ISIS server and `File_Assets` is the workspace.



7. Click Apply Changes.
8. Click the Menu button.
9. In the Database section of the Interplay Administrator window, click the Create Database icon.

The Create Database view opens. The root folders displayed should match those in the Server Settings view.



10. Accept the Database Name, type a description, and click Create.
The new database is created.

9 Recommendation for Database Storage

- You should find the database folder on the Interplay Engine, for example D:\Workgroup_Databases\AvidWG_Database.
- You should find the file repository on the Avid Unity workspace, for example \\AAC-ISIS\File_Assets\AvidWG. The AvidWG folder should contain _Master and other database folders and files.

Splitting a Database for Existing Interplay Installations

In some situations, you might need to split the database after you have created it. The following procedure assumes that you want to relocate the file repository of database AvidWG from the Interplay Engine server to an Avid Unity ISIS or Avid Unity MediaNetwork workspace.



During the installation of the Interplay Engine, a shared folder for the database is created on the Interplay Engine server. In the Interplay Administrator this folder is displayed as WG_Database\$, which is a hidden share name and not an actual folder. By default the folder is named D:\Workgroup_Databases. For more information, see “Identifying the Root Folder of the Interplay Server Database” on page 142.

To split an existing database:

1. Prepare the shared storage workspace, as described in “Preparing for a Split Database” on page 135.
2. On the Interplay Engine server, edit the workgroup.xml file to include the path for the new folder on the shared storage workspace (see “Configuring the workgroup.xml File” on page 141).
3. Lock the database using the Interplay Administrator to make sure that no user can access it (see “Locking and Unlocking Databases” on page 42).
4. Deactivate the database (see “Deactivating a Database” on page 44).
5. Log out of the Interplay Administrator.
6. Back up the database (all files and folders in \\IEServer\WG_Database\$\AvidWG).



Use a backup tool that can handle long path names (longer than 255 characters). For example, perform a backup with Robocopy or use a tool such as 7-zip to zip the folder.

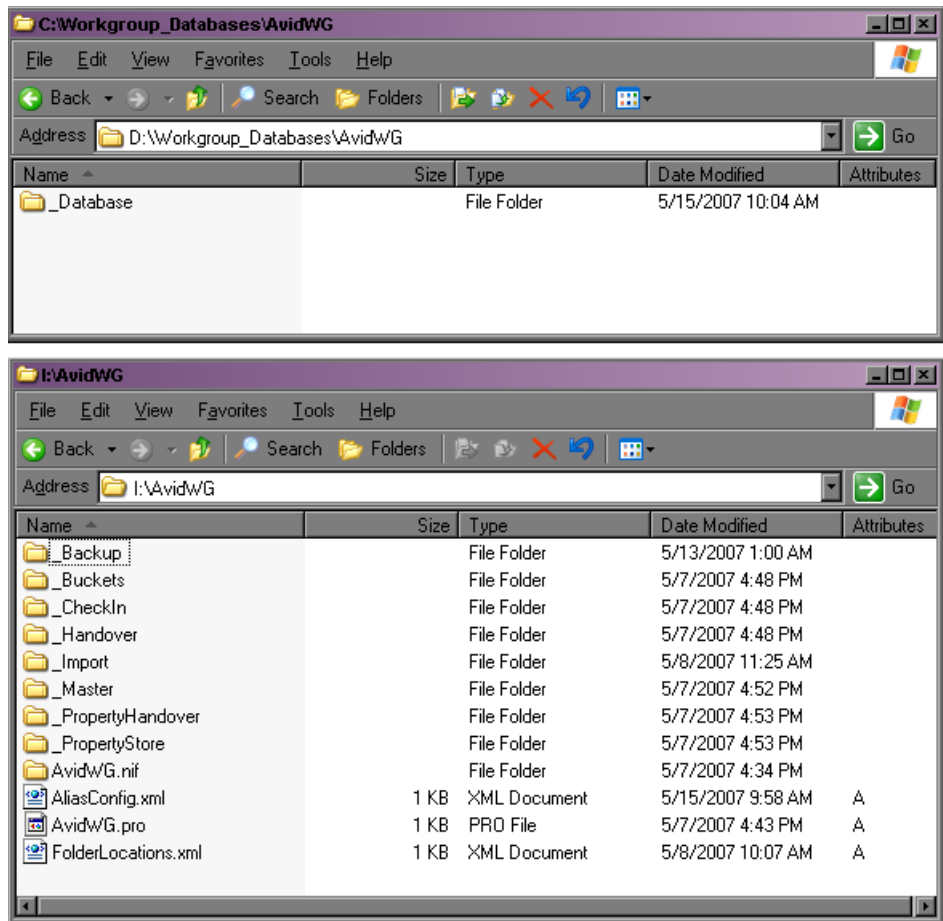
7. Mount the shared storage workspace you prepared, for example, \\AAC-ISIS\File_Assets.
8. Use Windows Explorer to navigate to the shared storage workspace and create a folder named AvidWG.



This folder name (AidWG) must exactly match the name of the corresponding folder on the Interplay Engine server.

- Copy everything except the `_Database` folder from `\\IEServer\WG_Database$\AidWG` to the new location `\\UnityServer\WorkspaceName\AidWG`.

After copying the files, delete them from the original location, so that this location contains only the `_Database` folder. The following illustration shows both locations: the metadata database on the Interplay Engine and the file repository on the shared storage workspace.



- Navigate to the folder `\\UnityServer\WorkspaceName\AidWG` and open the `FolderLocations.xml` file.

9 Recommendation for Database Storage

11. Make sure the file includes the correct path for the `_Database` directory. It should include the line

```
<Path>\\IEServer\WG_Database$\AvidWG\_Database</Path>
```

For *IEServer*, substitute the network name for the Interplay Engine server. This path points to the metadata database on the Avid Interplay Engine.

If the `FolderLocations.xml` file does not exist on the workspace, or it is empty, use a text editor or an XML editor to create the file in the folder `AvidWG`.

Add the file location information as follows:

```
<XML>
<Folder Name="_Database">
<Path>\\IEServer\WG_Database$\AvidWG\_Database</Path>
</Folder>
</XML>
```

For *IEServer*, substitute the network name for the Interplay Engine server. Be sure to use a UNC path. The Interplay Engine effectively maps it to a local path if possible.

12. Use the Interplay Administrator to activate the database `\\UnityServer\WorkspaceName\AvidWG\AvidWG.pro` (see [“Activating a Deactivated Database” on page 45](#)).

The `AvidWG.pro` file now resides on the shared storage workspace, so you need to browse through the network to select the file. For example, open `My Network Places > Entire Network > Avid Unity Network`. Then navigate to `\\UnityServer\WorkspaceName\AvidWG\AvidWG.pro`

13. Unlock the database (see [“Locking and Unlocking Databases” on page 42](#)).
14. Test the setup by doing the following:
 - a. Open one Interplay Access client.
 - b. Connect to the database and import a new file.
 - c. Lock and unlock the database.
 - d. After reconnecting to the database with Interplay Access, check if the file is still in the database.
15. (Option) In the Server Settings view of the Interplay Administrator, specify the path for the shared storage workspace as the root folder for data, as described in step 6 in [“Splitting a Database for New Interplay Installations” on page 136](#).

Configuring the workgroup.xml File

When you move the file repository to a shared storage workspace, you must edit the workgroup.xml file to include a path for the file repository share.

This file is located in the Interplay Engine installation directory, for example, C:\Program Files\Avid\Avid Interplay Engine\Data\Apache\Conf (non-cluster systems) S:\WorkgroupData\Apache\conf\workgroup.xml (cluster systems).



On a cluster system, the following file is installed on both nodes: C:\Program Files\Avid\Avid Interplay Engine\Data\Apache\conf\workgroup.xml. These files are not currently used and do not need to be edited.

The default database location that you specified during the Interplay Engine installation is published through this file as a default. For example:

```
<filetransfer>
<path read="true" write="true">
\\IEServer\WG_Database$
</path>
</filetransfer>
```

For *IEServer*, substitute the network name for the Interplay Engine server.

If you move the file repository to a different location, this location must be published in this file as well. For example:

```
<filetransfer>
<path read="true" write="true">
\\IEServer\WG_Database$
</path>
<path read="true" write="true">
  \\UnityServer\WorkspaceName
</path>
</filetransfer>
```

9 Recommendation for Database Storage

For *UnityServer*, substitute the network name for the Avid Unity ISIS System Director or the Avid Unity MediaNetwork File Manager. For *WorkspaceName*, substitute the workspace you designated for the file repository. For example, \\AAC-ISIS\File_Assets.

Identifying the Root Folder of the Interplay Server Database

WG_Database\$ is a hidden share name and not an actual folder. It represents the root folder of the database. For example, the default root folder (which is set during installation) is named D:\Workgroup_Databases.

To identify the root folder of the database:

1. Log onto the Interplay server (local computer) with an administrative account.
2. Open a Command Prompt by clicking All Programs and selecting Accessories > Command Prompt.
3. Type the following command at the Windows Command line:

```
net share
```

All shares on the system are displayed, along with their paths.

Restoring a Split Database

Avid recommends that you split an Interplay database so that the metadata database is on the Interplay Engine server and the file repository is on a shared storage workspace. If you need to restore or “unsplit” the database, follow these directions.

To restore a split database:

1. Lock the database using the Avid Interplay Administrator to make sure that no user can access it (see [“Locking and Unlocking Databases” on page 42](#)).
2. Deactivate the database (see [“Deactivating a Database” on page 44](#)).
3. Back up the data from both locations:
 - \\UnityServer\WorkspaceName\AvidWG
 - \\EServer\WG_Database\$\AvidWG.
4. Copy all files and folders from \\UnityServer\WorkspaceName\AvidWG to \\EServer\WG_Database\$\AvidWG.
5. Delete the FolderLocations.xml on the Interplay Engine server.
6. Edit the workgroup.xml file to include only the following path:
\\EServer\WG_Database\$
See [“Configuring the workgroup.xml File” on page 141](#).

7. Activate the database `\\IEServer\WG_Database$\AvidWG\AvidWG.pro` (see [“Activating a Deactivated Database” on page 45](#)).
8. Unlock the database (see [“Locking and Unlocking Databases” on page 42](#)).

9 Recommendation for Database Storage

A Installed Components and Services

The following topics provide information about components and services that are installed as part of the Interplay Administrator:

- [Avid Interplay Engine Directory: Folders and Files](#)
- [Required TCP/IP Ports](#)
- [Avid Interplay Engine Servers and Services](#)

Avid Interplay Engine Directory: Folders and Files

The following components are installed in the Avid Interplay Engine directory. By default, this directory is created during installation as C:\Program Files\Avid\Avid Interplay Engine.

- **Apache:** This folder includes an Apache server to provide access to Preview images and to provide client access. See [“Apache Folder” on page 146](#).
- **Data:** This folder contains all server-relevant configuration and data files. See [“Data Folder” on page 147](#).
- **Logs:** This folder contains the log files written by the Avid Interplay Engine. See [“Logs” on page 148](#).
- **NxN:** This directory contains services and modules for the Apache server.
- **PreviewServer:** This directory contains a tool for cleaning the Preview Server cache. See [“Preview Server Folder” on page 148](#).
- **Server:** This directory contains all data to execute an Avid Interplay Engine on this machine. See [“Server Folder” on page 149](#).

Apache Folder

The Apache web server handles every incoming request and forwards them to the database server. The Apache folder includes important logs from the Apache process.

File Path (C:\Program Files\Avid\Avid Interplay Engine)	Description
Apache\logs\error.log	The central Apache web server log file that contains important messages from the Apache process, especially warnings and errors.
Apache\logs\access.log	The central Apache web server access log file. Only created if you enable this in Apache's configuration (httpd.conf).
Apache\bin\Machines\[MACHINENAME]\Apache.log	Contains preview server and generator errors.



New log entries are appended to the log files, which makes them grow over time. The log files are not deleted automatically. This must be done manually, if required.

error.log

This log file contains error messages and notices. An entry is received, for example, if a connection to the TCP/COM bridge failed. An entry is also created when a client logged in or logged off. The entries in this case look similar to the following:

```
[Thu Mar 14 18:24:07 2002] [notice] logon request received, session 'bad5781de4bd712b8bf49c7376de3cd4:1016126647' created
```

```
[Thu Mar 14 18:43:45 2002] [notice] logoff request for session 'bad5781de4bd712b8bf49c7376de3cd4:1016126647' received
```

A logon entry is always created when a client logs on, while a logoff entry is only created if the client performs a clean logout. No logoff entry is created if, for example, the network connection is interrupted.

access.log

The access.log file contains a log of every incoming request similar to the following:

```
192.168.1.199 - - [22/Jan/2002:21:11:49 +0100] "POST /nxn/workgroup/http HTTP/1.1" 200 172
```

The items in such a log entry are:

- The IP address of the machine where the request was coming from;
- The date and time when the request was received;
- The request method (GET or POST), the request URI and any request parameters;
- The HTTP status codes returned to the client.

The returned status codes are the standard HTTP codes as described in RFC 2616 available under <http://www.ietf.org/rfc/rfc2616.txt>. Some of the important values are:

- 200 OK: The request has succeeded.
- 403 Forbidden: The server refuses to perform the request.
- 404 Not found: The server has not found anything matching the requested URI.
- 500 Internal server error.



The creation of the access.log file is by default deactivated for performance and space reasons.

Activating Creation of the access.log File

To activate creation of the access.log file:

1. Open the httpd.conf file.

This is the Apache server configuration file located in the Avid Interplay Engine installation directory, for example, C:\Program Files\Avid\Avid Interplay Engine\Data\Apache\conf

2. Remove the # from one of the two lines in the file that appear as follows:

```
#CustomLog logs/access.log common
```

or

```
#CustomLog logs/access.log combined
```

See the file itself for further information.

Data Folder

The Data folder contains server-relevant configuration and data files, including the following Apache modules and configuration files used by the Avid Interplay Preview Server and Avid Interplay HTTP Server.

File Path (C:\Program Files\Avid\Avid Interplay Engine)	Description
Data\Apache\conf\httpd.conf	The configuration file for the Apache web server.
Data\Apache\conf\workgroup.xml	This file contains settings for the Avid Interplay Apache modules. The settings in this file are used, for example, by the filetransfer and the preview server modules. The file transfer section contains items such as a list of UNC paths to which the Avid Interplay HTTP server can browse. The preview section defines variables such as when the preview cache expires.
Data\TCPComBridge\ServerXML.xml	Contains settings for client access.

Logs

The Logs folder contains the following logs:

File Path (C:\Program Files\Avid\Avid Interplay Engine)	Description
Logs\Machines\[COMPUTER NAME]\NxNServer.log	This is the central Avid Interplay Engine Server log file containing information messages, warning and error messages generated by the Avid Interplay Engine Server.
Logs\Machines\[COMPUTERNAME]\NxNTCPComBridge.log	This is the log file for the Avid Interplay TCP/COM Bridge. Is not created until the first message occurs.
Logs\Machines\[COMPUTERNAME]\NxNBackup.log	Contains the backup log.

Preview Server Folder

The Preview Server folder contains a script to clear the Preview Cache.

Server Folder

The Server folder contains the Avid Interplay Engine Server installation.

File Path (C:\Program Files\Avid\Avid Interplay Engine)	Description
Server\Machines\[COMPUTER NAME]\MachineConfig.ini	This file is generated by the Avid Interplay Engine Server. It contains information about the versions of the dll's loaded by the server.
Server\Config\Config.xml	This file contains the current configuration settings for the Avid Interplay Engine events, such as whenever the server runs out of disk space, emails can be sent to the administrator.

Required TCP/IP Ports

When a client connects to the server through a local area network, the client uses HTTP.

On the server, port 8321 is used by the Avid Workgroup Server Browser service. The Avid Workgroup Server Browser service listens and broadcasts on this port.

Port 80 on the server is used for client communication.

For a complete list of TCP/IP ports for Interplay, see the

Avid Interplay Engine Servers and Services

This section describes the different servers and services that Avid Interplay needs to run properly. It also provides information about the necessary access rights of these components to the file server.

Avid Interplay has a typical client/server structure. The Interplay Engine (the server) is configured to run on a central machine that is accessible to all users through a local area network (LAN) or the Internet (WAN). The Avid Interplay client applications are used to access and browse the central database. An Avid Interplay database consists of assets (files and folders) and metadata. See [“Avid Interplay Database Directories and Files” on page 29](#).

Two servers are installed on the Interplay Engine:

- The Avid Interplay Engine Server is the central process where all assets and asset meta-information are managed. See [“Avid Interplay Engine Server” on page 150](#).
- The Avid Workgroup HTTP Server is a module for the Apache server that allows clients to connect to the Avid Interplay Engine Server using a HTTP protocol. See [“Avid Workgroup HTTP Server” on page 151](#)

Three services are installed on the Interplay Engine. You can view these services through the Control Panel (Click Start and select Control Panel > Administrative Tools > Services):

- Avid Workgroup Server Browser service: This service makes the Avid Interplay Engine visible to the network. It answers requests on the 8313 port, which are called from the clients. See [“Avid Workgroup Server Browser Service” on page 152](#).
- Avid Workgroup Preview Server service: This service is an Apache web server. It provides the thumbnail images for the Preview facility and the client connection interface. See [“Avid Workgroup Preview Server Service” on page 152](#).
- Avid Workgroup TCP COM Bridge service: This service provides a bridge from TCP calls to the Avid Workgroup COM interface. See [“Avid Workgroup TCP/COM Bridge Service” on page 156](#)

Avid Interplay Engine Server

The Avid Interplay Engine Server is the central process where all assets and asset metadata are managed. The main task of the server is to manage all the information that is in the database and implement the server-side logic of database operations. The database itself is changed whenever content in the database has been changed; therefore the Interplay Engine process needs fast access to the location where the database is installed.

Backups

The database files, as well as the assets, can be backed up while the Interplay Engine is running. For details, see [“Scheduling and Restoring Database Backups” on page 31](#).

Processes

The process running is usually listed as NxNServer.exe or NXNSer~3.exe.

This process is automatically launched at startup (machine boot) from the Avid Workgroup Server Browser Service. If, however, it is not running at any time and clients try to access it, it is automatically launched.

The Interplay Engine always runs under the user specified in the DCOMConfig Settings. DCOMCNFG is a Windows utility that allows you to configure various DCOM-specific settings in the registry. To access it, type dcomcnfg at the Command Prompt.



Do not change the settings using the DCOM configuration tool. Instead, use NxNServerUser.exe to change the user under which the Avid Interplay Engine Server and other servers and services run. See “Troubleshooting the Server Execution User Account” on page 130.

Windows Services

There is no Windows service associated with this server process.

Requirements

- The Avid Interplay Engine Server must run on a Windows 2003 Server. For additional hardware requirements, see the *Avid Interplay Software Installation and Configuration Guide*.
- The user under which the Avid Interplay Engine Server runs (the Server Execution User) needs to have full read/write access to the database directory and to the Avid Unity workspaces.

Avid Workgroup HTTP Server

The Avid Workgroup HTTP Server is a module for the Apache server which allows clients to connect to the Avid Interplay Engine Server using a HTTP protocol.

These modules are run by the same instance of Apache as the Avid Workgroup Preview Server modules.

Connectivity

See “Avid Workgroup Preview Server Service” on page 152.

Processes

See “Avid Workgroup Preview Server Service” on page 152.



The Avid Interplay HTTP Server uses the Apache modules NxNworkgroupFileTransferService.nsm and NxNworkgroupInternetBridge.nsm.

Windows Services

See “Avid Workgroup Preview Server Service” on page 152.

Requirements

See [“Avid Workgroup Preview Server Service”](#) on page 152.

Avid Workgroup Server Browser Service

The Avid Workgroup Server Browser service is responsible for providing information about the Interplay Engine server to Avid Interplay clients and searching for the available servers and databases. The Avid Workgroup Server Browser listens to port 8313.

Processes

The process running is usually listed as NxNworkgroupServerBrowser.exe or NxNworkgroupSe. This process launches the Avid Interplay Engine Server during startup.

Windows Services

The Avid Workgroup Server Browser is started automatically at system startup. This service always runs under the local system account. The main task of this service is to start the main Avid Interplay Engine process (NXNServer.exe). In order to access files on the file server, the main Interplay Engine process needs to run under a user account that has access to the file server.

Requirements

- The Avid Workgroup Server Browser must run on the same machine as the Avid Interplay Engine Server.
- Port 8313 needs to be open.

Avid Workgroup Preview Server Service

The Avid Workgroup Preview Server service generates upon demand thumbnails and preview images of items already in the database.

For items only on the local machine (not imported yet), the previews are generated directly on the client machine.

On both the Preview Server and on the local machine, cache directories keep the generated previews.

- On the Preview Server: in the directory you specified during installation, by default `\\IEServer\WG_Database$PreviewServer\Cache`.
- On the local machine: `C:\Documents and Settings\User\Local Settings\Application Data\Avid\Workgroup\Cache\Preview`.

The server is implemented as a module for Apache.

Connectivity

The Preview Server is accessed only from clients via HTTP. It uses the default port 80.



Make sure that no other application allocates port 80. For example, IIS might be installed as the default HTTP server. In this case, deactivate the corresponding application.

Processes

There are two processes of Apache.exe running. One of them is a watchdog whose only task is to make sure than the main Apache process is running. The main Apache process serves the preview requests of port 80.



The Avid Interplay Preview Server uses the Apache module `NxNworkgroupPreviewService.nsm`.

Windows Services

The `Avid_Workgroup_Preview_Server` is started automatically at system startup. This service always runs under the local system account.

Requirements

- The Avid Workgroup Preview Server must run on the same machine as the Avid Interplay Engine Server.
- Since the Avid Workgroup Preview Server needs to access the files on the file server during thumbnail rendering, a user with appropriate access rights must be impersonated for each preview action. To ensure that the impersonated user can access the files, we strongly advise setting it to the same user under which the Avid Interplay Engine Server runs.

The user name for the impersonation is stored in the registry under `HKEY_LOCAL_MACHINE\Software\Avid Technology\Workgroup\Avid Workgroup.Server\ExecutionUser`. The corresponding password is stored encrypted under `HKEY_LOCAL_MACHINE\Software\Avid Technology\Workgroup\Avid Workgroup.Server\ExecutionSettings`.



Change the impersonation settings for the Avid Interplay Preview Server with the `NXNServerUser.exe` tool only. See “[Troubleshooting the Server Execution User Account](#)” on page 130.

Configuring the Preview Service

The Preview Service is responsible for the generation of thumbnails and preview images on the server, as well as delivering them to the Interplay application.

All settings can be edited in the `workgroup.xml` file (found in the Avid Interplay Engine installation directory, by default `C:\Program Files\Avid\Avid Interplay Engine\Data\Apache\Conf`) in the `<preview><settings ... />` section.

The settings should look similar to the following. Default settings are shown; the actual file references the locations you specified during installation:

```
<settings
CacheRoot="C:\WG_Database$\PreviewServer\Cache"

IconRoot="C:\Program Files\Avid\Avid Interplay
Engine\Data\Apache\icons"

ServerEnableDiskGuard="yes"

ServerCacheMinFreeDiskSpace="250mb"

ThumbnailImageFormat="png"

ThumbnailsUseAlpha="yes"

PreviewsUseAlpha="yes"

/>
```

The Preview Server reads the settings from this file when the service is started. This means settings become active only after you restart the Preview Server. You can do this without restarting the whole machine by restarting the service `Avid_Workgroup_Preview_Server`. Select Control Panel > Administrative Tools > Services, double-click the service, and click Start.

Description of Preview Generation Settings in `workgroup.xml`

- **CacheRoot:** Path where previews and thumbnails generated by the preview server are stored. This location is used by the preview server to create a cache of converted images. The preview server can reuse those images for subsequent requests from any client. To ensure best performance this path should reside on a disk that has enough free space available to hold a reasonable working set of cached images. While the default is inside of the database directory of the Avid Interplay Engine, it is a good idea to place it on a different disk.

- **IconRoot:** Path to a directory where a set of icons is stored, usually pointing into the Avid Interplay Engine installation directory. The icons stored here are used by the Preview Server if, for example, a thumbnail generation failed or if an asset has an unknown format or is not an image/video file.
- **ServerEnableDiskGuard:** If “yes”, the free space on disk is constantly checked and cache files are purged if necessary. If “no”, cache files are never deleted. “1” and “0” are other possible notations.
- **ServerCacheMinFreeDiskSpace:** If the disk guard is enabled it tries to ensure that the disk cache leaves at least this amount of space free on the disk. The disk guard cannot always ensure this limit because it works in parallel to the normal preview server operation and other applications might store data on the same disk. Use a value that is high enough to overcome spike usage on your disk. The disk guard removes the oldest cached files first.

Values are by default (no suffix) in megabytes, but can be specified in gigabytes ('gb'), or terabytes ('tb'), respectively ('1gb' == '1024').

- **ThumbnailImageFormat:** This is the format used by client application to request thumbnails. This should always match the requests made by the client application. It is advisable to set this to “png.” Note: The client does not change the request format if this setting is changed.
- **ThumbnailsUseAlpha:** If “yes,” generated thumbnails use the alpha channel to let a white background shine through the normal image. Use “no” to ignore alpha channel information.



Generated thumbnails never contain any alpha information. This setting only renders the alpha channel into the normal image data.

- **PreviewsUseAlpha:** If “yes,” generated preview images are delivered to the client with the alpha channel included (if it is actually displayed is a client option). Use “no” to generate previews without any alpha channel information.

Avid Workgroup TCP/COM Bridge Service

The Avid Workgroup TCP/COM Bridge service acts as bridge to the Avid Interplay Engine Server.

The Avid Workgroup HTTP Server needs the Avid Interplay TCP/COM Bridge to connect to the Avid Interplay Engine Server.

Connectivity

The Avid Workgroup TCP/COM Bridge listens to port 8318.

Processes

The process running is usually NXNTCP~1.exe from NXNTCPCOMBridge.exe.

Windows Services

The service “Avid Workgroup TCP COM Bridge” is automatically started at system startup and should be running all time.

Requirements

- The Avid Workgroup Server Browser must run on the same machine as the Avid Interplay Engine Server.
- The Avid Workgroup TCP/COM bridge needs to run under the same user account as the Avid Interplay Engine Server. To check under which user the bridge runs, use the Windows Services Control Panel.

To check the user account, click Start, click Run, and type services.msc. Right-click Avid Workgroup TCP COM Bridge and select Properties. In the Log On tab, the This Account option should display the Server Execution User.



Use the tool NXNServerUser.exe to change the Server Execution User. Do not change the settings in the Control Panel. See “Troubleshooting the Server Execution User Account” on page 130.

B Interplay Engine Configuration Files

The following topics provide information for configuration that you might need to do only under certain circumstances, such as troubleshooting:

- [Configuring the Server Event Manager](#)
- [Configuring Client Access](#)
- [Setting the Filetransfer Server](#)

If you are moving the file repository to a shared-storage workspace, you need to edit the `workgroup.xml` file. See [“Configuring the workgroup.xml File”](#) on page 141.

Configuring the Server Event Manager

Server events automatically inform administrators whenever an important event occurs on the server, for example, when the hard drive is almost full. Basic settings are configured in the `Config.xml` and `LogWatch.xml` files.

Config.xml File

The Avid Interplay Engine reads its event manager settings from a file called `Config.xml`. By default, email notification is disabled. If you select email notification during installation, basic settings are created in this file.

The `Config.xml` file is located in the Avid Interplay Engine installation directory, for example, `C:\Program Files\Avid\Avid Interplay Engine\Data\Server\Config`.

The configuration file is an XML file that has the following format:

```
<XML>

<Events>

<Event Name="Name of Event">

<Action Name="Name of Action">

<Parameter Name="Name of Parameter">

Value of Parameter

</Parameter>

...

</Action>

<Parameter Name="Name of Parameter">

Value of Parameter

</Parameter>

...

</Event>

<Parameter Name="Name of Parameter">

Value of Parameter

</Parameter>

...

</Events>

</XML>
```

The `<Events>` block specifies to which events the Avid Interplay Engine should react. The `<Events>` block contains `<Event>` blocks that specify the names of the events that you want configured here.

Inside each `<Event>` block is the `<Action>` block that specifies the actions to be performed whenever an event occurs. The attribute "Name" describes which action is to be performed.

The <Parameter> blocks are used to specify the behavior of an action. It is also possible to identify a parameter by its “Name” attribute. Parameters are identified by their “Name” attributes.

Whenever the server performs an action, it searches the parameters from the inside out, which means it searches the parameter block inside the <Action> block first and then inside the <Events> block. This allows you to specify a parameter for all events. Alternatively, you can specify a parameter for all actions of an event.

Supported Actions in Config.xml

The following section describes the actions that are currently supported in Avid Interplay and that are configured in Config.xml to be performed when an event occurs.

SendMail

The SendMail action is configured with the following XML block:

```
<Action Name="SendMail" >

<Parameter Name="SenderMachine" >

SERVERMACHINE

</Parameter>

<Parameter Name="RCPTList" >

administrator@mydomain.com, info@mydomain.com

</Parameter>

<Parameter Name ="SenderAddress">

administrator@mydomain.com

</Parameter>

<Parameter Name="SMTPServer" >

123.123.123.123

</Parameter>

</Action>
```

The “SenderMachine” parameter specifies the name of the machine on which the server resides.

The “RCPTList” parameter contains a comma separated list of valid email addresses. These addresses should receive an email whenever the server performs an action.

The “SenderAddress” parameter contains the email address of the sender. The sender should act as the originator of the sent email.

The “SMTPServer” parameter contains a valid IP address of the mail server to which the mail is to be sent.

Supported Events in Config.xml

The following sections describe the events that are currently supported in Avid Interplay and that can be configured in Config.xml as events to which the Avid Interplay Engine should react.

DiskLimit Event

The “DiskLimit” event is configured with the following XML block:

```
<Event Name="DiskLimit">  
  
<Parameter Name="FreeSpace">  
  
30 100 500  
  
</Parameter>  
  
</Event>
```

The “FreeSpace” parameter contains a list of numbers that specify the free space on the disk in megabytes. Whenever the free space falls below one of the specified numbers, it triggers the server to perform one of the configured actions.

BackupFailed Event

The "BackupFailed" event is triggered whenever the automatic backup of a database fails, that is, when the _Database folder cannot be copied to the backup location.

The "BackupFailed" event is configured with the following XML block:

```
<Event Name="BackupFailed">  
  
</Event>
```

To send an email when a “BackupFailed” event is triggered, use the “SendMail” action described in [“Sending Email Notifications” on page 164](#).

LogEvent Event

The “LogEvent” event is triggered according to the settings in the LogWatch.xml, in which an administrator can specify what actions should happen if a severe problem inside of the Interplay Engine occurs (for example, send an email or shut down the server). The file allows a rough definition by severity of the problem or a very detailed configuration via the message ID of the problem. Notification via email when a configured “LogEvent” event is triggered requires the “SendMail” action. See [“Sending Email Notifications” on page 164](#).

The LogEvent is configured in the Config.xml with the following XML block:

```
<Event Name="LogEvent" >  
  
</Event>
```

See also [“LogWatch.xml” on page 163](#).

ClusterResourceFailure Event

The "ClusterResourceFailure" event is triggered only in a failover cluster setup. It is sent whenever a problem inside the cluster is detected.

The "ClusterResourceFailure" event is configured with the following XML block:

```
<Event Name="ClusterResourceFailure">  
  
</Event>
```

To send an email when a "ClusterResourceFailure" event is triggered, use the "SendMail" action. See [“Sending Email Notifications” on page 164](#).

Server Event Configuration Example

The following is an example of the configuration of a server to send emails whenever the backup fails, or the free space on a server disk reaches one of the limits set, in this case 30, 100, or 500 MB:

```
<XML>

<Events>

<Event Name="DiskLimit">

<Action Name="SendMail">

</Action>

<Parameter Name="FreeSpace">

30 100 500

</Parameter>

</Event>

<Event Name="BackupFailure">

<Action Name="SendMail">

</Action>

</Event>

<Parameter Name="SenderMachine">

SERVERMACHINE

</Parameter>

<Parameter Name="RCPTList">

administrator@mydomain.com, info@mydomain.com

</Parameter>

<Parameter Name="SenderAddress">

administrator@mydomain.com

</Parameter>

<Parameter Name="SMTPServer">
```

```
123.123.123.123
```

```
</Parameter>
```

```
</Events>
```

```
</XML>
```

Here is an example of an email sent by the Event Manager:

```
11/23/1999 12:09:14 [WGServer]
```

```
INFO:
```

```
This is a message sent by the Event Manager.
```

LogWatch.xml

Log event notifications are configured in LogWatch.xml, located in the Avid Interplay Engine installation directory C:\Program Files\Avid\Avid Interplay Engine\Data\Server\Config. Edit this file to assign actions for different log events. Actions can be assigned to all message events of a given severity or to specific events by message IDs.

Action	Value
None	0
Send mail	1
Shutdown server	2
Shutdown and lock server	3

ID	Severity
-500	Dump (debug dumps)
-400	Info (internal info)
-300	Message (external info, for users)
-200	Notes (status messages like "database opened successfully")
-100	[WARN] (warnings like "loading took more than 3 sec")

ID	Severity
0	[ERROR] (normal errors, like “file couldn't be imported because it exists already”)
100	[FATAL] (Recoverable critical Errors, like “couldn't save database - disk full”)
200	Critical (non-recoverable errors, such as crashes)

Sending Email Notifications

To send email notification on any error with a specific severity level:

- ▶ Add a mapping entry to LogWatch.xml within the <SeverityMappings> scope.

For example:

```
<SeverityMappings>
<Mapping Severity = "<severity level>" Action = "<action id>"/>
</SeverityMappings>
```

For example, following entry sends an email on every [FATAL]:

```
<SeverityMappings>
<Mapping Severity = "100" Action = "1"/>
</SeverityMappings>
```

To configure how and where the event notification should be sent, see [“Sending Email Notifications” on page 164](#).

To send email notification on a specific message event:

- ▶ Add a mapping entry within MessageMapping scope (the message ID is decimal number)

```
<MessageMappings>
<Mapping MessageID = "<msg id>" Action = "<action id>"/>
</MessageMappings>
```

The message ID is the last number in brackets before the actual message string in the log file. The message ID of the entry below is 0x00004678. Note that the log file displays hexadecimal ids. Note: You need to convert the numbers to decimal format before adding to the message mapping.

```
[Thu Sep 16 17:27:43 2004] [FATAL] [.\NxNDbServer.cpp           ] [
4627]

[0000034c] [00004678] Could not connect to Central Configuration
Service 'XXX' for database 'YYY'
```

The message mapping for the error [4678] hex (which is 18040 in decimal) triggering “Send email” action looks like the following:

```
<MessageMappings>
<Mapping MessageID = 18040" Action = "1"/>
</MessageMappings>
```

Configuring Client Access

The configuration file ServerXML.xml allows you to specify the client access when accessing the server using HTTP from the client. In this configuration file, you specify servers that should be visible to clients, which databases are available, and which users are allowed to access these databases.

It is located in a folder in the Avid Interplay Engine installation directory, by default, C:\Program Files\Avid\Avid Interplay Engine\Data\TCPComBridge. You configure access for the client in this file. The ServerXML.dll resides at NxN/Workgroup.



Settings you configure in the User Management view through the Avid Interplay Administrator also apply to the databases (see “Managing Database Roles” on page 85). These settings are an additional security layer on top of the Avid Interplay User Management.

Configuring Access

The <server> token specifies the name of the server on your network that should be visible to clients connecting to a single server machine. Make sure that all of the database directories to be accessed are shared and visible on the single server machine.

Through <project> tokens, you specify which databases should be visible to clients connecting to the single server. The token can have two attributes: “name” and “access.”

The “name” attribute specifies the name of the database. This name must be the same as the name of the database configured in the Active Database List through the Avid Interplay Administrator. If a database is not in the Active Database List, it cannot be made visible by specifying its name in <project> token either. You can also use the “*” as a wildcard character representing all databases in the Active Database List.

The “access” attribute specifies the type of access for the database. If it is set to “allow,” clients can see the database in the database browser and are allowed to access it. If the attribute is set to “deny,” the database is not accessible and is not even visible to the clients. By default, everything is set to “deny.”

With the <user> token, you specify which users are allowed to connect to a database. As with the <project> token, the “name” and “access” attributes can also be used here. The name attribute is the name of a user in the database. The “name” attribute supports the “*” (wildcard) value representing all users.

Database and user settings are inherited from the parent node in the token tree if the settings are not specified on the current level. This allows you to specify access permissions for all databases on a server, or even for all servers.

The additional attribute “emptypassword” is supported for the <project> and <server> tokens. This attribute can be set to the value “allow” or “deny.” If set to “deny,” then all connection attempts by a user with no password specified are refused by the server or the database, respectively. By default, whenever you create a user in an Avid Interplay database, the password is set to empty. Setting this value to “deny” is highly recommended for security reasons.

Following are some examples illustrating the configuration of database and user access.

Example 1:

```
<XML>  
  
  <server name="WGSERVER" >  
  
  </server>  
  
</XML>
```

The server WGSERVER is visible to the outside, although no databases are accessible.

Example 2:

```
<XML>

  <server name="WGSERVER" >

    <project name="*" access="allow" emptypassword="deny" >

      <user name="*" access="allow" />

    </project>

  </server>

</XML>
```

All databases on server WGSERVER are visible and any user can connect to the database. For all databases, connection requests with empty passwords are refused.

Example 3:

```
<XML>

  <server name="WGSERVER" emptypassword="deny" >

    <project name="*" access="allow" >

      <user name="*" access="allow" />

      <user name="Administrator" access="deny" />

      <user name="John" access="deny" />

    </project>

  </server>

</XML>
```

All users except Administrator and John are allowed to access the databases on server WGSERVER. For all databases on the server, connection requests with empty passwords are refused.

Example 4:

```
<XML>

  <server name="WGSERVER">

    <user name="*" access="allow" />

    <user name="Administrator" access="deny" />

    <user name="John" access="deny" />

    <project name="Project1" access="allow" />

    <project name="Project2" access="allow">

      <user name="Nina" access="deny" />

    </project>

  </server>

</XML>
```

All users except Administrator and John are allowed to access the databases “Project1” and “Project2.” Access to “Project2” for the user “Nina” is refused.

Example 5:

```
<XML>

  <project name="*" access="allow" />

  <user name="*" access="deny" />

  <user name="Administrator" access="allow" />

  <server name="WGSERVER" />

</XML>
```

All databases on the specified servers are accessible only to Administrators.

Setting the Filetransfer Server

Additional configuration may be required when the Interplay Server is running inside of a network configured using NAT. In this case, the IP returned by the Avid Interplay Engine is the internal address and not the external address needed by the client. The following change in the workgroup.xml configuration file tells the client to connect to the file transfer server via its name instead of address. This will allow clients to connect to the file transfer server in most standard NAT configurations.

```
<XML>
...
<http>
<filetransferservername>
myserver.mydomain.com
</filetransferservername>
</http>
...
</XML>
```


D System Metadata Properties

Metadata is textual data you can use to identify and describe the creation, contents, and disposition of the clip or shotlist you are logging. Avid Interplay comes with an extensive list of system metadata. Most of these properties match those available in Avid editing bins.

The administrator determines some of the metadata properties that can be viewed in Interplay Access as headings in the Content View and Object Inspector, and also used in Interplay searches. Some metadata properties are always available and cannot be disabled. For information about managing the display of metadata properties, see [“Defining Property Layouts” on page 97](#).

By default, the Interplay Engine includes default sets of properties for Broadcast, Post and Film layouts, as described in the following table.

Default Properties for Broadcast, Post, and Film Layouts

Broadcast		Post		Film	
Content Default	Inspector Default	Content Default	Inspector Default	Content Default	Inspector Default
Comments	Comments	Comments	Comments	Camroll	Camroll
Created By	Duration	Created By	Created By	Comments	Comments
Creation Date	Media File Format	Creation Date	Creation Date	Duration	Duration
DRM	Name	DRM	Duration	End	End
Duration	Tape ID	Duration	Media File	KN Dur	KN Dur
Format	Tracks	Format	Format	KN End	KN End
Media Status		Media Status	Name	KN Start	KN Start
Modified Date		Modified Date	Tape	Name	Name
Name		Name	Tracks	Pullin	Pullin
Tape ID		Tape		Pullout	Pullout
Tracks		Tracks		Start	Start

The following table lists all system metadata properties.

System Metadata Properties

Heading	Description	Search Values and Hints on Searching in Interplay
All Custom	All custom properties defined in the Property Layout of the Interplay Administrator.	Searches for all the custom properties that are set.
AudioBitDepth	Audio bit depth used when you work with audio files: 16 bit or 24 bit.	Type a value or use the arrows to select a value.
AudioFormat	Audio format of master clips (AIFF-C, SDII, or WAVE).	
AudioSR	Audio resolution (sample rate).	
AuxTC24	Original HDTV sources (1080p/24) or audio DATs created for PAL feature film productions that use in-camera timecode.	Type numbers only in the four colon-separated entry fields displayed.
Auxiliary Ink	Auxiliary ink format settings allow you to display an additional type of ink number. This lets you track additional types of film information for different film gauges. Used for 24p projects, 25p projects, and matchback projects only. Auxiliary Ink is the starting frame for the clip.	
AuxiliaryTC1 through TC5	You can type an auxiliary timecode or another timecode for editing film or audio timecode for film.	Type numbers only in the four colon-separated entry fields displayed.
AuxInkDur	Length of the clip, expressed in the auxiliary ink number.	Type numbers only in the four colon-separated entry fields displayed.
AuxInkEdge	Type of edgecode used in the auxiliary ink number.	
AuxInkEnd	Ending auxiliary ink number for the clip.	Type numbers only in the four colon-separated entry fields displayed.
AuxInkFilm		
Cadence	Type of pulldown present on the source NTSC tapes when in a 23.976 or 24p project.	

System Metadata Properties (Continued)

Heading	Description	Search Values and Hints on Searching in Interplay
Camera	Camera used to film this clip. This feature is used in multicamera shoots.	
Camroll	Camera roll containing this clip. Used for 24p projects, 25p projects, and matchback projects only.	
Category	Assigned category. Categories are defined by the administrator in the Configure Categories view of the Interplay Administrator.	Set to Ignore by default, change to a category name to search only for items assigned to that category.
CFPS	Captured frames per second.	Type a value or use the arrows to select a value.
Color	The text display color for metadata of the selected item in all Interplay Access displays.	Returns items of selected color found. Note: the search does not find items colored only by inheritance (only the parent is returned).
Comment	Displays any comments added as metadata to the media file when it was originally ingested or captured.	Type text.
Created by	Displays the name of the user who created the shotlist.	
Creation Date	When the asset was created.	Select a time range and a particular date (for example, 12/4/04 or 12/4/2004) or a time period from the pop-up menu. Click the calendar to get clickable calendar.
Current Video Resolution	Last resolution checked in with the asset.	
Current/Last User	Last user that checked the asset in or out.	
Data Format	Data format AAF or OMF.	Select Is and then either AAF or OMF.
Database		

System Metadata Properties (Continued)

Heading	Description	Search Values and Hints on Searching in Interplay
DPX	Frame-counting field for Digital Picture Exchange, a SMPTE standard describing frames scanned from film. The format is the following: a descriptor of up to 32 alphanumeric characters, followed by a hyphen (-), followed by a six-digit frame count, for example, DPXChildDocu-023657.	
DRM	Digital Rights Management property. Has the special operators Has DRM and Does not have DRM.	Depending on the search flags, this search can retrieve links to the assets, assets or links and assets which have at least one DRM protected media somewhere in the structure. Searches for DRM should return all of the sequences, subclips, rendered effects, and so on that use a restricted master clip.
Duration	The length of the asset in hours, minutes, seconds, and frames.	Type numbers only in the four colon-separated entry fields displayed.
EditWhileCapture Expected Duration	Expected length of a clip captured by the Frame Chase Editing method.	Type numbers only in the four colon-separated entry fields displayed.
EditWhileCapture Known Duration	Current length of a clip being captured by the Frame Chase Editing method.	Type numbers only in the four colon-separated entry fields displayed.
End	Timecode of the clip's tail frame.	Type numbers only in the four colon-separated entry fields displayed.
FilmTC	Timecode used on film. Used for 24p and 25p projects only.	Type numbers only in the four colon-separated entry fields displayed.
Format	The format of a clip or sequence as determined by the project type, such as 30i NTSC or 1080i/59.94. This is especially useful if you have both SD and HD clips in the same bin.	
FPS	Play rate: the number of frames to be displayed each second. The default is 29.97 for NTSC and 25 for PAL for video. The play rate can also be 24 or 23.98.	Type a value or use the arrows to select a value.

System Metadata Properties (Continued)

Heading	Description	Search Values and Hints on Searching in Interplay
In Use	If Is in use, asset is referenced by a sequence also in the database.	Select Is in use or Is not in use.
IN-OUT	The length of the marked segment of a clip, if any.	Select an operator and then type numbers only in the four colon-separated entry fields displayed.
Initial Checkin Date	Date that the asset was first checked in.	Select a time range and a particular date (for example, 12/4/04 or 12/4/2004) or a time period from the pop-up menu. Click the calendar to get clickable calendar.
InkDur	Length of the clip, expressed in ink number. Used for 24p projects, 25p projects, and matchback projects only. You cannot modify this number.	Select an operator and then type numbers only in the four colon-separated entry fields displayed.
InkEdge	Type of edgecode used in the ink number.	
InkEnd	Ending ink number for the clip. You cannot modify this number.	Select an operator and then type numbers only in the four colon-separated entry fields displayed.
InkFilm	Film gauge for the ink number.	
InkNumber	Ink number for the clip. Used for 24p projects, 25p projects, and matchback projects only.	
KNDur	Length of the clip, expressed in feet and frames. Used for 24p projects, 25p projects, and matchback projects only.	Select an operator and then type numbers only in the four colon-separated entry fields displayed.
KNEnd	Ending key number for the clip. Used for 24p projects, 25p projects, and matchback projects only.	Select an operator and then type numbers only in the four colon-separated entry fields displayed.
KNFilm	Key number film gauge.	
KNIN-OUT	Mark IN and Mark OUT key number for the clip. Used for 24p projects, 25p projects, and matchback projects only.	

System Metadata Properties (Continued)

Heading	Description	Search Values and Hints on Searching in Interplay
KNMarkIN	Key number for the IN point, if you set one for the clip. Used for 24p projects, 25p projects, and matchback projects only.	Select an operator and then type numbers only in the four colon-separated entry fields displayed.
KNMarkOUT	Key number for the OUT point, if you set one for the clip. Used for 24p projects, 25p projects, and matchback projects only.	Select an operator and then type numbers only in the four colon-separated entry fields displayed.
KNStart	Starting key number for the clip. Used for 24p projects, 25p projects, and matchback projects only.	Select an operator and then type numbers only in the four colon-separated entry fields displayed.
Labroll	Labroll containing the clip.	
Last Checkin Date	Date when the asset was last checked in.	Select a time range and a particular date (for example, 12/4/04 or 12/4/2004) or a time period from the pop-up menu. Click the calendar to get clickable calendar.
LUT	File name of the color look-up table used for the series of clips or frames.	
Mark IN	Timecode for the IN point, if you set one for the clip.	Select an operator and then type numbers only in the four colon-separated entry fields displayed.
Mark OUT	Timecode for the OUT point, if you set one for the clip.	Select an operator and then type numbers only in the four colon-separated entry fields displayed.
Master Dur	Length of the final master sequence, expressed in feet and frames. You cannot modify this number.	Select an operator and then type numbers only in the four colon-separated entry fields displayed.
Master Edge	Type of edgecode used in the final master sequence.	
Master End	Ending key number for the final master sequence. You cannot modify this number.	Select an operator and then type numbers only in the four colon-separated entry fields displayed.
Master Film	Gauge of the final master sequence.	

System Metadata Properties (Continued)

Heading	Description	Search Values and Hints on Searching in Interplay
Master Start	Starting key number of the final master sequence. Used for 24p projects, 25p projects, and matchback projects only.	Select an operator and then type numbers only in the four colon-separated entry fields displayed.
Media File Format	Clip media format.	MXF or OMF.
Media Size	Media file size.	Specify KB, MB, GB and type a number. Note that this specification cannot be saved in a Saved Search.
Media Status	Online, offline, or partially offline status, or exists on another workgroup.	Select is/is not, and then online, offline, partial, or nearonline.
Modified Date	When the asset was last modified (from the bin).	Select a time range and a particular date (for example, 12/4/04 or 12/4/2004) or a time period from the pop-up menu. Click the calendar to get clickable calendar.
Name	The name of the asset.	Type text (not case sensitive; spaces permitted).
Original Bin	Name of the bin where the media for this asset was originally captured.	
Original Machine Name	Name of the computer where the media for this asset was originally captured.	
Original Project	Name of the project under which the media for this asset was originally captured.	Project name (dropdown list).
Offline	Track names for any media files that are offline.	

System Metadata Properties (Continued)

Heading	Description	Search Values and Hints on Searching in Interplay
Path	Path to assets in the Interplay database.	Meant to be used in conjunction with other search conditions to narrow the area where the results are coming from: for example, combine a search for all masterclips that have been updated in the last 10 minutes and that are in path "/Projects/MyName/MyBin2." Select is or is not, then click the Select button and choose a path from the tree. Alternately, select contains or does not contain and type text.
Perf	Film edge perforations format used for 3-perf projects. Used for projects brought forward from earlier releases only; now superseded by the film size and perf options available in Ink Film, AuxInk Film, KN Film, and Master Film.	
Pullin	Telecine pulldown of the first frame of the clip (pulldown phase). Pullin can have the values A, B, X (matchback only), C, or D. Used for 24p projects and matchback projects only. (NTSC only)	
Pullout	Telecine pulldown of the last frame of the clip. Pullout can have the values A, B, X (matchback only), C, or D. Used for 24p projects and matchback projects only. (NTSC only)	
Record Complete	Indicates whether the capture operation is finished for this asset.	
Reel #	Source reel number. Used for 24p and 25p projects only.	
Reservation	Indicates whether there is a reservation applied to this asset.	
Reserved	Indicated item is reserved for specified timeframe by specifies user.	Select a user and then select a time frame.

System Metadata Properties (Continued)

Heading	Description	Search Values and Hints on Searching in Interplay
Scene	Scene number of the clip.	Type text.
ShootDate	Date the footage was shot.	
Slip	Number and direction of perms for subclips (audio clips only).	
SoundTC	Timecode for audio.	Select an operator and then type numbers only in the four colon-separated entry fields displayed.
Soundroll	Sound roll this clip came from. Used for 24p projects, 25p projects, and matchback projects only.	
Start	Timecode of the clip's head frame.	Select an operator and then type numbers only in the four colon-separated entry fields displayed.
Take	Take number of the scene.	Type a number.
Tape	Source tape name (from the bin).	Type text (not case sensitive; spaces permitted).
TC24	24-fps timecode.	Select an operator and then type numbers only in the four colon-separated entry fields displayed.
TC25	25-fps timecode, no pulldown. Used for 24p and 25p projects only.	Select an operator and then type numbers only in the four colon-separated entry fields displayed.
TC25P	25-fps timecode with PAL pulldown. Used for 24p and 25p projects only.	Select an operator and then type numbers only in the four colon-separated entry fields displayed.
TC30	30-fps timecode with 2:3 pulldown. Used for 24p and 25p projects only.	Select an operator and then type numbers only in the four colon-separated entry fields displayed.
TC30NP	30-fps timecode with no pulldown (frames 00 through 29).	Select an operator and then type numbers only in the four colon-separated entry fields displayed.

System Metadata Properties (Continued)

Heading	Description	Search Values and Hints on Searching in Interplay
TC60	60-fps timecode. Used for HD projects.	Select an operator and then type numbers only in the four colon-separated entry fields displayed.
Text		Combination of Name, Tape, User Attributes, Comments, and Annotations attributes. Allows you to search for text in all attributes at once. Type text (not case sensitive; spaces permitted).
Tracks	All tracks used by the asset (from the bin)	Select Video, Audio, or Both.
Transfer	Frame-counting field for sources that have been prepped for transfer. The format is the following: a descriptor of up to 32 alphanumeric characters, followed by a hyphen (-), followed by a six-digit frame count, for example, TransferChildDocu-023657.	
Type	Type of asset.	Select an operator and then an asset type from the dropdown list.
UNC Path	Universal Naming Convention that specifies the location of resources on a server. The location you type becomes a hyperlink to that location. Ctrl+click the cell, and then type the location.	
Version Comment		
VFX	Frame-counting field for visual effects. The format is the following: a descriptor of up to 32 alphanumeric characters, followed by a hyphen (-), followed by a six-digit frame count, for example, FXChildDocu-023657.	
VFX Reel	Source reel identification for the FX shot.	
Video	Video compression ratio (from the bin).	Available in the Simple Search only. Type a ratio (for example, 2:1).

System Metadata Properties (Continued)

Heading	Description	Search Values and Hints on Searching in Interplay
Video ID	Resolution under which the media for that clip was captured.	
VITC	Vertical interval timecode.	
Workspace	Name of an Avid Unity workspace	Type the name of the workspace.

E Server Error Codes

The following table lists the error codes and the textual expressions that the Interplay Engine can return.

8007000e	out of memory
80004001	not implemented
80004005	general failure
89990010	out of range
89990011	nesting too deep
89990012	the operation was only partially successful
89990013	operation was canceled
89990020 data	base not initialized
89990021	database already initialized
89990022	database not available
89990023	database not found
89990024	database not open
89990025	database already exists
89990026	cannot load database initialization file
89990027	unable to write to database. Please contact your system administrator.
89990028	the database is not active
89990030	invalid path
89990031	invalid name
89990032	invalid handle
89990033	invalid destination
89990034	invalid property

89990035	invalid parameter
89990036	invalid filename
89990037	invalid object
89990038	invalid hostname
89990039	invalid macro string or tool installation file
89990040	object not found
89990041	parent not found
89990042	the template for the object could not be found
89990043	iterator is invalid for this iteration-capable command
89990050	property not found
89990051	property not set
89990052	cannot set property
89990053	cannot modify the property
89990054	the property is read-only
89990055	the object's style sheet was not found
89990057	the streamed property name is too long
89990060	folder not empty
89990061	object is not a folder
89990062	an item with that name already exists
89990068	dependency usage too long
89990069	The operation failed because non-versionable objects cannot live in versionable folders
89990070	cannot delete the root object
89990071	tree is not mounted into file system
89990072	root object has no parent
89990073	invalid operation for root object
89990080	cannot open file
89990081	cannot write to file

89990082	cannot read from file
89990083	the file does not exist
89990084	file system operation failed
89990085	access to file denied
89990086	sharing violation
89990087	corrupt file
89990090	cannot set mount point
89990091	object not mounted into file system
89990092	cannot create directory
89990093	cannot move directory or file
89990094	cannot copy file
89990095	cannot delete directory or file
89990096	cannot create a link to a link
89990097	folder does not exist
8999009b	cannot move the item to another branch. Due to the branch settings, the source and destination locations are in different branches
8999009c	cannot create a share to a file in another branch. Due to the branch settings, the share and share target locations are in different branches.
8999009d	The original parent is currently in the recycle bin
8999009e	The original parent does not exist anymore
89990100	database not found
89990101	database with that name already exists
89990102	default database location not set
89990110	workspace not initialized
89990111	workspace already initialized
89990120	already connected to a server
89990121	not connected to a server
89990122	cannot connect to server

89990123	cannot disconnect from server
89990124	The database share on the server is not accessible. Please contact your administrator.
89990130	client connection was refused
89990131	invalid user name or password
89990132	client is not logged on
89990140	cannot lock folders, only files
89990141	cannot lock system items
89990142	the object could not be checked out
89990143	not authorized for this operation
89990144	the item is already checked out
89990145	the item is not checked out
89990146	the item is checked out by someone else
89990147	the object could not be checked in
89990148	the working path for the item is not set
89990149	error during reversal of transaction, file still pending, you must recover manually
8999014a	the item is already checked out to you
8999014b	the item is checked out exclusively by someone else
8999014c	multiple check out is not possible for this item
8999014d	Another check-in operation was performed before yours. Try the merge again against the correct version.
8999014e	The item or one of its children is checked out
89990160	the server evaluation period expired
89990161	limited server license
89990162	the dongle is not available on the server
89990163	the registration key is invalid
89990164	the server and client versions are not compatible

89990165	the server could not be instantiated (is the server installed on this machine?)
89990166	the server is locked by the Administrator
89990167	the server is low on virtual memory
89990168	the server is low on disk space
89990169	the server is out of disk space
89990170	the specified search expression is invalid
89990171	the database is locked by the Administrator
89990172	a temporary key cannot be installed if a permanent key is already active
89990173	the server with the CCS is locked by the Administrator
89990174	The server is temporarily locked because of a shutdown
89990175	cannot init indexed search
89990177	The hardware id is invalid
89990178	The license key contained one or more expired licenses. These licenses are ignored
89990192	The object or one of its sub-objects is locked. It is not possible to make changes to this object.
89990195	the database was created with a newer version and cannot be opened with this server
89990196	The transaction commit failed because a merge is needed
8999019c	a file or folder has a pending change
8999019f	setting a property failed because the condition for setting did not match
899901a4	An item in a folder was removed while the folder was being enumerated
89990200	object not initialized
89990201	object not found
89990202	object already exists
89990220	CopyFile command failed
89990221	file already exists
89990222	file does not exist

89990224	cookie file does not exist
89990225	can not create cookie file
89990226	can not read cookie file
89990227	cookie file is corrupt
89990228	found cookie does not match wanted cookie
89990230	object must support INxNPersistDatabase
89990231	object must support INxNPersistDatabaseObj
89990232	object must support INxNVersionControlProperty
89990233	object must support INxNHandleStore
89990234	object must support INxNHandleStoreObj
89990235	unknown command passed to RunCommand
89990236	requested version was not found
89990237	versions are identical
89990238	not enough free disk space for new version
89990239	can not rollback to latest version
89990240	user is not correctly logged on
89990244	The specified object was already touched in the current transaction
89990250	incorrect cookie
89990251	incorrect user name
89990252	incorrect password
89990253	version control database not found
89990260	lookup for vital creation properties failed
89990261	version control is disabled for this object
89990262	Connect to version control server failed
89990280	Copying file from server location to local destination failed
89990290	archive is corrupted
89990291	file is not of correct type

89990292	Disabling version creation for abstract assets is not supported
89990300	the user 'UserManagement' is not allowed
89990301	user rights do not allow this operation
89990302	user/user group exists already
89990303	command exists already
89990304	user does not exist
89990305	user is invalid
89990306	user rights do not allow this operation in system folder
89990307	user rights do not allow this operation in level
89990308	user rights do not allow this operation (no ownership)
89990309	the login was disabled for this database
89990310	database is not a CCS
89990311	The given object is not an action
89990312	The given object is not a role
89990313	The given object is not an action category
89990314	The given action category name already used by another action category
89990315	The given action name already used by another action
89990316	The given action id is already used by another action
89990317	Unable to complete the operation because the action exists with another type
89990318	The given role name already used by another role
89990319	The given role id is already used by another role
89990320	Unable to complete the operation because the role exists with another type
89990321	The operation cannot be performed on a system defined role
89990322	The operation cannot be performed on a system defined action
89990323	The action is not assigned to the role
89990324	The system id's for roles or actions are out - impossible to create new system actions or roles

89990326	The operation is not permitted on the user administrator
89990327	The initialization of the authorization subsystem failed - read message for more information
89990340	The initialization of the user management subsystem failed - read message for more information
89990341	A generic command was called which is not supported for user or group objects
89990342	Internal requirements for user or groups objects are not fulfilled (for example, link broken,.)
89990351	The given user name is already used
89990352	The given user could not be created
89990353	The user can neither be moved nor removed (i.e. users cannot be moved from the Everyone group and the Administrator cannot be moved from the Administrators group)
89990354	The given user shall be destroyed but was not deleted before
89990355	Not a user
89990356	Your user account has been deleted
89990361	The given group name is already used
89990362	The given group could not be created
89990363	The given group can neither be removed nor moved
89990364	the member creation for the given group failed
89990365	the group cannot be destroyed because it contains children
89990366	not a serigraph
8999036	the group must not contain other groups
89990368	the database is from a different CCS and needs a migration
89990369	could not connect to the LDAP server
8999036a	The operation failed because the object is protected by a reservation
8999036b	CCS Connection failed
8999036c	CCS is corrupt (e.g. GUID missing)
8999036d	The authorization config file is missing

8999036e	The CCS does not have the same version as the server of the database
89990370	An LDAP search enum failed
89990371	Structural changes are not allowed on that object
89990372	No Children can be added to this folder or moved out of this folder
89990401	no handler was found
89990450	There is no open session for this client. If you are using an older version of the client, JXDK or MDK please upgrade to a newer version
89990500	cannot convert variant to given type
89990600	HTTP request error
89990601	continue
89990602	switching protocols
89990603	OK
89990604	created
89990605	accepted
89990606	non-authoritative information
89990607	no content
89990608	reset content
89990609	partial content
89990610	multiple choices
89990611	permanently moved
89990612	moved temporarily
89990613	see other
89990614	not modified
89990615	use proxy
89990620	bad request
89990621	unauthorized
89990622	payment required
89990623	forbidden

89990624	not found
89990625	method not allowed
89990626	not acceptable
89990627	proxy authentication required
89990628	request timeout
89990629	conflict
8999062a	gone
8999062b	length required
8999062c	precondition failed
8999062d	request entity too large
8999062e	request URI too long
8999062f	unsupported media type
89990630	internal server error
89990631	not implemented
89990632	bad gateway
89990633	service unavailable
89990634	gateway timeout
89990635	HTTP version not supported
89990700	database journal error
89990701	database journal initialization failed
89990702	database journal recovery failed
89990703	invalid entry in database journal found
89990704	failed to apply database journal transaction
89990705	failed to apply database journal operation
89990706	error opening database journal
89990707	error reading from database journal
89990708	error writing to database journal

89990709	database journal file error
89990800	SQL error
89990801	SQL error, more info available
89990802	invalid SQL configuration
89990900	the sender of the message does not exist
89990901	the recipient of the message does not exist
89990902	The sender must be a user. It cannot be a user group
89990903	The attachment of the message is invalid
89990904	A block size was 0 or negative
89990905	A message handle was invalid
89990906	the viewing counter of a mailbox is inconsistent with the viewing status of the messages
89990907	the outbox of a user could not be created
89990908	the inbox of a user could not be created
89990a00	Could not open an image because the file could not be found or the caller is not allowed to open the file.
89990a01	Could not read an image. The file could be opened but not be read.
89990a02	Could not create an image file. Maybe the destination folder does not exist or the caller is not allowed to write to that location.
89990a03	Could not write an image file. The file was created but writing to the file failed. This could for example happen if disk has insufficient disk space.
89990a04	The image could not be read because it does not have a known format.
89990a05	The image could not be read because the bitmap in it is invalid.
89990a06	An unknown error occurred in the image lib.
89990a07	An image could not be loaded or saved because the license for the LZW algorithm is not available.
89990a08	The image could not be read/stored because the file/image has an invalid format.
89990b00	The LDAP server detected an internal error, LDAP error: LDAP_OPERATIONS_ERROR(0x1)

89990b01	The LDAP server received an invalid request from the server, LDAP error: LDAP_PROTOCOL_ERROR(0x2)
89990b02	A specified time limit was exceeded in a request to the LDAP server, LDAP error: LDAP_TIMELIMIT_EXCEEDED(0x3)
89990b03	A specified size limit was exceeded in a request to the LDAP server, LDAP error: LDAP_SIZELIMIT_EXCEEDED(0x4)
89990b04	The LDAP server does not support the authentication method specified by the server, LDAP error: LDAP_AUTH_METHOD_NOT_SUPPORTED(0x7)
89990b05	The request sent to the LDAP server required strong authentication and therefore failed, LDAP error: LDAP_STRONG_AUTH_REQUIRED(0x8)
89990b06	A limit set by the LDAP administrator was exceeded in a request to the LDAP server, LDAP error: LDAP_ADMINLIMIT_EXCEEDED(0xB)
89990b07	The LDAP server was unable to satisfy a request because one or more critical extensions were not available, LDAP error: LDAP_UNAVAILABLE_CRITICAL_EXTENSION(0xC)
89990b08	The request sent to the LDAP server required confidentiality by the transport protocol and therefore failed, LDAP error: LDAP_CONFIDENTIALITY_REQUIRED(0xD)
89990b09	A search request sent to the LDAP server is not compatible with the attribute syntax specified by the LDAP database, LDAP error: LDAP_INAPPROPRIATE_MATCHING(0x12)
89990b0a	An LDAP object specified in a request could not be found by the LDAP server, LDAP error: LDAP_NO_SUCH_OBJECT(0x20)
89990b0b	The LDAP server detected an error when trying to dereference an alias, LDAP error: LDAP_ALIAS_PROBLEM(0x21)
89990b0c	The syntax of a DN sent to the LDAP server is incorrect, LDAP v: LDAP_INVALID_DN_SYNTAX(0x22)
89990b0d	The LDAP server cannot perform the operation on a leaf entry, LDAP error: LDAP_IS_LEAF(0x23)
89990b0e	A search request sent to the LDAP server could not dereference an alias because of missing access rights, LDAP error: LDAP_ALIAS_DEREF_PROBLEM(0x24)
89990b0f	An incorrect authentication method was used when sending a request to the LDAP server, LDAP v: LDAP_INAPPROPRIATE_AUTH(0x30)

89990b10	The credentials sent to the LDAP server are invalid, LDAP error: LDAP_INVALID_CREDENTIALS(0x31)
89990b11	The request sent to the LDAP server was not completed because of missing access rights, LDAP error: LDAP_INSUFFICIENT_ACCESS(0x32)
89990b12	The LDAP server is too busy at the moment to fulfill the request, LDAP v: LDAP_BUSY(0x33)
89990b13	The LDAP server is currently unavailable, LDAP v: LDAP_UNAVAILABLE(0x34)
89990b14	The LDAP server cannot process the request due to server-defined restrictions, LDAP error: LDAP_UNWILLING_TO_PERFORM(0x35)
89990b15	A loop was detected in an LDAP alias or referral, LDAP error: LDAP_LOOP_DETECT(0x36)
89990b18	The LDAP server could not complete the request because it violates the naming convention, LDAP error: LDAP_NAMING_VIOLATION(0x40)
89990b19	The LDAP server could not complete the request because it violates the rules set for the object class, LDAP error: LDAP_OBJECT_CLASS_VIOLATION(0x41)
89990b1a	The LDAP server cannot perform the operation on a non-leaf entry, LDAP error: LDAP_NOT_ALLOWED_ON_NONLEAF(0x42)
89990b1b	The LDAP server cannot perform the operation because it attempts to change attributes that are necessary for the relative DN of the entry, LDAP error: LDAP_NOT_ALLOWED_ON_RDN(0x43)
89990b1c	The LDAP server cannot perform the operation because the entry already exists, LDAP error: LDAP_ALREADY_EXISTS(0x44)
89990b1d	The LDAP server cannot perform the operation because it would change the structure rules of the object class, LDAP error: LDAP_NO_OBJECT_CLASS_MODS(0x45)
89990b1e	The results of a request to the LDAP server are too large to return them, LDAP error: LDAP_RESULTS_TOO_LARGE(0x46)
89990b1f	The LDAP operation needs to be performed by multiple LDAP servers, where this operation is not permitted, LDAP error: LDAP_AFFECTS_MULTIPLE_DSAS(0x47)
89990b20	The LDAP server cannot perform the operation because of a virtual list view error, LDAP error: LDAP_VIRTUAL_LIST_VIEW_ERROR(0x4C)
89990b21	The LDAP server encountered an unknown error, LDAP error: LDAP_OTHER(0x50)

89990b22	The LDAP server could not be contacted, LDAP error: LDAP_SERVER_DOWN(0x51)
89990b23	The LDAP client detected an error, LDAP error: LDAP_LOCAL_ERROR(0x52)
89990b24	The LDAP protocol detected an encoding error, LDAP error: LDAP_ENCODING_ERROR(0x53)
89990b25	The LDAP protocol detected a decoding error, LDAP error: LDAP_DECODING_ERROR(0x54)
89990b26	An LDAP search was aborted because of a timeout, LDAP error: LDAP_TIMEOUT(0x55)
89990b27	The LDAP server encountered an unknown authentication error, LDAP error: LDAP_AUTH_UNKNOWN(0x56)
89990b28	An LDAP search filter has an invalid format, LDAP error: LDAP_FILTER_ERROR(0x57)
89990b29	An LDAP operation was cancelled by the user, LDAP error: LDAP_USER_CANCELLED(0x58)
89990b2a	An LDAP operation failed because an invalid parameter was specified, LDAP error: LDAP_PARAM_ERROR(0x59)
89990b2b	An LDAP operation failed because the system is out of memory, LDAP error: LDAP_NO_MEMORY(0x5a)
89990b2c	The LDAP connection could not be created, LDAP error: LDAP_CONNECT_ERROR(0x5b)
89990b2d	An LDAP operation failed because it is not supported by the LDAP server, LDAP error: LDAP_NOT_SUPPORTED(0x5c)
89990b2e	The LDAP server refused to return results, LDAP error: LDAP_NO_RESULTS_RETURNED(0x5e)
89990b2f	An LDAP operation failed because a required control was not found, LDAP error: LDAP_CONTROL_NOT_FOUND(0x5d)
89990b31	A loop was detected in an LDAP alias or referral, LDAP error: LDAP_CLIENT_LOOP(0x60)
89990b32	An LDAP operation failed because a referral required too many referral hops, LDAP error: LDAP_REFERRAL_LIMIT_EXCEEDED(0x61)
89990b50	The operation failed because the user authentication provider is not enabled
89990b51	The authentication failed because empty passwords are not allowed

89990b52	The CCS was unable to retrieve the users from a user authentication provider
89990b53	The specified user authentication provider was not found
89990b54	The required setting for the LDAP server is not set
89990b55	The required setting for the LDAP user object class is not set
89990b56	The required setting for the LDAP user name attribute is not set
89990b57	The specified search root DN was not found
89990b70	The Unity API could not be found

F Consistency Check Codes

The following tables explain the codes reported when you run a Consistency Check:

- [Consistency Check Critical Errors](#)
- [Consistency Check Errors](#)
- [Consistency Check Warnings](#)



The Consistency Check is for support purposes. You should perform this check only if requested by Avid Technical Support.

Consistency Check Critical Errors



If any of the following critical errors are reported, do not use your database; contact Avid immediately using the protocol outlined in the “If You Need Help” section in the front of this manual.

Code	Meaning
7099	Object doesn't have a parent
7050	Object refers to the wrong parent
7051	Object is not exist in name directory
7052	Object has an invalid BIH
7053	Object has an invalid BDH
7088	pending change table inconsistency
7089	pending change table inconsistency
7100	internal error in database structure
7101	internal error in database structure
7110	streamed properties structure invalid
7141	repository data corruption

Code	Meaning
7142	repository data corruption
7143	repository data corruption
7144	repository data corruption
11064	user management failed to initialize

Consistency Check Errors



If any of the following errors are reported, some problems were found related to the particular object. It is still possible to use your database, but you should contact Avid using the protocol outlined in the “If You Need Help” section in the front of this manual to resolve the problem.

Code	Meaning
7061	Not possible to determine the server master path for the file
7063	file doesn't exist
7064	internal object state is invalid
7065	internal object state is invalid
7066	internal object state is invalid
7067	internal object state is invalid
7068	internal object state is invalid
7069	internal object state is invalid
7077	internal object state is invalid
7078	internal object state is invalid
7081	internal object state is invalid
7082	internal object state is invalid
7083	internal object state is invalid
7085	internal object state is invalid
7153	internal object state is invalid

Code	Meaning
7070	object history is not accurate
7071	object history is not accurate
7111	unknown property handle
7112	streamed property flag is not set
7113	unknown streamed property name
7114	invalid streamed property
7171	link is invalid
7172	link is invalid
7173	link is invalid
7174	link is invalid
7175	link is invalid
7176	link is invalid
11058	master user is not valid
11059	master user is not valid
11060	master user does not exist
11061	master user is not valid
11062	master user is not valid
23020	authorization assignment is incorrect
23021	authorization assignment is incorrect
23023	authorization assignment is incorrect

Consistency Check Warnings

If any of the following warnings are reported, some problems were found, but no action is urgently needed.

Code	Meaning
7062	file size mismatch
7072	invalid dependency source
7073	invalid dependency source
7074	invalid dependency target
7075	invalid dependency target
7076	incorrect dependency type
7091	pending change problem fixed
23022	invalid entry in the authorization role table. This can happen when there is an entry in the permission table that does not refer back to an object. For example, an object was deleted or the creation of a folder was cancelled.

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