Avid MediaCentral | UX

Administration Guide
Version 2.0

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Contents

Using This Guide

This guide is intended for all Avid MediaCentral | UX administrators who are responsible for configuring and maintaining a MediaCentral UX system (formerly Interplay Central). This guide describes product features and administrative procedures, such as MediaCentral UX system settings and user management.

For initial installation and configuration, see the *Avid MediaCentral Platform Services Installation and Configuration Guide*. For user information, see the *Avid MediaCentral | UX User's Guide*.

Symbols and Conventions

Avid documentation uses the following symbols and conventions:

Symbol or Convention	Meaning or Action
📑	A note provides important related information, reminders, recommendations, and strong suggestions.
⚠	A caution means that a specific action you take could cause harm to your computer or cause you to lose data.
⚡	A warning describes an action that could cause you physical harm. Follow the guidelines in this document or on the unit itself when handling electrical equipment.
>	This symbol indicates menu commands (and subcommands) in the order you select them. For example, File > Import means to open the File menu and then select the Import command.
▸	This symbol indicates a single-step procedure. Multiple arrows in a list indicate that you perform one of the actions listed.
(Windows), (Windows only), (Macintosh), or (Macintosh only)	This text indicates that the information applies only to the specified operating system, either Windows or Macintosh OS X.
Bold font	Bold font is primarily used in task instructions to identify user interface items and keyboard sequences.

Symbol or Convention	Meaning or Action
Italic font	Italic font is used to emphasize certain words and to indicate variables.
Courier Bold font	Courier Bold font identifies text that you type.
Ctrl+key or mouse action	Press and hold the first key while you press the last key or perform the mouse action. For example, Command+Option+C or Ctrl+drag.
| (pipe character)	The pipe character is used in some Avid product names, such as Interplay | Production. In this document, the pipe is used in product names when they are in headings or at their first use in text.

If You Need Help

If you are having trouble using your Avid product:

1. Retry the action, carefully following the instructions given for that task in this guide. It is especially important to check each step of your workflow.

2. Check the latest information that might have become available after the documentation was published. You should always check online for the most up-to-date release notes or ReadMe because the online version is updated whenever new information becomes available. To view these online versions, select ReadMe from the Help menu, or visit the Knowledge Base at www.avid.com/support.

3. Check the documentation that came with your Avid application or your hardware for maintenance or hardware-related issues.

4. Visit the online Knowledge Base at www.avid.com/support. Online services are available 24 hours per day, 7 days per week. Search this online Knowledge Base to find answers, to view error messages, to access troubleshooting tips, to download updates, and to read or join online message-board discussions.

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

1 Administration and System Settings

The following topics provide information about configuration of MediaCentral UX components:

- The Administrator Account
- Signing In to MediaCentral | UX
- Configuring System Settings
- MediaCentral System Settings
- Configuring Image Quality
- Configuring a Session Timeout
- Configuring MediaCentral | UX for Sharing Messages
- Configuring Message Archiving
- Configuring E-Mail Forwarding
- Configuring for Send to Playback
- Configuring Settings in the Interplay | Production Administrator

The Administrator Account

During MediaCentral UX installation, a user named Administrator is created. This user is a member of the Administrator group by default, and as a result has administrator privileges.

During installation, the default Administrator password Avid123 is set. The first time a user signs in with the user name Administrator, the user must supply this password. Note that this password is context-sensitive. **For security, the user must then change the password.** For more information, see "Changing Passwords" on page 73 and "User Management Utility Tools" on page 98.

After the first sign-in, the administrator must configure system settings such as information about the Avid iNEWS and Interplay Production systems. For more information, see "Signing In to MediaCentral | UX" on page 11 and "Configuring System Settings" on page 12.

Additional Administrator Accounts

An administrator can add other users to the Administrators group. All members of the Administrators group have the same administrator privileges. For more information, see "Creating a New Group or Editing Group Details" on page 65.

Layouts Available Only to an Administrator

Administrator tasks are performed in MediaCentral UX layouts. The following layouts are available only to a MediaCentral UX administrator:

• System Settings
• Users

Signing In to MediaCentral | UX

Use a supported browser to connect to and sign in to your MediaCentral UX server. See the *Avid MediaCentral ReadMe* for a list of supported browsers.

MediaCentral UX lets you use a single user name and password to access all Avid systems for which your account is configured. A journalist might have access to both an Avid iNEWS database and an Interplay Production database, while a logger might have access only to an Interplay Production database. Access is determined by the user's role. For more information, see "Default Roles" on page 74.

To access an Avid iNEWS database or an Interplay Production database, a MediaCentral UX user or administrator needs to set a user name and password in the iNEWS or Interplay Production sections of the User Settings dialog box.

The first time you sign in to MediaCentral UX, you are asked to confirm or supply the user name and password of an Avid iNEWS account, an Interplay Production account, or both. These credentials provide you with the appropriate access and rights to the iNEWS and Interplay Production databases, and enable you to supply only the MediaCentral UX user name and password at future sign-ins.

To sign in to MediaCentral UX:

1. Open a supported browser and type the URL of your MediaCentral Services server.

   The URL is the computer name of the server.

2. At the sign-in screen, type your user name and password.

3. Click Sign In, or press Enter (Windows) or Return (Macintosh).

   After a few moments, the MediaCentral UX application opens and displays the last layout that you used.

📖 *When you sign in to MediaCentral UX, you are automatically signed in to your iNEWS newsroom computer system, your Interplay Production system, or both. If, however, the security settings for one of these integrated systems is inaccurate, you might see a warning message that states that the application is unable to authorize the sign-in name or password. If you receive this message, click the link provided and verify your security settings.*

4. (Optional) If the layout you want is not displayed, select the one you want from the Layout selector.
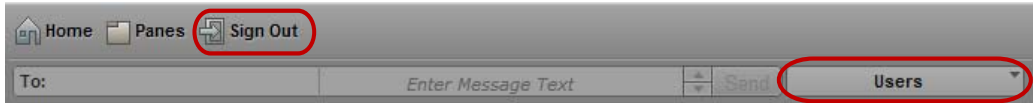
Left: Sign Out button. Right: Layout selector.

To sign out:

▸ Click Sign Out in the menu bar.

Configuring System Settings

The MediaCentral UX administrator needs to specify configuration information before users can use MediaCentral UX. You specify these settings in the System Settings layout, which is only available to administrators. The System Settings layout includes a Settings pane, in which you select the group of settings, and the Details pane, in which you specify the settings.

For information about these settings, see "MediaCentral System Settings" on page 13.

To configure MediaCentral UX system settings:

1. Sign in to MediaCentral UX as an administrator.

2. Select System Settings from the Layout selector.

   The System Settings layout opens.

3. In the Settings pane select a settings group, for example, General.

   The Details pane displays the settings in that group.

4. In the Details pane, specify one or more settings, as described in the table at the end of this procedure.

5. Click Apply to save your new settings or click Revert to replace changed information with the previously saved settings.

MediaCentral System Settings

This topic describes settings in the System Settings layout. For information about how to access and save these settings, see "Configuring System Settings" on page 12.

Load Balancer

Provides a view of server nodes and connections. See "Monitoring Load Balancing" in the *Avid MediaCentral Platform Services Installation and Configuration Guide*.

Playback Service

Settings and user credentials for the MediaCentral Playback Service. This is the service responsible for the compression and playback of media. See "Configuring MCPS for Interplay" in the *Avid MediaCentral Platform Services Installation and Configuration Guide*.

Player

Setting	Description
Server	The computer name of the MediaCentral Platform server. The MediaCentral Player uses this setting to communicate with the MediaCentral Platform server.
Media Composer	Cloud User	The credentials that Media Composer Cloud uses to communicate with the Media Central player. This user is automatically assigned a special Media Composer Cloud user role named "Playback-Only Client." The user and role are listed in the Users layout.
	You need to configure Media Composer Cloud to use this user name and password. For more information, see the *Media Composer	Cloud Installation and Configuration Guide.*

Setting	Description
Variable Speed Playback	Control the speed of the L key (forward) and J key (backward) for variable speed playback (J-K-L). The default settings are: • Press 2 times: 2x normal speed • Press 3 times: 3x normal speed • Press 4 times: 4x normal speed To change a value, type a number directly in a field. You can also use the Up Arrow and Down Arrow keys on the keyboard, or the up and down arrows next to the field, to increase or decrease the value by .10.You can include values with a decimal point. If you type more than two decimal places, the application rounds the value to two decimal places. The maximum value allowed is 9.99. To save the new settings, click Apply. These settings apply to all users.
Image Quality Settings	Define the image quality, which you set for a user group. For more information, see "Configuring Image Quality" on page 16.

General

Setting	Description
Search Pane: Maximum Number	The maximum number of items listed in a pane. To view more items, click the Show More Results button. The range is 5 to 1000 items.
Session Timeout	If you select Enabled, the number of minutes of inactivity before a user's session is disconnected. Session Timeout is enabled by default, and the default value is 30 minutes. You can set a time between 10 minutes and 1440 minutes (24 hours). For more information, see "Configuring a Session Timeout" on page 18.

iNEWS

Setting	Description
iNEWS Server: System ID	The system ID for an iNEWS cluster, which is set in the iNEWS /site/system file. Using this ID ensures load balancing and failover if necessary. Do not include a suffix such as -a or -b. Ensure that all MediaCentral servers can resolve the IP addresses of systemID-a, systemID-b, and if present, systemID-c. Address resolution can be through DNS or hosts file.
Pagination: Maximum Number	The maximum number of items listed in the Queue/Story pane or the Project/Story pane. To view more items beyond the number displayed, click the Show More Results button. The range is 5 to 255 items.

Interplay Production

Setting	Description
Interplay Production Server: Hostname	The computer name or the IP address of the server that hosts the Interplay Production database.
MediaCentral Distribution Service: Service URL	A secure URL for the server that hosts the MediaCentral Distribution Service (MCDS), which is used for send-to-playback operations. Provide the URL in the following format, including the port number: https://hostname:port. For example, https://localhost:8443. You can use an IP address instead of a hostname.
	If your Interplay Production workgroup is configured for multiple MCDS servers, specify the multiple URLs separated by a comma and a space. The first server listed is the active MCDS server. Multiple MCDS servers provide a failover capability. See "Failover for Multiple MCDS Servers" on page 27.
Location for Script Sequences: Path	A path for a folder in the Interplay Production database to store the sequences created as part of an iNEWS script. Select whether you want sub-folders created by Queue name, Date, or Story name.
Assets Pane: Maximum Number	The maximum number of items listed in a pane. To view more items, click the Show More Results button. The range is 5 to 1000 items.

Messages & Sharing

Setting	Description
Message Archiving	The interval (in days) before messages are moved to an archive location, the most recent archive date, and the number of messages archived. The default interval is 7 days. See "Configuring Message Archiving" on page 19.
Email Forwarding	Enables and configures e-mail forwarding. You can configure MediaCentral UX to forward messages to e-mail accounts so users can receive messages when they are not logged on to MediaCentral UX. See "Configuring E-Mail Forwarding" on page 21.

Also see "Configuring MediaCentral | UX for Sharing Messages" on page 19.

Modules

Modules used in MediaCentral UX showing name, version, location, state, fragment. For reference only.

Send to Playback

See "Creating or Editing a Send-to-Playback Profile" on page 29.

Configuring Image Quality

The Player system settings include options to improve the image quality that is displayed in the Media viewer:

- Maximum size of the proxy video. You can select the pixel dimensions of the image displayed by selecting the pixel width. This is especially useful if a user wants to work with a large Media viewer. The default pixel width is 480. As you enlarge the Media viewer, the pixel size of the image enlarges up to the maximum size.

- Option to display high-resolution video (for a multi-resolution asset). You can enable a button in the Media pane that lets the user view the highest resolution video that is available for an asset. If video is available only in one resolution, the video is displayed in that resolution.

    This button also allows the user to view the asset in the STP Target Resolution. If the asset is not available in the target resolution (as specified in the selected STP profile), a Media Offline screen is displayed.

You set these options for a user group that is defined in the Users layout.
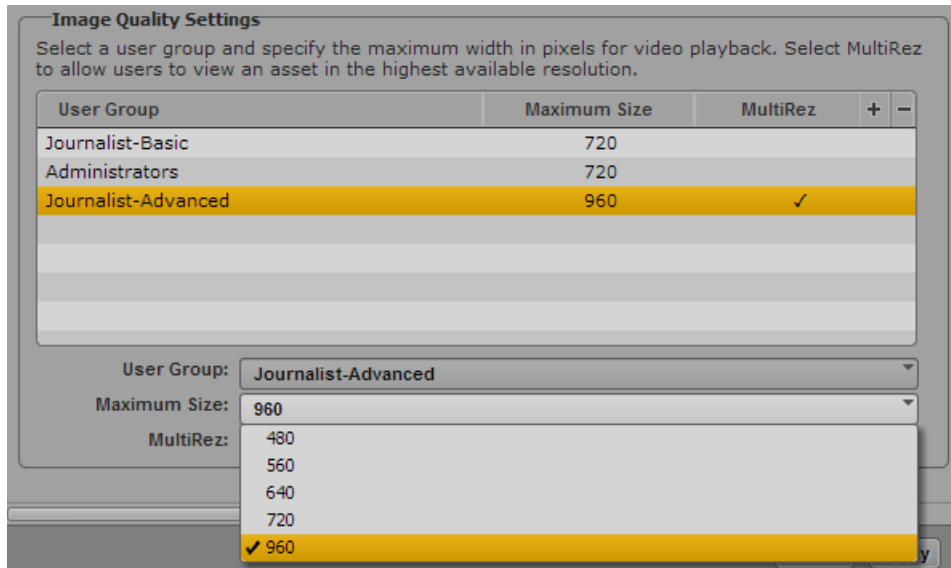
Note the following:

- If a user is a member of more than one group, and different pixel sizes are associated with the groups, the user is assigned the largest pixel size.

- This setting does not apply to remote assets.

⚠ **If workstations in a facility will regularly use enlarged images for proxy video or high-resolution video, Avid recommends changes to the MediaCentral infrastructure. For more information, see *How to Buy Hardware for MediaCentral Services*.**

📄 *You can also set the compression of the proxy video. Select Playback Quality in the Media pane menu. For more information, see "Selecting the Playback Quality" in the* Avid MediaCentral | UX User's Guide.

To enable settings for image quality:

1. Sign in to MediaCentral UX as an administrator.

2. Select System Settings from the Layout selector.

   The System Settings layout opens.

3. In the Settings pane, select Player.

4. In the Image Quality Settings section of the Details pane, do one of the following:

   ▸ To add a new group, click the plus button, then select the user group from the User Group menu.

▶ To edit settings for an existing group, click the user group name.

5. To set the image size, select the width in pixels from the Maximum Size menu.

6. To enable a button for viewing high-resolution video, select MultiRez.

   After applying this setting, a user who is a member of the selected group can select STP Target Resolution or Highest Resolution from the MultiRez button, which is displayed in Asset mode and in Output mode in the Media pane.

7. Click Apply.

Configuring a Session Timeout

By default, MediaCentral UX is configured for a session timeout. After 30 minutes of inactivity, a user's session is disconnected. An administrator can change the time or disable the option.

This setting applies to all users. If you change and apply the setting, the new setting takes effect the next time a user loads a layout.

Timeout is a good way of ensuring that a system license is released when a user leaves for the day without signing out of MediaCentral UX. With the implementation of auto-save for stories and sequences, any unsaved changes are saved in a recovery file. For more information, see the *Avid MediaCentral | UX User's Guide*.

To configure a session timeout:

1. Sign in to MediaCentral UX as an administrator.

2. Select System Settings from the Layout selector.

   The System Settings layout opens.

3. In the Settings pane, select General.

4. In the Session Timeout section of the Details pane, make sure Enable is selected and specify the number of minutes of inactivity before a user's session is disconnected.

   You can set a time between 10 minutes and 1440 minutes (24 hours).

Configuring MediaCentral | UX for Sharing Messages

Before you can send messages from MediaCentral UX to Media Composer or NewsCutter, you need to configure your Interplay Production database so it uses the correct MediaCentral UX server for the messaging service.

To configure Interplay Production for sharing messages with Avid editing applications:

1. Start the Interplay | Administrator application and log in to the server for the appropriate Interplay Production workgroup.

2. In the Application Settings section of the Interplay Administrator window, click the Application Database Settings icon.

3. Click the Editing Settings tab.

4. In the database tree on the left, select the server used for your Interplay Production database (in most cases, the top-level database AvidWG).

5. In the MCS Settings section, type the URL for the server that hosts your MediaCentral Messaging Pane: `https://[MediaCentral server hostname]`.

6. Click Apply.

Configuring Message Archiving

You can archive MediaCentral UX messages sent using the Messages pane. Messages are archived and stored on a server, and you can view archived messages using the Messenger Archive tool.

You can specify the interval for MediaCentral UX message archiving using the following increments: 1 day, 3 days, 7 days, 14 days, or 30 days. After this time, MediaCentral UX deletes messages from the users' view.

Message archiving applies only to messages sent using the Messages pane.

You can use the Messenger Archive tool to retrieve the following information about the message archive:

• Number of messages in the archive

• Size of the archive

• The oldest message in the archive, including the date of the message

• The most recent message in the archive, including the date of the message

You can also use the Messenger Archive tool to export the archive to a comma-separated values (CSV) file, with the options of compressing the file and of deleting the exported message archive from your server.

The Messenger Archive tool is located in the following folder: /opt/avid/bin. You must run the archive utility program as root from a command line. You can run the tool on any of the Linux nodes in your cluster setup.

To configure message archiving:

1. Sign in to MediaCentral UX as an administrator.

2. Select System Settings from the Layout selector.

   The System Settings layout opens.

3. In the Settings pane select Messages & Sharing.

   The Details pane displays the settings in that group.
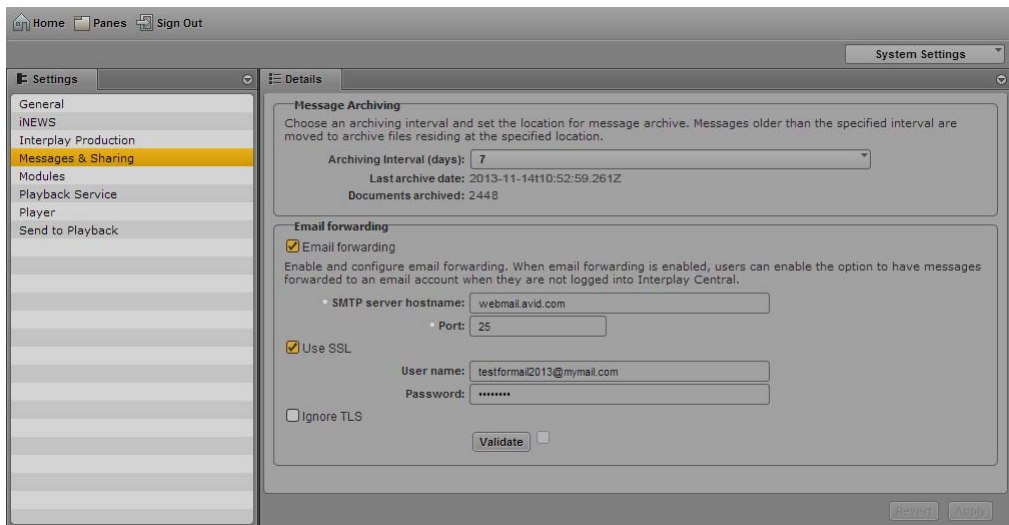
4. Type a number in the Archiving Interval (days) text box.

   The default period for archiving messages is 7 days. Any message older than the interval specified are moved from the Message list to the archive location.

5. Click Apply.

To use the Message Archive tool:

1. On one of the nodes in your cluster setup, use the standard Linux command to navigate to the directory containing the Messenger Archive tool:

   ```
   cd opt/avid/bin
   ```

2. Type **acs-messenger-archive-tool** to run the utility, selecting the appropriate options from the following table:

Option	Description
-c	Adds a command. You can use the following values: • **info** (lists the number of messages and the size of the archive, as well as the first and last messages) • **export** (creates a CSV file with all messages in the archive)
-o	Specifies the output folder for the exported CSV file. The default folder is /opt/avid/share/message_archives.
-p	Specifies a time period for the exported messages. You can use the following values: • day • week • month • half_year • year • all The default value is **all**.
-z	Creates a compressed file (.zip) for the CSV output file.
-d	Deletes the exported data from the message archive.

If you do not specify any options, the command displays the help text for the Messenger Archive tool.

Configuring E-Mail Forwarding

You can configure MediaCentral UX to forward messages to e-mail accounts so users can receive messages when they are not logged on to MediaCentral UX. You can also specify the protocols used to encrypt e-mails, using a Secure Sockets Layer (SSL), and by using or ignoring a Transport Layer Security (TLS) protocol.

E-mail forwarding requires a MediaCentral UX administrator to enable e-mail forwarding and to assign a valid SMTP server. When your administrator enables e-mail forwarding in the System Settings, MediaCentral UX users can then use the User settings to enable e-mail forwarding for their accounts and specify the e-mail address to which they want their messages sent when not logged in to MediaCentral UX.

To enable and configure e-mail forwarding:

1. Sign in to MediaCentral UX as an administrator.

2. Select System Settings from the Layout selector.

   The System Settings layout opens.

3. In the Settings pane select Messages & Sharing.

   The Details pane displays the settings in that group.
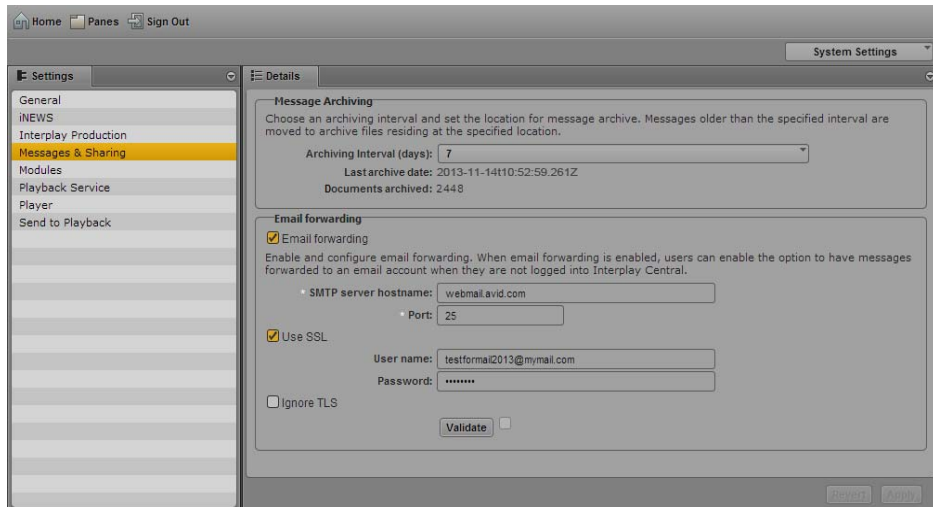
4. Select Email forwarding.

5. Type a valid SMTP server name for the hosting e-mail application, and then type the appropriate port number.

6. (Option) If you want to use Secure Sockets Layer protocol, select Use SSL, and then type a user name and password for your administrator e-mail account.

7. (Option) If you do not want to use Transport Layer Security, select Ignore TLS.

8. Select Validate to ensure that your SMTP configuration is correct.

   An error message informs you if the validation process fails. If you receive an error message, try entering your configuration information again.

9. Click Apply.

Configuring for Send to Playback

You can transfer a sequence to a playback device or playout server for viewing or broadcast. This process is called *send to playback*, or STP. Users can also send to playback a sequence stored in an Interplay Production database.

The following topics describe administrator tasks for sending a sequence to a playback device:

The following topic provides troubleshooting information:

For information about how users send to playback, see the "Sending to Playback" chapter in the *Avid MediaCentral | UX User's Guide*.

Understanding the Send-to-Playback Components and Process

A MediaCentral UX system and an Interplay Production system are required for the send-to-playback process.

Required Components

Make sure the following components are correctly installed and configured:

- MediaCentral
    - MediaCentral Middleware Service
    - MediaCentral Common Playback Service
    - MediaCentral Distribution Service. The Distribution Service coordinates and monitors send-to-playback and mixdown operations. It determines if there is any preprocessing required. If it determines an audio mixdown is required, it submits a Transcode Mixdown request. If Long GOP media is required, it submits an STP Encode request. You can configure your workgroup for more than one MCDS.

The MediaCentral Distribution Service communicates with other Interplay Production Services, but it is not an Interplay Production Service itself.

For information about installing and configuring these components, see the *MediaCentral Services Installation and Configuration Guide*.

- Interplay | Production
  - Interplay | Production Services Engine. This component serves as a broker for all Production Services. The Interplay | Transcode service and the Interplay | STP Encode service are used for MediaCentral UX send-to-playback operations.

    For installation and configuration information for the Production Services Engine and Production Services, see the *Interplay | Production Services Setup and User's Guide*.
  - Interplay | Transcode service. This service mixes down audio for script sequences and checks the sequence in to the Interplay | Engine. No video mixdown is required when sending a script sequence to a playback device.
  - Interplay | STP Encode service. This service exports and encodes Long GOP media, then passes the media to the Transfer Engine for a send-to-playback operation. The STP Encode service supports various XDCAM media formats.
  - Interplay | Engine. This component manages the Interplay Production database. Sequences that are sent to playback are checked into the Send to Playback folder in the Interplay Production database.
  - Media Indexer. This component is used to store information of all available resolutions for an Interplay Production asset. It enables relinking of a clip to a particular resolution (Dynamic Relink).
  - Avid System Framework (ASF). This component is used for various Interplay Production interactions. For send-to-playback, it identifies the high-availability group (HAG) that includes the Media Indexer used for relinking.
  - Interplay | Transfer Engine. This component sends the sequence to the playout device. If you are sending to an Avid AirSpeed, Avid AirSpeed Multi Stream, or Avid AirSpeed 5000 server, you do not need a separate Transfer Engine, because it is included as a component of the AirSpeed Multi Stream server. For installation and configuration information, see the *Interplay | Transfer Setup and User's Guide*.
- Playback Servers
  - AirSpeed 5000, AirSpeed Multi Stream. A playback server that can handle different formats, including HD media. It includes a Transfer Manager as an installable component.
  - AirSpeed (Classic). A playback server that can handle different formats but only one at a time.
  - Third-party playback servers

For more information, see the following topics:

Send-To-Playback Workflow: I-Frame Sequences

The following illustration shows a typical send-to-playback workflow for I-frame (non-Long GOP) sequences.
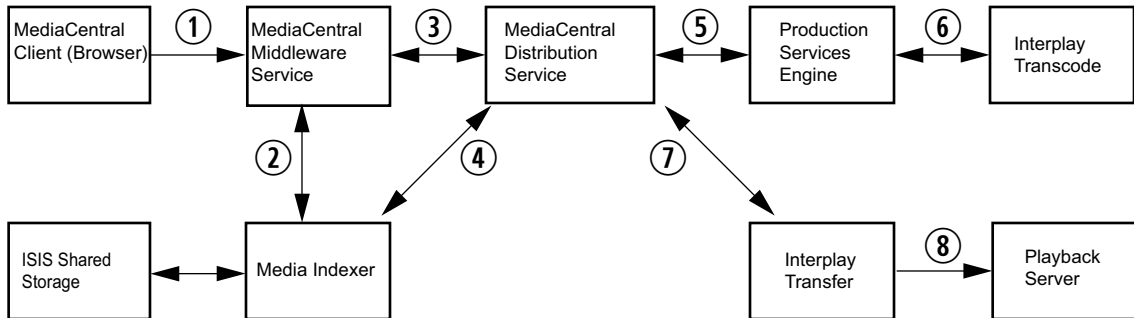
1. The user starts an STP process in MediaCentral UX.

2. The MediaCentral Middleware Service checks media status through Media Indexer.

3. The MediaCentral Middleware Service creates an STP job and sends it to the MediaCentral Distribution Service (MCDS). MCDS performs an analysis of the sequence to determine if it needs an audio mixdown, a video mixdown, or both.

4. The MCDS uses MI to dynamically relink the sequence to media in the target resolution.

5. The MCDS sends a request for any required mixdowns to the Production Services Engine, which then sends the jobs to the Interplay | Transcode provider.

6. Interplay | Transcode performs the mixdowns and saves the media on the Avid ISIS system.

7. MCDS initiates a transfer to the playback server, through Interplay | Transfer.

8. Interplay | Transfer transfers the sequence to the playback server.

Send-To-Playback Workflow: Long GOP Sequences

The following illustration shows a typical send-to-playback workflow for a Long GOP sequence.
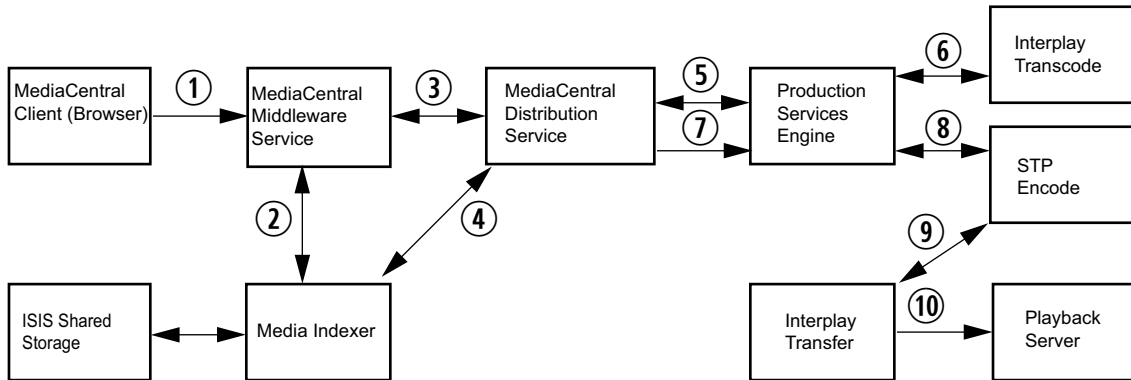
1. The user starts an STP process in MediaCentral UX.

2. The MediaCentral Middleware Service checks media status with through Media Indexer.

3. The MediaCentral Middleware Service creates an STP job and sends it to the MediaCentral Distribution Service (MCDS). MCDS performs an analysis of the sequence to determine if it needs mixdown or Long GOP encoding.

   - If an audio mixdown or video mixdown is needed, the MCDS will send a Transcode mixdown job to the Production Services Engine, which sends the job to the Interplay | Transcode provider.

   - If no transcoding is required, the MCDS will send an STP Encode job to the Production Services Engine, which sends the job to the STP Encode provider.

4. The MCDS uses ASF and MI to dynamically relink the sequence to media in the target resolution.

5. The MCDS sends a request for any required mixdowns to the Production Services Engine, which then sends the jobs to the Interplay | Transcode provider.

   After sending the Transcode jobs, the MCDS periodically checks the Production Services Engine to determine when to send the encoding job to the STP Encode provider.

6. Interplay | Transcode performs the required jobs and saves the media on the Avid ISIS system.

7. When the transcode jobs are complete, MCDS sends an encoding job to the STP Encode provider.

8. STP Encode creates Long GOP OP1a media, stores it on the ISIS system, and initiates a transfer to the playout server, through Interplay | Transfer.

9. Interplay | Transfer transfers the sequence to the playback server.

Sending a Mixed-Resolution Long GOP Sequence to a Playback Device

In most cases, all media used in the sequence must be available in the target resolution to start an STP operation.

However, when you select a Long GOP resolution as a target resolution, you can mix media of different resolutions if the frame rates match. For example, if the target resolution is XDCAM-HD 1080i, you can include both XDCAM 1080i clips and DV25 411 NTSC clips in the same sequence. Both use an actual frame rate of 29.97 fps.

The DV25 clips do not need to be transcoded to XDCAM 1080i before the STP operation begins. For Long GOP sequences, any necessary transcoding takes place during the STP operation.

For more information, see "Sending a Mixed-Resolution Long GOP Sequence to a Playback Device" in the *Avid MediaCentral | UX User's Guide*.

Failover for Multiple MCDS Servers

You can configure your Interplay Production workgroup for multiple MediaCentral Distribution Service (MCDS) servers. Multiple MCDS servers provide a high-availability configuration and failover capability. For installation and configuration information, see the *MediaCentral Services Installation and Configuration Guide* and "Configuring System Settings" on page 12.

The MediaCentral Middleware Service (MCMS) keeps an ordered list of the available MCDS servers to be used for send to playback (STP). The active server is determined by the order in which it is listed in the Interplay Production settings (see "Configuring System Settings" on page 12). Initially, the first server listed is the active server. Each time you send an STP job, the ICMS checks if the currently active server is available. If not, the next available server in the list is made the active server. If none of the listed servers are available, the job will fail.

Example

The following example shows servers MCDS Server A, MCDS Server B, and MCDS Server C configured for MCDS high availability.

1. Server A is listed first, so it is initially the active server.

2. Server A stops responding, so all new jobs go to Server B.

3. Server A comes back up, but jobs continue to go to Server B.

4. Server B stops responding, so all new jobs go to Server C.

5. Server C stops responding, so all new jobs go to Server A.

6. Server A stops responding, Server B is not responding, so all new jobs go to Server C
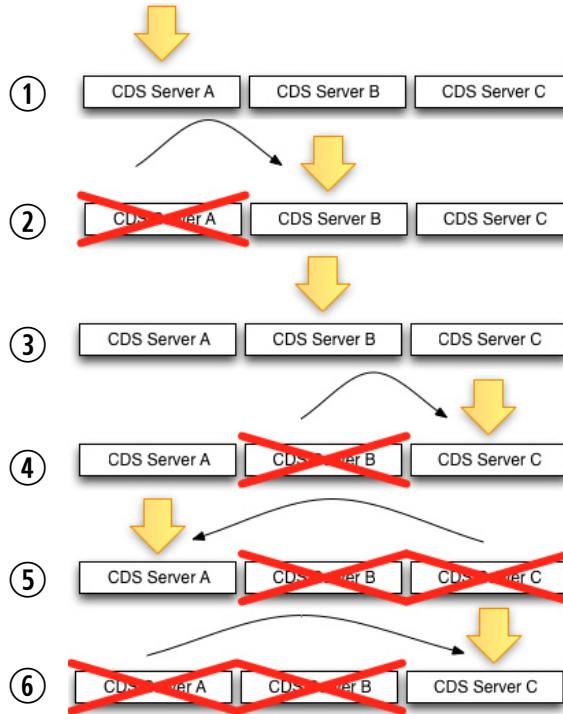
Configuration Changes

If you change the servers listed in the System Settings, and the currently active MCDS server is in the new list, the order in which availability is checked on failover begins with the currently active server, no matter where it is located on the list.

Example 1:

1. Servers A, B and C were initially configured for MCDS high availability.

2. Server B is the currently the active MCDS.

3. You reconfigure the settings list to use servers D, B and E.

    a. Server B remains the active server (not D).

    b. The sequence for testing on failover is B > E > D.

Example 2:

1. Servers A, B and C were initially configured for MCDS high availability.

2. Server B is the currently the active MCDS.

3. You reconfigure the settings list to use servers D, E, and F.

   a. Server B will no longer be active because it is not on the list.

   b. The sequence for testing on failover is now D> E > F.

Creating or Editing a Send-to-Playback Profile

A send-to-playback operation requires a profile, which a MediaCentral UX administrator creates in the Send to Playback settings Details pane.

The values displayed in some fields are retrieved from the Interplay Production system. Make sure the send-to-playback configuration in Interplay Production is done correctly before creating profiles in MediaCentral UX.

The following procedure provides general steps in creating or editing a send-to-playback profile. For more information, see "Send-to-Playback Profile Examples" on page 34.

The first time you sign in, information might not be available to create a profile. In this case, sign out and sign in again to MediaCentral UX. MediaCentral UX can then get the send-to-playback information from the Interplay Production engine, and you can create a send-to-playback profile.

To create or edit a send-to-playback profile:

1. Sign in to MediaCentral UX as an Administrator.

2. Select System Settings from the Layouts list.

   The Settings pane and Details pane open.

3. In the Settings tab, select Send to Playback.

   The top part of the Details pane lists the send-to-playback profiles, and the bottom part lists the profile details.
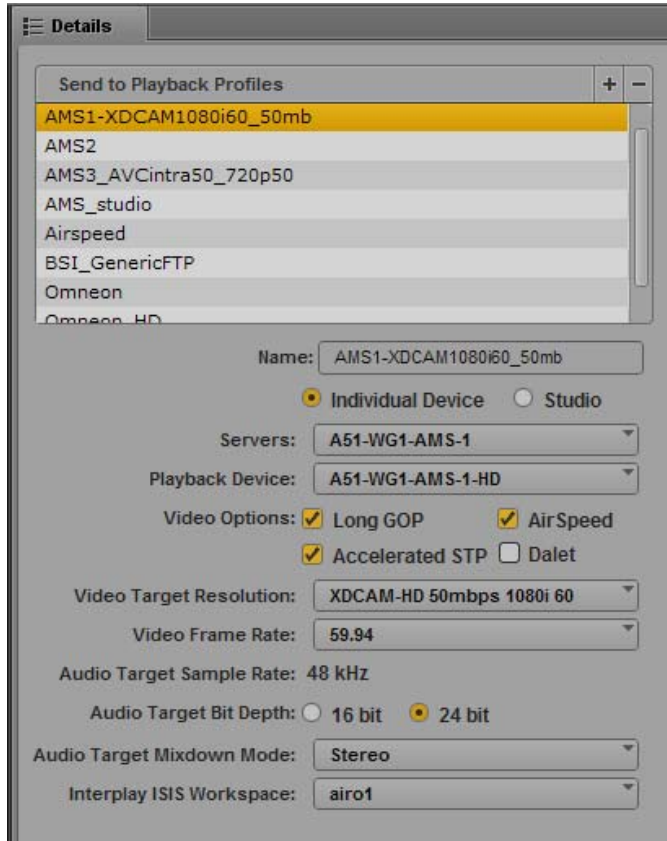
⚠️ **If the menus do not display any values, the connection to Interplay Production might not be working. Try signing out and signing back in, or check the configuration between MediaCentral UX and Interplay Production. For more information, see the *MediaCentral Services Installation and Configuration Guide*.**

4. Do one of the following:

   ▸ To create a new profile, click the + (plus) button in the Send to Playback Profiles section.

     A profile named "New Profile" is created in the Send to Playback Profiles section.

   ▸ To edit an existing profile, select the profile in the Send to Playback Profiles section.

5. In the Details tab, specify the required settings, as described in the table at the end of this procedure.

6. Click Apply to save the profile. If you are editing a file, click Revert to return to the original settings.

The following table describes the settings in each group.

Send to Playback Setting	Description
Name	A name for the profile. Choose a meaningful, descriptive name because this name is displayed to users.
Individual Device or Studio	Specifies if the profile applies to a single playout server or to an AirSpeed Studio.
	If you select Individual Device, the following fields are displayed:
	• Servers. Select the Transfer Engine server for the profile. This list includes all Interplay | Transfer Engines, AirSpeed Transfer Engines, and AirSpeed Multi Stream Transfer Engines in the Interplay Production workgroup. See "Selecting a Transfer Server" on page 34.
	• Playback Device. Select the playback device for the profile. This list includes device profiles created on an Interplay | Transfer Engine as well as individually named AirSpeed and AirSpeed Multi Stream servers. This list can also include individual devices in an AirSpeed Studio if the following option is selected in the Interplay | Transfer Settings view in the Interplay | Administrator: "Show individual studio hosts in Send to Playback choices."
	If you select an AirSpeed Multi Stream server, you have a choice of a playback device with the name of the server and a playback device with the name of the server followed by -HD. Use the HD device for XDCAM-HD Long GOP media only. See "Selecting a Playback Device" on page 35.
	If you select Studio, the following fields are displayed:
	• Studio. Select the AirSpeed Studio group for the profile. This list displays the AirSpeed Studio groups in the Interplay Production workgroup.
	• Playback Device. Select the playback device for the profile. You have a choice of a playback device with the name of the server and a playback device with the name of the server followed by -HD. Use the HD device for XDCAM-HD Long GOP media only.

Send to Playback Setting	Description
Video Options	Long GOP: Select Long GOP if this profile will be used to transfer Long GOP media (for example, XDCAM HD). Long GOP media is transferred through the STP Encode service.
	AirSpeed: Select AirSpeed if this profile will be used to transfer to an Avid AirSpeed or AirSpeed Multi Stream server.
	Accelerated STP: If you select both Long GOP and AirSpeed, the Accelerated STP option is activated. Select this option if this profile will be used with an AirSpeed Multi Stream server version 1.7 or later. This feature allows an AirSpeed Multi Stream user to play media while it is being transferred.
	Dalet: Select Dalet if this profile will be used to transfer the audio part of story sequences or other sequences for further reuse in a Dalet audio system. To completely enable this feature, you also need to install a dll file that was developed by Dalet especially for this workflow. You need to contact Dalet to obtain this dll file.
	Selecting this option enables transfer of audio only. There is currently no support for transferring video.
Video Target Resolution	Select the resolution for the sequence that you want to send to the playback device. This list includes video resolutions that are supported in the Interplay Production workgroup.
	If you select Long GOP as a video option and a Long GOP (XD CAM) resolution, the MediaCentral Distribution Service uses the Interplay Production Dynamic Relink technology to link to media in a similar resolution (closest match) if media is not available in the target resolution.
	If you do not select Long GOP as a video option, and media is not available in a target resolution, the send-to-playback operation fails with an error message.
	In both cases, audio is linked to a similar resolution (closest match).
Video Frame Rate	Select a frame rate that matches the selected video target resolution. Some resolutions specify a frame rate and others do not. The frame rate is also a more exact value. For example, for XDCAM-HD 50 mbps 1080i 60, select 59.94.
Audio Target Sample Rate	48 kHz (this is the only choice)
	The audio target format is always PCM
Audio Target Bit Depth	Select 16 bit or 24 bit.

Send to Playback Setting	Description
Audio Target Mixdown Mode	Select Stereo or Direct Out. The maximum number of audio tracks supported for send to playback is 16.
	• Stereo: Maps to a left/right alternating pan (odd tracks on one channel, even tracks on the other channel), creates a stereo mixdown of all audio tracks, and outputs the resulting two tracks to two channels when sent to playback. This results in two channels of audio.
	• Direct Out: Does not combine audio in any way; all audio tracks remain as they are in the source media, which creates separate output channels for each audio track in the source media when it is sent to playback. Select this option to retain the greatest flexibility to do further audio manipulation after the source media is sent to the playback device.
Interplay ISIS Workspace	Select a workspace for storing media that results from an audio mixdown or an STP Encode operation.

To delete a profile, select the profile you want to delete and click the minus (-) button in the Send to Playback Profiles section.

For information about performing a send-to-playback operation, see the *Avid MediaCentral | UX User's Guide*.

Send-to-Playback Profile Examples

The following examples of send-to-playback profiles show settings for different resolutions and different playback servers.

Selecting a Transfer Server

When you select a server in an STP profile, the Servers list includes all Interplay | Transfer Engines, AirSpeed Transfer Engines, and AirSpeed Multi Stream Transfer Engines that are specified in the Interplay Production workgroup. The following illustration shows the Servers list and the corresponding Interplay | Transfer Settings in the Interplay | Administrator.
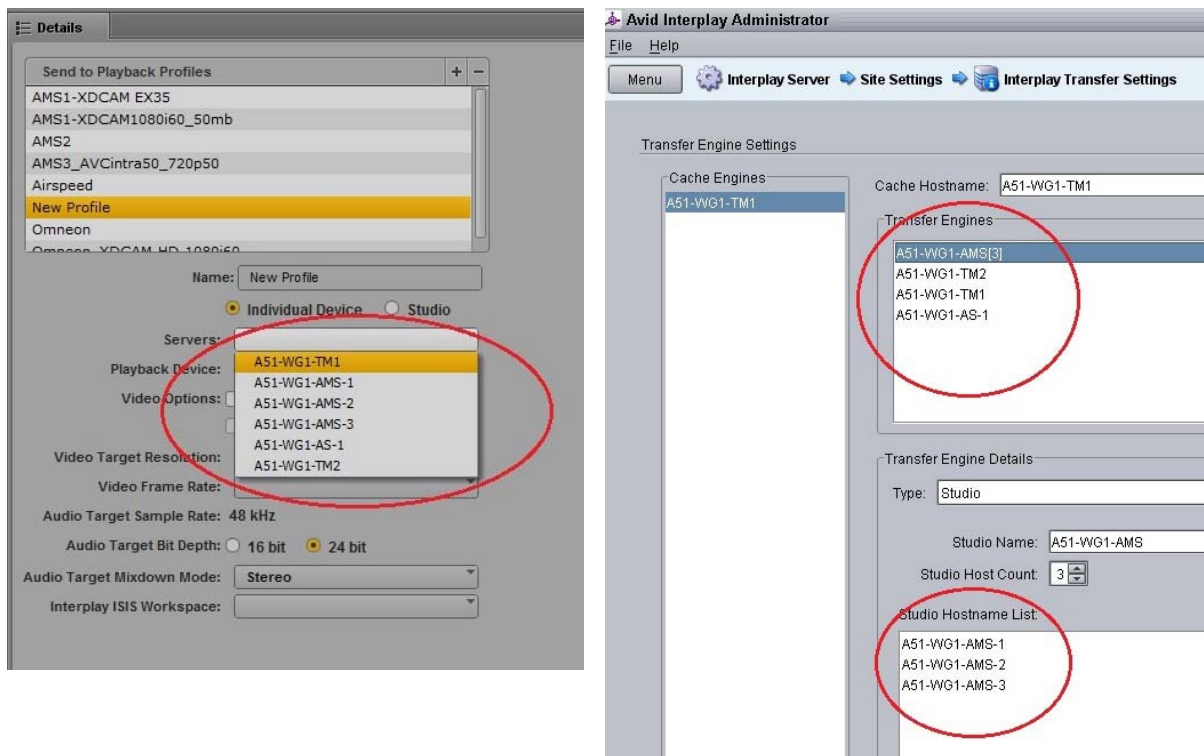
Individual AirSpeed Multi Stream servers in a studio are listed because the option "Show individual studio hosts in Send to Playback choices" is selected in the Interplay Transfer Settings in the Interplay | Administrator.

Selecting a Playback Device

When you select a playback device in an STP profile, the Playback Device list includes the playback devices that are associated with the Interplay | Transfer server you selected.

• For AirSpeed servers, there is only one selection that matches the server name.

• For AirSpeed Multi Stream servers, there might be two types of selections:

  - One selection that matches the server name. Select this playback device for all resolutions except for XDCAM-HD Long GOP media.

  - One selection that adds -HD to the server name. The -HD suffix indicates that the AirSpeed Multi Stream server is equipped with an HD board. Select this playback device for XDCAM-HD Long GOP media.

• For Transfer Engine servers, the list includes all devices that have been configured for the selected Transfer Engine server. The following illustration shows the Playback Device list for a Transfer Engines server and the corresponding list in the Transfer Engine Configuration window.

XDCAM-HD on AirSpeed Multi Stream

This profile, named AMS1-XDCAM1080i60_50mb, specifies settings for an AirSpeed Multi Stream server that supports XDCAM-HD media.
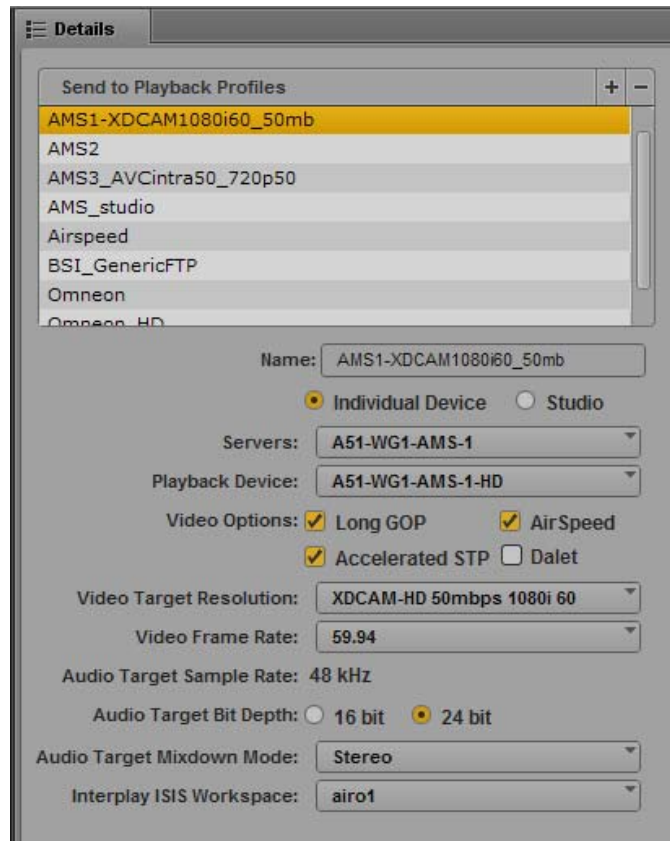
Note the following:

- Servers: Airspeed Multi Stream includes a Transfer Engine, so A51-WG1-AMS1 is the computer name for the AMS server.

- Playback Device: Because this profile supports XDCAM-HD Long GOP media, the playback device name includes the -HD suffix.

- Long GOP and AirSpeed must be selected for this profile. With these options selected Accelerated STP (Send to Playback) becomes available, and can be used in this case because the AirSpeed MultiStream server is version 1.7 or later.

- The remaining media options specifically describe the target video and audio resolutions. The Mixdown Mode is set for Stereo, and the specified ISIS workspace will hold the mixed-down media.

XDCAM-HD on AirSpeed Multi Stream Studio

The following profile, named AMS_studio, is similar to the previous profile but is configured for an AirSpeed Multi Stream Studio.
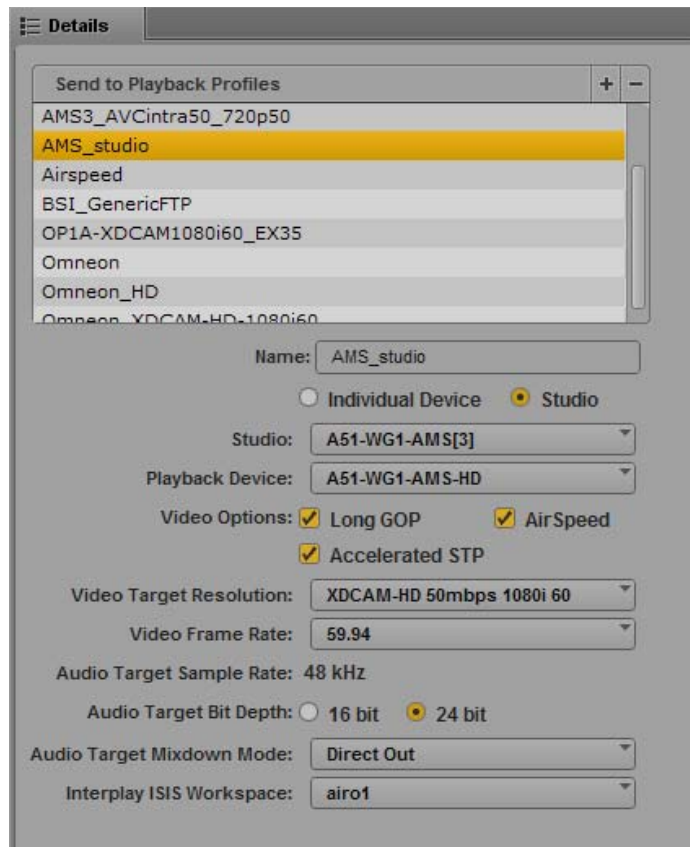
Note the following:

- Studio: The Studio option is selected and the Servers list is replaced by the Studio list. A51-WG1-AMS[3] is the computer name for the AirSpeed Multi Stream Studio group.

- Playback Device: Because this profile supports XDCAM-HD Long GOP media, the playback device name includes the -HD suffix.

- Long GOP and AirSpeed must be selected for this profile. With these options selected Accelerated STP (Send to Playback) becomes available, and can be used in this case because the AirSpeed MultiStream server is version 1.7 or later.

- The remaining media options specifically describe the target video and audio resolutions. The Mixdown Mode is set for Direct Out, and the specified ISIS workspace will hold the mixed-down media.

SD on AirSpeed Multi Stream

The following profile, named AMS2, specifies settings for an AirSpeed Multi Stream server that supports DV 25 SD media.
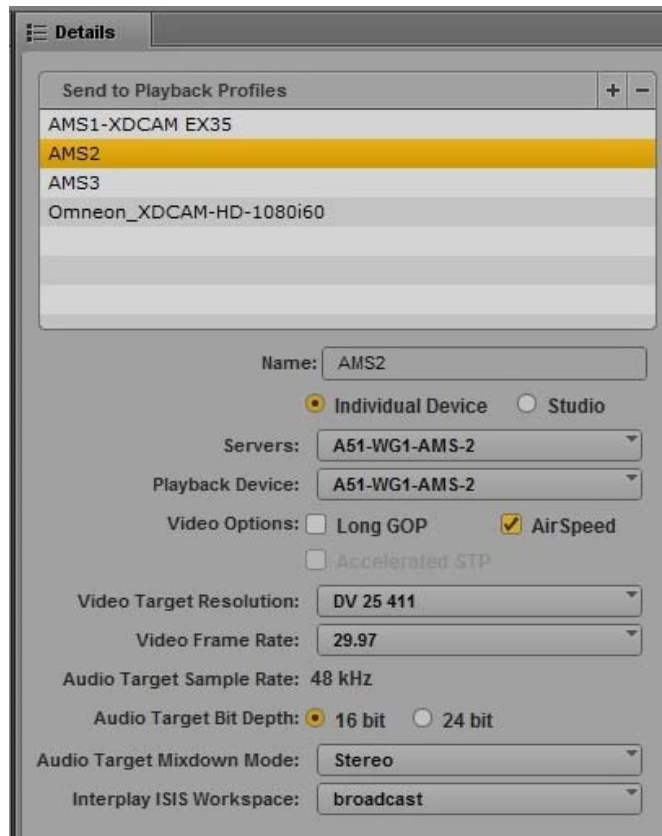
Note the following:

- Servers: A51-WG1-AMS2 is the computer name for this AirSpeed Multi Stream server.

- Playback Device: Because this profile supports SD media, the playback device name matches the server name and does not include the -HD suffix.

- AirSpeed must be selected for this profile.

- The remaining media options specifically describe the target video and audio resolutions. The Mixdown Mode is set for Stereo, and the specified ISIS workspace will hold the mixed-down media.

Generic FTP Profile

The following profile, named Omneon, specifies settings for a third-party server configured for Generic FTP settings through a Transfer Engine server.
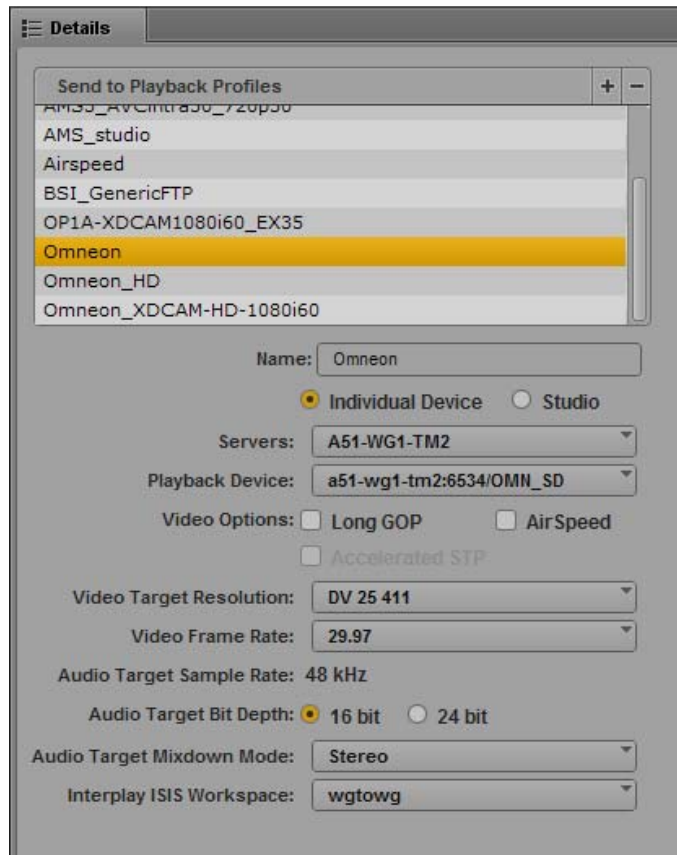
Note the following:

- Servers: A51-WG1-TM2 is the computer name for the Transfer Engine server.

- Playback Device: a51-wg1-tm2:6534/OMN_SD is the third-party server configured through the Transfer Engine.

- The remaining media options specifically describe the target video and audio resolutions. The Mixdown Mode is set for Stereo, and the specified ISIS workspace will hold the mixed-down media.

Configuring Settings in the Interplay | Production Administrator

The Interplay Production Administrator application includes settings that apply to MediaCentral UX. The initial configuration of these settings is described in the *MediaCentral Services Installation and Configuration Guide*. After the initial configuration, you might want to modify these settings.

Settings that apply to MediaCentral UX are in the following views:

• Application Database Settings: audio settings

• Instinct/Assist User Options: markers (locators) and restrictions settings

📑 *In Media Composer v6.0, Avid Symphony v6.0, and NewsCutter v10.0, the term "locators" was changed to "markers" in both the user interface and the documentation. MediaCentral UX uses the term "markers." Interplay Production currently uses the term "locators."*

To check or modify Application Database settings in the Interplay | Administrator:

1. Start the Interplay | Administrator application and log in to the server for the appropriate Interplay Production workgroup.

2. In the Application Settings section of the Interplay Administrator window, click the Application Database Settings icon.

3. Click the Editing Settings tab.

4. In the database tree on the left, select the folder to which you want to apply the settings (in most cases, the top-level database AvidWG.

5. Select the desired settings and click Apply.

The following table describes settings that are applicable to MediaCentral UX.

Section	Setting	Description
Audio Patching	Natural Sound	What you choose in the Audio Patching section determines how many channels are shown (for NAT or SOT) in the context menu options for audio when a user right-clicks on a clip in the Sequence Timeline.
		This setting is the channel count for natural sound. Options include: 1-Channel or 2-Channel.
	Sound on Tape	This setting is the channel count for sound on tape. Options include: 1-Channel or 2-Channel.

Section	Setting	Description
Audio - Track labels	Natural Sound label	This setting determines the wording or character(s) used as a label for the natural sound track control in the Audio pane as well as the header for the natural sound column in the Script Editor's Sequence Timeline. By default, NAT is used.
	Sound on Tape label	This setting determines the wording or character(s) used as a label for the sound on tape track control in the Audio pane as well as the header for the sound on tape column in the Script Editor's Sequence Timeline. By default, SOT is used.
	Voice Over label	This setting determines the wording or character(s) used as a label for the voice-over track control in the Audio pane as well as the header for the voice-over column in the Script Editor's Sequence Timeline. By default, VO is used.
Audio - Source audio patching	Natural Sound tracks 1 & 2	These settings determine which two tracks are used for natural sound from the source media.
	Sound on Tape tracks 1 & 2	These settings determine which two tracks are used for sound on tape from the source media.
	Voice Over track	This setting determines which track is used for voice-over audio from the source media.
Audio - Storyline audio patching	Natural Sound tracks 1 & 2	These settings determine which two tracks are used for natural sound on the output sequence. Each track for natural sound and sound on tape must be unique. For instance, do not set the first track for natural sound to A1 if the first track for sound on tape is already set to A1.
	Sound on Tape tracks 1 & 2	These settings determine which two tracks are used for sound on tape on the output sequence. Each track for natural sound and sound on tape must be unique. For instance, do not set the first track for sound on tape to A1 if the first track for natural sound is already set to A1.
	Voice Over track	This settings determines which track is used for voice-over audio on the output sequence.
Audio - General settings	Media Creation workspace	This is the name of the location on ISIS where MediaCentral UX creates voice-over files.
	Sample bit depth	Set this to 16 for MediaCentral UX.
	Ducking [-db]	When audio must be ducked because of overlapping tracks, this setting (in decibels) is what determines the reduction in audio level.

Section	Setting	Description
Dynamic Relink	Dynamic Relink Enabled	This setting is **not** configured for MediaCentral UX in this location in the Interplay	Administrator application. Instead, this setting is configured in the Playback Service group of the MediaCentral UX System Settings layout.
Audio Effects	Dissolve Duration [frames]	Brief dissolves between audio tracks are used to make audio edits sound smooth. Set this to the number of frames you want dissolves between audio edits to last.
	Center-Panned Sound on Tape and Voice Over	This setting is not used for MediaCentral UX.
MediaCentral Playback Service	Hostname Username Password	These settings are used for Media Composer Cloud, not MediaCentral UX.
MCS Settings	Messaging URL	Type the URL for the server that hosts your MediaCentral Messaging Pane, using the following syntax: https://*MediaCentral server hostname*

To check or modify settings for markers and restrictions in the Interplay | Administrator:

1. Start the Interplay | Administrator application and log in to the server for the appropriate Interplay Production workgroup.

2. In the Application Settings section of the Interplay Administrator window, click the Instinct/Assist User Settings icon.

3. In the Users tree on the left, select an individual user or a group of users.

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

4. Select the desired settings and click Apply.

   The following table describes settings that are applicable to MediaCentral UX.

Section	Setting	Description
Permission Settings	Can create locators	If yes, allows the selected user or group to create markers. If no, a user of an Avid editing application can still create markers for an asset, but can check in only the asset, not the marker metadata (an error message is displayed).
		In most cases, if you want a user to create markers, select "yes" for both "Can create locators" and "Can modify locators." Both settings are needed because adding text is one aspect of modifying a marker.
		Administrators and owners have the ability to create markers by default. Other users must have "Can create locators" set to "yes" and must also have a read/write or read/write/delete role for at least one folder that contains the asset.
Permission Settings	Can modify locators	If yes, allows the selected user or group to modify or delete markers. If no, a user of an Avid editing application can still modify markers on an asset, but can check in only the asset, not the marker metadata (an error message is displayed).
		Administrators and owners have the ability to modify markers by default. Other users must have "Can modify locators" set to "yes" and must also have a read/write or read/write/delete role for at least one folder that contains the asset.
Permission Settings	Can create restrictions	If yes, allows the selected user or group to mark a section of a clip with a restriction marker. In most cases, if you want a user to create restrictions, select "yes" for both "Can create restrictions" and "Can modify restrictions." Adding text is considered modifying a restriction.
		Administrators and owners have this right set by default. Other users who have this right must also have a read/write or read/write/delete role for at least one folder that contains the asset.
Permission Settings	Can modify restrictions	If yes, allows the selected user or group to modify a restriction.
		Administrators and owners have this right set by default. Other users who have this right must also have a read/write or read/write/delete role for at least one folder that contains the asset.

2 User Management

The following topics provide information about managing MediaCentral UX users and groups:

- Opening the Users Layout
- The Users Layout
- Understanding Users and Groups
- Available Layouts: Administrators and Users
- Working with MediaCentral Zones
- Managing Users and Groups
- Creating, Deleting, and Assigning Roles
- Displaying Information in the Details Pane
- Searching for Users or Groups
- Viewing and Ending Active Sessions

Opening the Users Layout

The Users layout is a layout that a MediaCentral UX administrator uses to import, create, and manage users and groups.

To open the Users layout:

1. Sign in to MediaCentral UX as an administrator and select Users from the Layout selector.

   The Layout selector shows the name of the current layout. The list shows the role for the signed-in user, along with the layouts that role can access. In the following illustration, the signed-in user is assigned the Administrator role and has five layouts available.
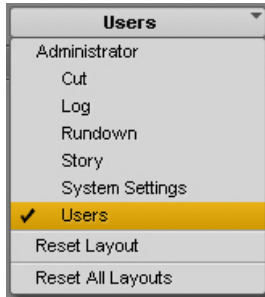
The Users Layout

The Users layout consists of four major panes: User Tree, Roles, Details, and Search. The following illustration identifies these panes and other controls. In this illustration, the group Journalists is selected and the Details pane shows information about the group.
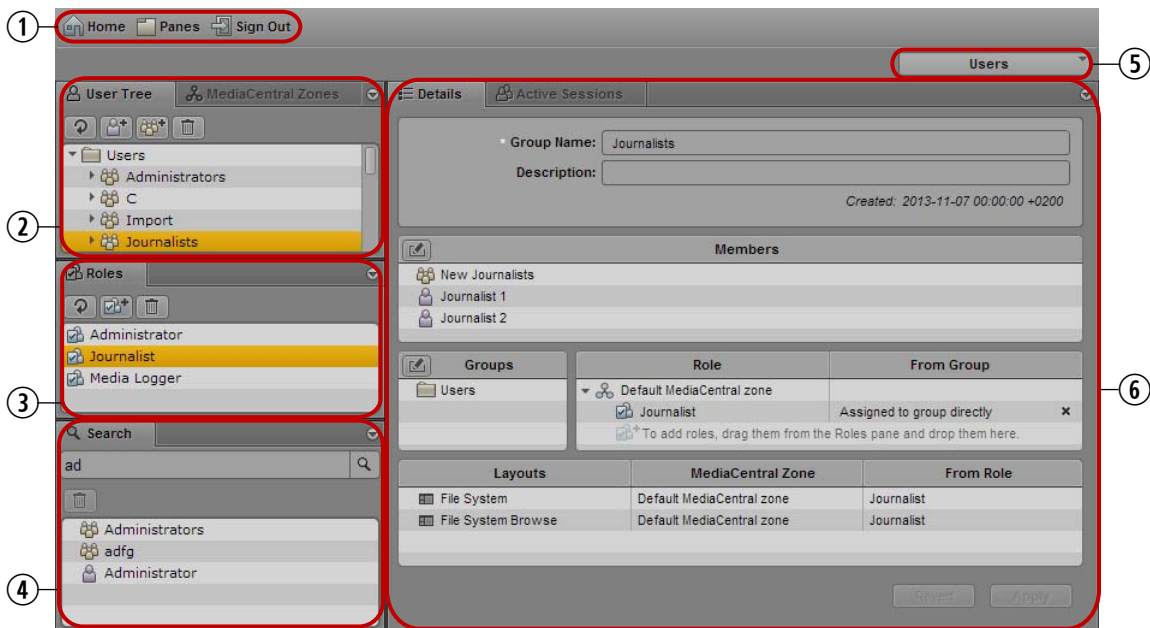
1	Menu bar	4	Search pane
2	User Tree pane, MediaCentral Zones pane	5	Layout selector
3	Roles pane	6	Details pane, Active Sessions pane

You can adjust the size and location of the panes in the same way as you do in other MediaCentral UX layouts. For more information, see the *Avid MediaCentral | UX User's Guide* or the Avid MediaCentral | UX Help.

The following sections describe areas of the Users layout.

Menu Bar

The Users layout includes the same Menu bar as other MediaCentral UX layouts. The contents of the Panes menu depends on the current layout.

User Tree Pane

The User Tree pane displays the contents of the user database in a hierarchical arrangement of groups and users. Each entry in the hierarchy is represented by an icon, as shown in the following illustration.

1	User Tree toolbar	4	Group
2	Top-level group (Users)	5	Pane Menu button
3	User (default Administrator)		

The User Tree pane includes a menu that you open by clicking the Pane Menu button. The menu items depend on the selected entry in the user tree, as listed in the following table.

Selected Entry in the User Tree:

Top-Level Group	Group	User
Refresh	Refresh	Refresh
Create User	Create User	Create User
Create Group	Create Group	Create Group
	Remove from Group (child groups only)	Remove from Group

Selected Entry in the User Tree:

Top-Level Group	Group	User
Expand All	Expand All	
Collapse All	Collapse All	
	Delete (except for Administrators, Import, and Unassigned)	Delete
Import Users	Import Users	Import Users
Help	Help	Help

Roles Pane

The Roles pane lists the default roles and any roles you created. For more information, see "Creating, Deleting, and Assigning Roles" on page 74.

MediaCentral Zones Pane

Lists the registered MediaCentral Zones. Configuring MediaCentral servers as MediaCentral zones allows the servers to share a central User Management Service (UMS). It also allows users to search for assets across multiple zones and to have remote assets delivered to the local zone. For more information, see "Working with MediaCentral Zones" on page 53.

Search Pane

The Search pane lets you enter criteria to search the user database for users and groups. For more information, see "Searching for Users or Groups" on page 85.

Layout Selector

The Layout selector includes the same options as other MediaCentral UX layouts, but only administrators have access to the Systems Settings and Users layouts. For more information, see "Available Layouts: Administrators and Users" on page 52.

Details Pane

The Details pane displays information about the group or user you double-click in the user tree. If you double-click the top-level group (Users), the pane lets you specify information about the selected Authentication Providers. For more information, see "Importing Users" on page 57.

Active Sessions Pane

The Active Session pane displays a list of users who are currently signed in to the MediaCentral UX Web application. For more information, see .

Understanding Users and Groups

Users and groups are the basic entities that you manage in MediaCentral UX. The following are concepts about users and groups that you should understand:

- *MediaCentral User Management* is a service that provides the ability to do the following:

  - Create users and groups

  - Manage users and groups

  - Authenticate users across iNEWS and Interplay Production

  - Manage which MediaCentral UX licenses a user has access to

  MediaCentral User Management is one of the MediaCentral Services that runs on the MediaCentral Services server.

- A *user* is an entity that represents a real-world user. Users are authenticated through the MediaCentral User Management Service.

- A *group* is an entity that represents a collection of users. For example, the group named Administrators is a collection of users that have administrator privileges. The Administrators group and the Administrator user are created by default. For more information, see .

- A user is a member of a group. The group to which the user belongs is referred to as the *parent group*. A new user is created as a member of the top-level group (Users) and can be assigned to one or more groups. For more information, see .

- A group can be a member of another group. The group to which the group belongs is referred to as the parent group.

- A user can be a member of more than one group, and a group can be a member of more than one group. Users and groups are considered members only of their immediate parent groups.

  The following illustration shows the relationships that are allowed.
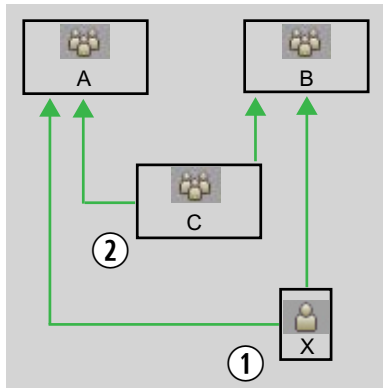
  1 User X is a member of Groups A and B.
  2 Group C is a member of Groups A and B.

  A user or a group can be a member of more than one group in a single subtree. In the following illustration, user X can be a member of both group B and group C.
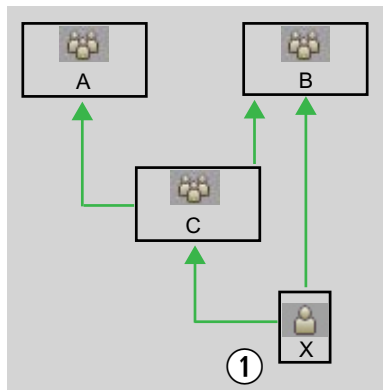
  1 User X can be a member of both Group C and Group B.

Relationships are hierarchical. Cyclical relationships, as in the following illustration, are not permitted.
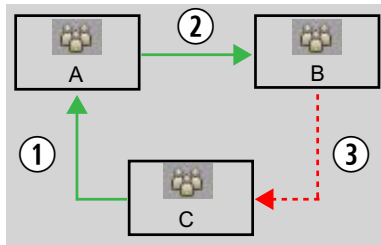
1 Group C is a member of Group A.
2 Group A is a member of Group B.
3 Group B cannot be a member of Group C.

- If a user or a group is removed from all parent groups, the user or group is moved to the Unassigned group. For more information, see "Understanding the Unassigned Group" on page 72.

- Users and groups have properties. *Properties* are defined fields that describe a user or a group. Only the values of properties can be changed. Examples of properties are group name, user first name and last name, and description.

Available Layouts: Administrators and Users

Which layouts are available in MediaCentral UX depends on the group to which a user belongs.

- Administrators group: A user in the Administrators group can access the System Settings and Users layouts and perform administrative actions that are available in the layouts. An Administrator can also access any other layout.

- Other groups: A user in a group other than the Administrators group can access only the Cut, Media | Distribute, Log, Rundown, and Story layouts.

The following tables lists the available layouts:

Layout	Available To...
Cut	All users based on configuration and license
Log	All users based on configuration and license
Rundown	All users based on configuration and license
Story	All users based on configuration and license

Layout	Available To...
Media | Distribute (if installed)	All users based on configuration and license
System Settings	Administrators only
Users	Administrators only

An administrator assigns layouts and license types to a role. For more information, see "Creating, Deleting, and Assigning Roles" on page 74.

Working with MediaCentral Zones

A MediaCentral zone consists of the following configuration:

- One MediaCentral server or MediaCentral cluster server
- One Interplay | Production engine, one iNEWS database, or both
- One or more ISIS storage systems

By default, a MediaCentral system is configured as a single zone. Large organizations can combine two or more single-zone systems into a multi-zone environment. For more information, see the following topics:

- "Managing Multi-Zone Environments" on page 53
- "Configuring MediaCentral Zones" on page 55

Managing Multi-Zone Environments

Some large organizations have multiple MediaCentral zones, which can be located in a single facility or geographically distributed over several facilities. Prior to MediaCentral v2.0, each zone functioned as an individual workgroup. Users had credentials for only a single zone, and there was no way for a user signed into one zone to search for assets in other zones.

Starting with MediaCentral v2.0, administrators can configure two or more MediaCentral zones to work together in the following workflows:

- Multi-zone user management
- Multi-zone central index search
- Multi-zone media asset delivery

Multiple zones are connected (or *federated*) through the MediaCentral Platform bus. For information about configuring multiple zones, see the *Avid MediaCentral Platform Services Installation and Configuration Guide*.

Multi-Zone User Management

Multi-zone user management is a workflow in which a single user authentication database is used to manage users across multiple MediaCentral zones. An administrator signed into one zone can manage users and roles for all other zones. Although users are centrally managed in a multi-zone environment, a user's roles can vary from zone to zone. Multi-zone user management makes the administrator role easier when faced with a complex multi-zone environment.

A user needs to have at least one role in a zone before the user can sign into that zone. For more information, see .

The User Management Service is configured with a master zone and slave zones (for configuration information, see the *Avid MediaCentral Platform Services Installation and Configuration Guide*). If the master zone becomes unavailable for some reason, users can continue to sign in and work, using a slave zone. Note, however, that in this situation, databases in the slave zones are automatically switched to read-only mode. Thus, there is no way to work with the database (for example, adding new users or changing roles until the master zone is available again. When this happens, databases are automatically switched to Read/Write mode.

Multi-Zone Search

A user signed into one zone can search for assets across a multi-zone environment. Although users work and create sequences in their local zone, they can find media assets in remote zones, then obtain them and include them in their local work. There are two types of search available:

- Federated search: Searches each zone in a multi-zone environment.

- Indexed search: Searches a central index, which receives its data from the original data sources and then pushes the data to the service that does the indexing.

Multi-zone search gives storytellers broader and faster access to media assets across the network, to tell better stories faster. For more information, see "Searching for Assets" in the *Avid MediaCentral | UX User's Guide*.

Multi-Zone Media Asset Delivery

Multi-zone media asset delivery lets you trigger the transfer of a remote media asset to a local zone. You can search Interplay Production databases across all zones, view remote assets, and deliver them to your local Interplay Production workgroup.

Multi-zone media asset delivery makes all media assets on the network no more than one step away from being assets that can be used in local projects. For more information, see "Delivering Assets and Media" in the *Avid MediaCentral | UX User's Guide*.

Each of these workflows can be configured and used independently (multi-zone central index search and multi-zone media asset delivery are licensed and enabled separately).

Configuring MediaCentral Zones

You perform the first steps in configuring MediaCentral zones on the MediaCentral server. For complete information, see the *Avid MediaCentral Platform Services Installation and Configuration Guide*.

After configuration on the server, the MediaCentral zones are listed in the MediaCentral Zones pane. These are the zones that make up your multi-zone environment. Information about each zone is displayed in the Details tab.

If there are no zones configured on the server, the MediaCentral Zones tab lists the default zone. No further configuration is needed.
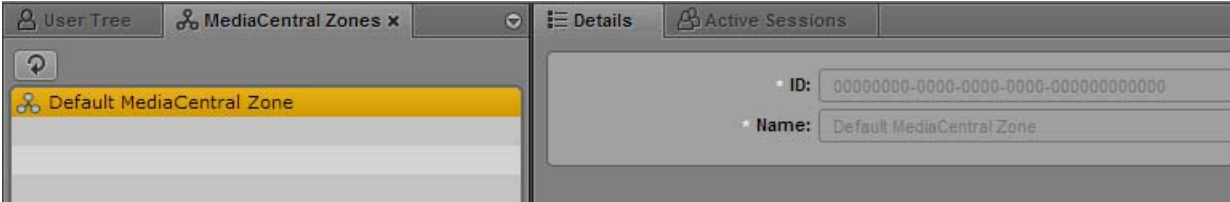
If multiple zones are configured, they are listed in the MediaCentral Zones pane.
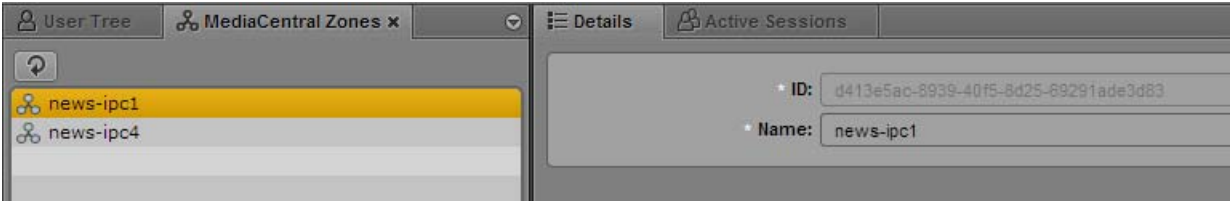
The following fields are displayed in the Details tab:

- ID: The UUID of the selected zone, which is assigned when the zone is created on the MediaCentral server. This field is not editable. This ID can be useful for troubleshooting, for example, to understood data in logs.

- Name: The name of the zone as it was configured on the MediaCentral server. An administrator can edit the name of zone, and the changed name will be used in the Users layout. Changing the name in the Users layout does not change the name of the zone on the server.

To edit the name of a MediaCentral zone

▸ Click the Name field, edit the name, and click Apply.

Managing Users and Groups

MediaCentral UX requires its own database of users. You can import users from a Windows domain, individually create users, or both.

The MediaCentral UX user database is independent of the Interplay Production user database and the Avid iNEWS user database. However, the MediaCentral UX database, through the MediaCentral User Management Service, serves as a password manager that authenticates the MediaCentral UX user against the Interplay Production and iNEWS user databases.

When a user first signs in to MediaCentral UX, the user needs to accept or change the displayed credentials to access the iNEWS database or the Interplay Production database or both. For more information, see "Signing In to MediaCentral | UX" on page 11.

The following topics describe tasks for managing users and groups:

- "Importing Users" on page 57
- "Creating a New User or Editing User Details" on page 63
- "Creating a New Group or Editing Group Details" on page 65
- "Adding a User to a Group" on page 67
- "Removing a User from a Group" on page 67
- "Removing Groups from Groups" on page 68
- "Adding or Removing Group Membership Through Selection in a Window" on page 69
- "Understanding the Unassigned Group" on page 72
- "Deleting Users and Groups" on page 72
- "Changing Passwords" on page 73

Importing Users

If you enable Windows Domain authentication, you can import groups from a Windows domain. This authentication uses the LDAP protocol. Users imported from a Windows domain can use their Windows domain user names and passwords to sign in to MediaCentral UX. Importing users is a two part process:

• Supply information about the authentication provider.

• Perform the actual import.

⚠ **During the import process authentication requests cannot be handled. Currently signed-in users might not be able to complete their work. Other users will not be able to sign in. You should inform active users that the system will not be available.**

MediaCentral does not support importing of single users. To facilitate administration, Avid recommends that you align the MediaCentral group structure with the Active Directory group structure.

New users added to the Windows domain are not continually imported to the MediaCentral UX user database. To add new users, you need to perform another import.

Users deleted from the Windows domain are not automatically deleted from the MediaCentral UX user database and they are not deleted if you perform another import. A user deleted from the Windows domain cannot be authenticated and thus will not be able to sign in. If you want to delete that user's account, you need to delete the account manually.

An organization might have an Active Directory that includes several domains. MediaCentral UX allows user authentication from multiple sub-domains. In this case, set the common root of the domain instead of the Base DN of a specific domain. MediaCentral User Management will then authenticate against the overall directory, allowing users from all imported domains to log in.

To supply information about an authentication provider:

1. Sign in to MediaCentral UX as an administrator and select Users from the Layout selector.

2. In the user tree, double-click the top-level group Users.

3. In the Authentication Providers section of the Details pane, select the option Windows Domain Authentication.
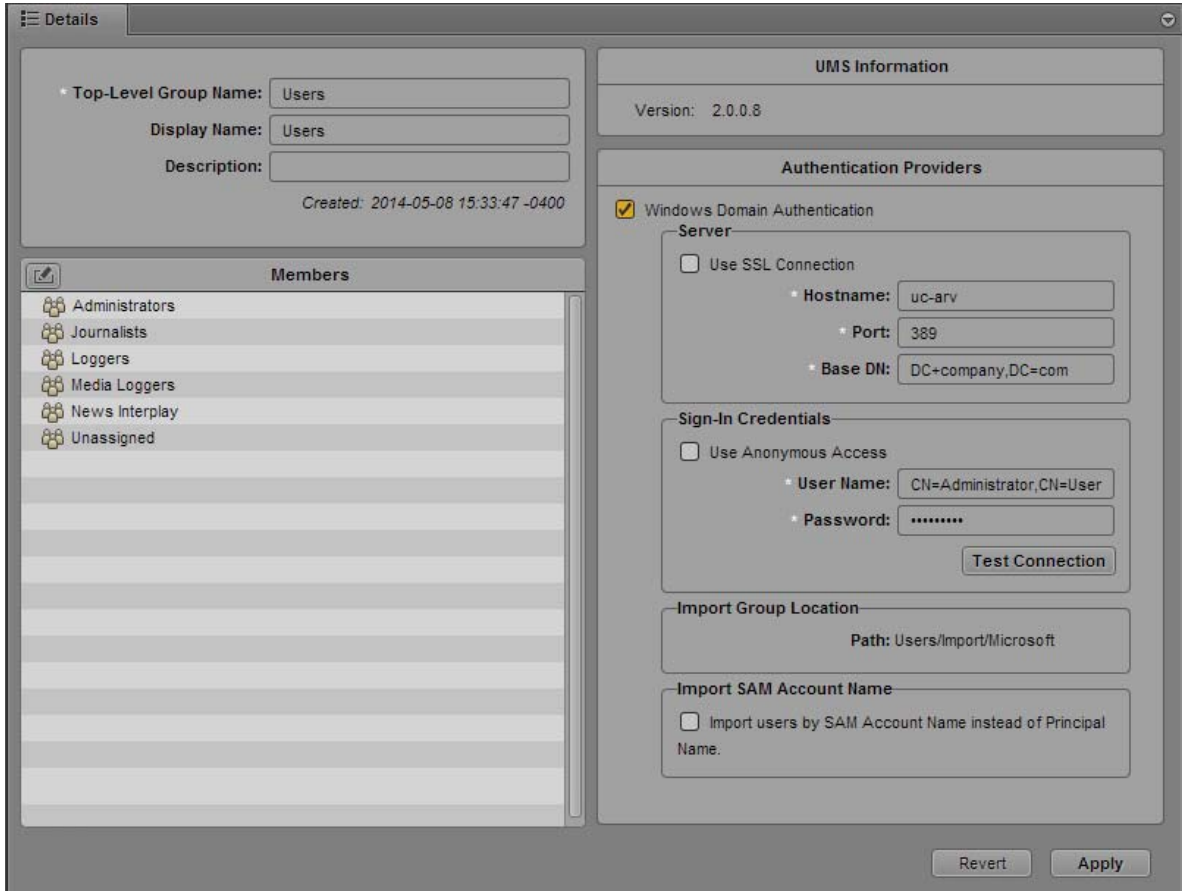
4. In the Server section, supply the following information:

-   (Optional) If the Active Directory uses Secure Sockets Layer (SSL) technology, select Use SSL Connection.

-   Type the hostname of the Windows domain server on which the user database is stored.

-   Type the port for the domain server. The default port is 389. For an SSL connection, the default port is 636.

-   Type the Base DN (root location) where the import of the user tree should be started. When you begin the import procedure, the user tree is displayed and you can select the subgroups you want to import.

    How you type the Base DN depends on how your Active Directory is configured and which domains you want to authenticate from. If you want to authenticate from multiple sub-domains, set the common root of the sub-domains instead of the Base DN of a specific domain.

For example, the common root of an Active Directory with multiple domains could be named "company.com" and could be divided into the domain components DC=company and DC=com. Type these entries separated by a comma, but no space:

```
DC=company,DC=com
```

For a specific sub-domain, you might type:

```
DC=company,DC=division,DC=com
```

5. In the Sign-In Credentials section, do one of the following:

    -   Select Use Anonymous Access. If you select this option, the User Name and Password fields in this section are inactive and not required.

    -   Type the user name and password of a domain user who has access to the domain server.

        How you type the user name depends on how your Active Directory is configured. For example, you can specify the user "Administrator" in the group "Users" by typing the following, separated by a comma, but no space:

        ```
        CN=administrator,CN=Users
        ```

        Your Active Directory can also be configured to use only a user name, for example:

        ```
        administrator
        ```

        The password is represented by asterisks.

    To test if your user name and password are correct, click Test Connection.

6. (Optional) If your facility uses SAM Account Names instead of the newer Active Directory Principal Names, select "Import users by SAM Account Name instead of Principal Name." This configuration is specifically for those users who are used to logging into Interplay Production with the older Windows Domain style login.
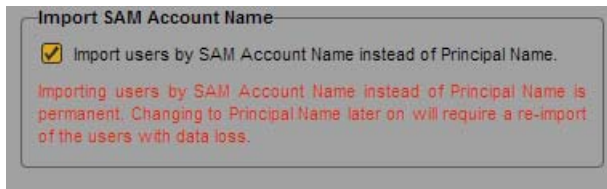
If you later decide to change to Principal Name, you need to reimport users and the current settings will be lost.

7. Click Apply.

    Clicking Apply saves the settings but does not import users.

To import users from a Windows domain:

1. Click the User Tree Pane Menu button and select Import Users.

   The Import Users dialog box opens.
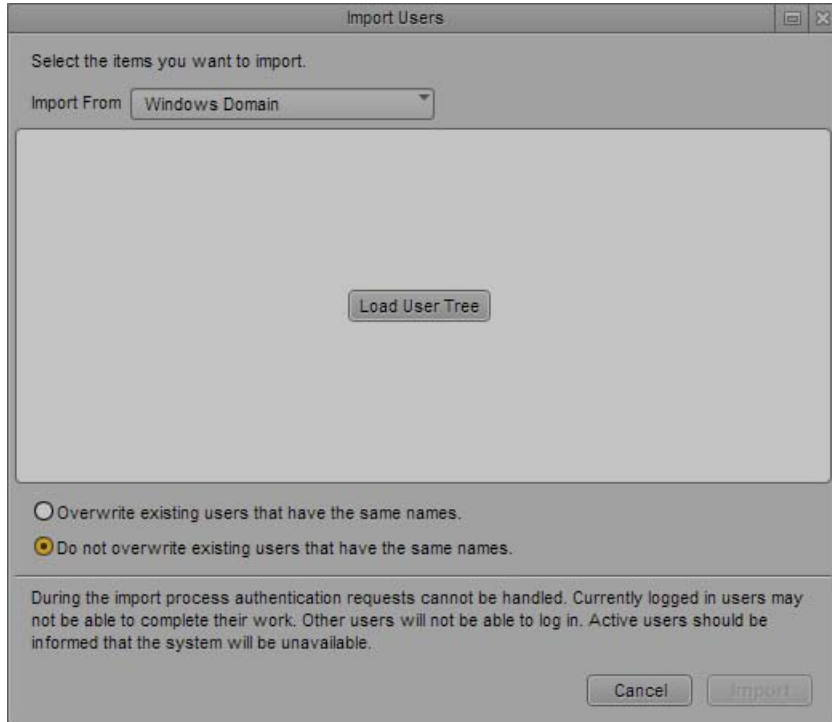
If you did not specify an authentication provider, the following message appears: "You have no authentication providers configured." Click the Go to Authentication Providers button to display the Details pane and then complete the previous procedure.

2. Select whether you want to overwrite existing users that have the same user names.

   In most cases, especially when reimporting, select "Do not overwrite existing users that have the same names." This option preserves any existing user settings.

3. Click the Load User Tree button.

   A bar displays the progress while the user tree is loading. When the loading is complete, the root of the user tree appears.
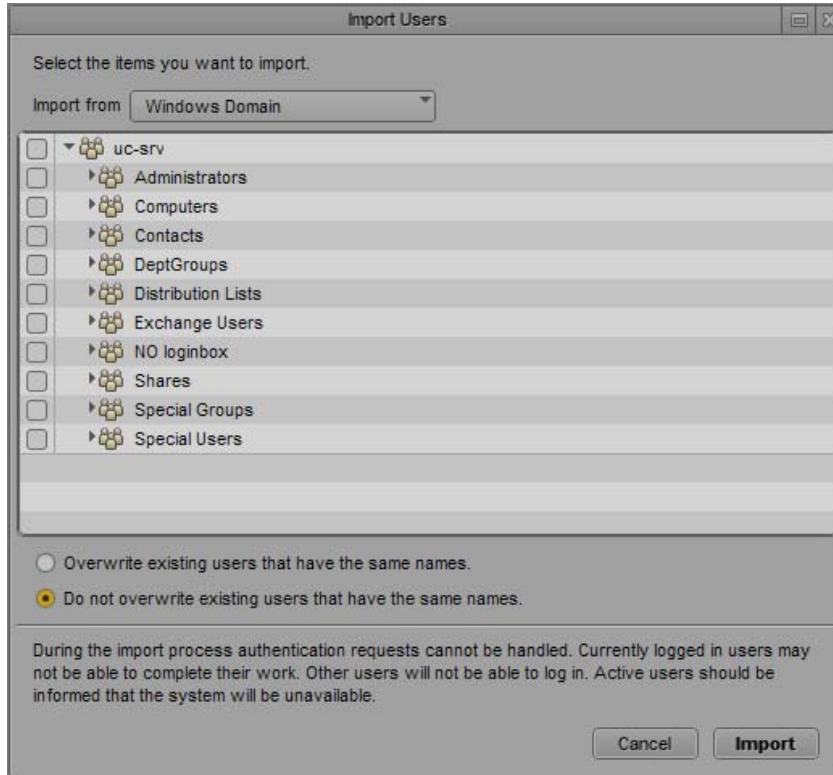
4. If necessary, click the triangle to expand a group and display subgroups. You can also use the maximize icon to expand the pane. Select the groups that you want to import, and click Import.

   A message box displays the progress of the import. If the import process fails for any reason, such as a failure to connect to the Active Directory server, a message box describes the problem and gives you an option to retry.

   If the import process is successful, the User Import Results dialog box opens.
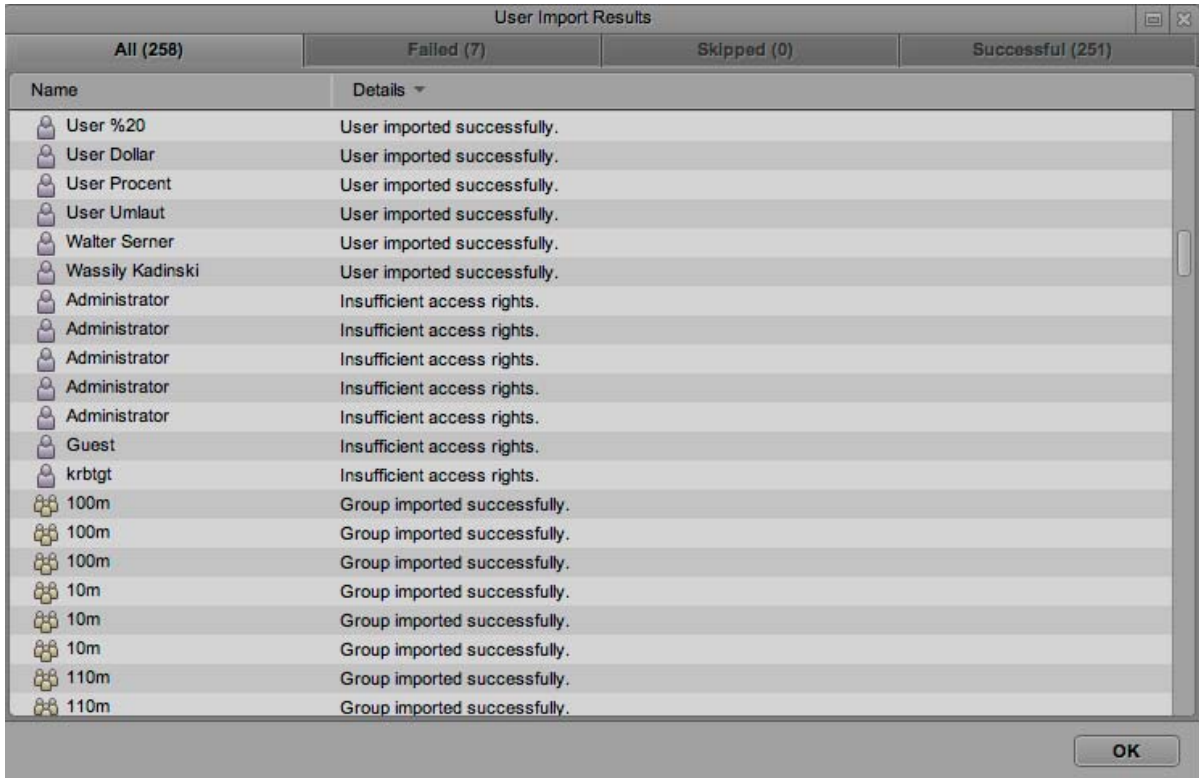
There are four tabs:

- All: Lists all users and groups and their status

- Failed: Lists the users and groups that could not be imported and their status

- Skipped: If you selected "Do not overwrite existing users that have the same names," lists the users and groups that were not imported because they already exist in the user database.

- Successful: Lists the users and groups that were successfully imported.

The following table explains some messages that can prevent a successful import. Check with the Active Directory administrator to resolve these problems.

Message	Cause
Mandatory attribute 'userPrincipalName' not set.	The required userPrincipalName attribute of the user is empty. This can be caused by migrating pre-Windows 2000 users or by creating users without providing this attribute.
Insufficient access rights	The user account provided for the import does not have sufficient privileges to read the user information.

5. Click OK.

The selected group is imported in the user tree, in the folder named Users/Import/Microsoft/*full_qualified_name*. You can then assign imported users to other groups.

Creating a New User or Editing User Details

You can create individual users instead of importing a group of users. You can assign a user to one or more groups, including the Administrators group.

To create a new user:

1. Sign in to MediaCentral UX as an administrator and select Users from the Layout selector.

2. (Optional) In the user tree, select a group to which you want to add a new user.

   You can also add a user to a group after you select Create User. If you do not add a user to a group, the new user is added to the top-level Users group.

3. Click the Create User button or click the Pane Menu button and select Create User.

4. In the Details pane, type the properties for the new user.

   User Name, Password, and Confirm Password are required fields and are marked by small white stars. Other fields and settings are optional.

Note the following restrictions:

- Passwords are case-sensitive.

- Minimum length of user names and passwords: 1 character

- Maximum length of user names and passwords: 255 characters

- Passwords cannot consist of spaces only.

5. Select the options you want, such as "User must change password at next sign-in."

6. (Optional) Add the new user to a group.

   If you selected a group and then selected Create User, the group you selected is listed in the Groups section. To add the user to another group, drag the group icon from the user tree to the Groups section or click the Edit button (see "Adding or Removing Group Membership Through Selection in a Window" on page 69).

   If you do not assign a user to a group, the user is added to the top-level group (Users).

7. (Optional) Assign one or more roles to a user.

By default, a user inherits the role of the assigned group. This default role is not displayed until you save the new user. If you are working in a multi-zone environment, assign the appropriate role for each zone.

For more information, see "Creating, Deleting, and Assigning Roles" on page 74.

8. If you do not want to create the user, click Cancel.

This action clears the Details pane.

9. When you are satisfied with the information, click Save.

The user is added to the groups that you specified. If you did not specify a group, the user is added to the top-level group (Users).

If you navigate away from the Details pane without clicking Cancel or Save, a message box asks if you want to apply your changes. Click Yes to apply changes, click No to ignore the changes, or click Cancel to go back to the details pane and make additional changes.

To edit user details:

1. In the user tree, double-click a user.

2. Change the properties, options, membership, or roles.

3. If you want to cancel your changes and return to the last set of saved information, click Revert.

4. When you are satisfied with the information, click Apply.

Creating a New Group or Editing Group Details

To create a new group:

1. Sign in to MediaCentral UX as an administrator and select Users from the Layout selector.

2. (Optional) In the user tree, select a group.

You can also add a group to a group after you click Create Group. If no items are selected in the user tree, the new group will be added to the top-level Users group. If you select a user, the new group will be created in the group that contains the selected user.

3. Click the Create Group button or click the Pane Menu button and select Create Group.

4. In the Details pane, type the properties for the new group.

Group Name is a required field (marked by a white star). Other fields are optional.
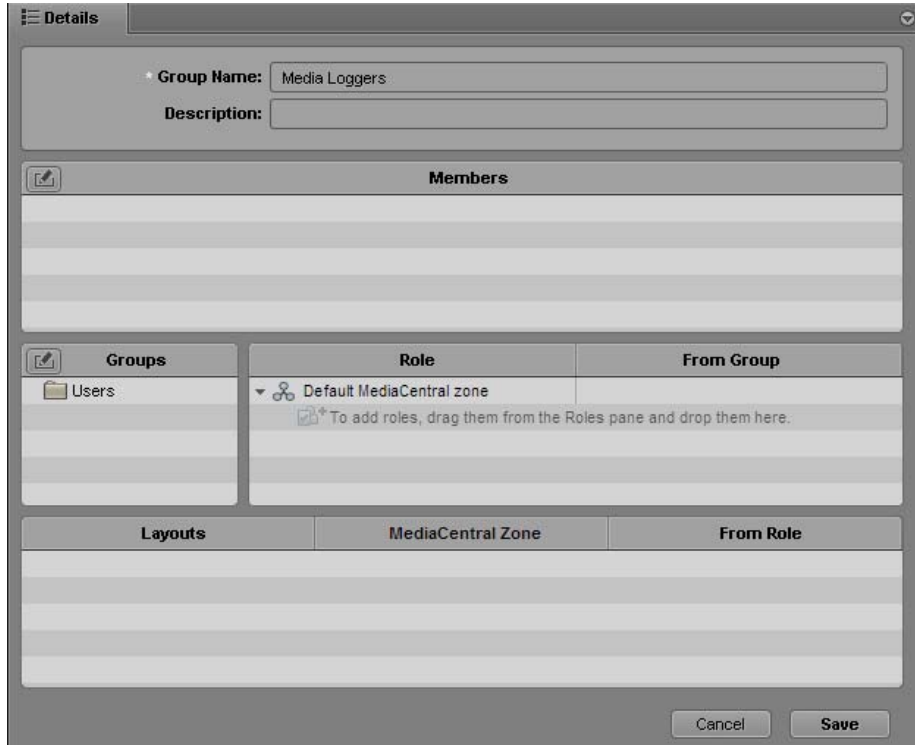
5. Add members to the new group by dragging users from the user tree to the Members section.

   Use Ctrl+click (Windows) or Command+click (Macintosh) to select multiple users, or Shift+click to select contiguous users.

   To remove a member from the group, click the Edit button, deselect the member, and close the dialog box (see "Adding or Removing Group Membership Through Selection in a Window" on page 69).

6. Assign one or more roles to the group.

   By default, the group inherits the roles assigned to the parent group, unless the parent group is the top-level Users group. The top-level group cannot be assigned a role.

   By default, members of the group inherit the roles assigned to the group. If you are working in a multi-zone environment, assign the appropriate role for each zone. For more information, see "Creating, Deleting, and Assigning Roles" on page 74.

7. (Optional) If you want to make the group a member of another group, drag the new parent group from the user tree to the Groups section. To remove the parent group, click the Edit button, deselect the parent group, and close the dialog box (see "Adding or Removing Group Membership Through Selection in a Window" on page 69).

8. If you want to clear and close the Details pane before creating the group, click Cancel.

9. When you are satisfied with the information, click Save.

To edit group details:

1. In the user tree, double-click a group.

2. Change the properties, membership, or roles.

3. If you want to cancel your changes and return to the last set of saved information, click Revert.

4. When you are satisfied with the information, click Apply.

Adding a User to a Group

To add an existing user to a group, do one of the following:

▶ In the user tree, double-click a user, drag the group to the Groups section of the Details pane, and click Apply.

▶ In the user tree, double-click a group, drag the user to the Members section of the Details pane, and click Apply.

Use Ctrl+click (Windows) or Command+click (Macintosh) to select multiple users, or Shift+click to select contiguous users.

Removing a User from a Group

If you remove a user from a group, and the user is not a member of any other groups, the user is moved to the Unassigned group. You can reassign a user from the Unassigned group to another group or to the top-level group (Users). For more information, see "Understanding the Unassigned Group" on page 72.

To remove a user from a group by using a menu command:

1. In the user tree or search results list, click the turn-down arrow to open the group from which you want to remove the user.

2. Select the user you want to remove.

Use Ctrl+click (Windows) or Command+click (Macintosh) to select multiple users, or Shift+click to select contiguous users.

3. Click the Pane Menu button and select Remove from Group.

To remove a user from a group by using the user's details:

1. In the user tree or search results list, click the turn-down arrow to open the group from which you want to remove the user.

2. Double-click the user you want to remove.

3. In the Groups section of the Details pane, select the group from which you want to delete the user.

4. Click the Edit button in the upper left of the section, deselect the group, and click the close button.

5. Click Apply.

To remove a user from a group by using the group's details:

1. In the user tree or search results list, double-click the group from which you want to remove the user.

2. In the Members section of the Details pane, select the user you want to remove from the group.

3. Click the Edit button in the upper left of the section, deselect the user, and click the close button.

4. Click Apply.

Removing Groups from Groups

If you remove a group from a group, and the group is not a member of any other groups, the group is moved to the Unassigned group. You can reassign a group from the Unassigned group to another group or to the top-level group (Users). For more information, see "Understanding the Unassigned Group" on page 72.

To remove a group from a group by using a menu command:

1. In the user tree or search results list, click the turn-down arrow to open the group from which you want to remove the group.

2. Select the group you want to remove.

   Use Ctrl+click (Windows) or Command+click (Macintosh) to select multiple groups, or Shift+click to select contiguous groups.

3. Click the Pane Menu button and select Remove from Group.

To remove a group from a group by using the group's details:

1. In the user tree or search results list, double-click the group you want to remove.

2. In the Groups section of the Details pane, select the group from which you want to delete the group.

3. Click the Edit button in the upper left of the section, deselect the group, and click the close button.

4. Click Apply.

To remove a group from a group by using the parent group's details:

1. In the user tree or search results list, double-click the group from which you want to remove the group.

2. In the Members section of the Details pane, select the group you want to remove from the group.

3. Click the Edit button in the upper left of the section, deselect the group, and click the close button.

4. Click Apply.

Adding or Removing Group Membership Through Selection in a Window

The Details pane in the Users layout includes an Edit button in the Members and Groups sections. Clicking the Edit button opens a window in which you can select or deselect users or groups.

To add a user or a group to a group ("Members" section):

1. Select Users from the Layout selector.

2. In the user tree, double-click the group to which you want to add members.

3. In the Members section of the Details pane, click the Edit button.

   The Add or Remove Users or Groups window opens.
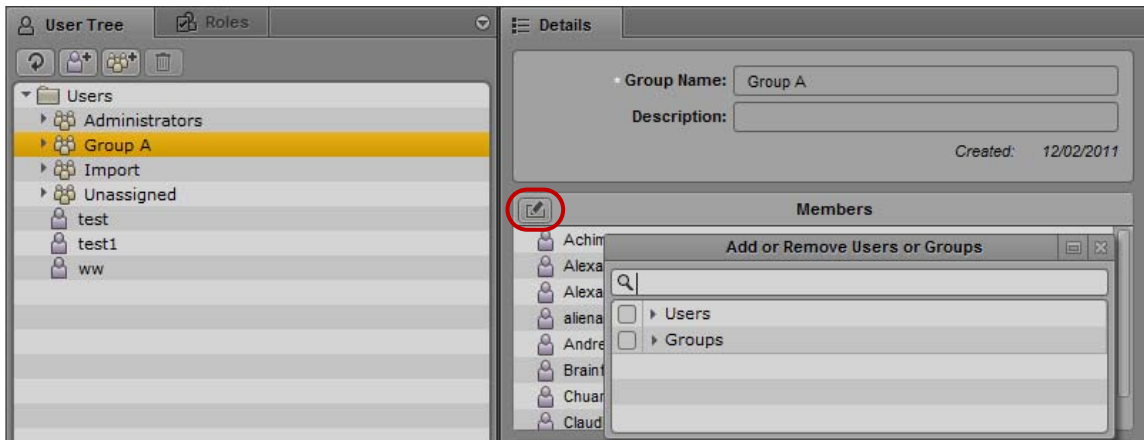
4. In the Add or Remove Users or Groups window, select the users or group you want to add to the group by doing one of the following:

   ▶ Open the Users folder or the Groups folder if necessary, and select the check box for the user or group you want to add.
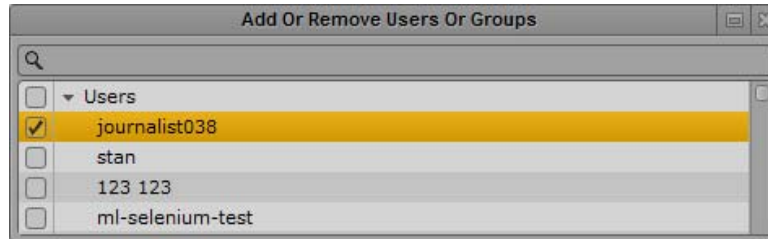
> ▶ In the Search bar, type the name of the user or group you want to add. For each letter that you type, the list or users and groups is reduced to names that contain those letters. You might need to open the Users folder or the Groups folder to view the search results. Then select the check box for the user or group you want to add.

5. Click the close button in the Add or Remove Users or Groups window.

   The user or group is added to the Members list.

6. Click Apply to save your changes or click Revert to cancel your changes.

To remove users or groups from a group ("Members" section):

1. Select Users from the Layout selector.

2. In the user tree, double-click the group from which you want to remove members.

3. In the "Members" section of the Details pane, click the Edit button.

   The Add or Remove Users or Groups window opens.

4. Select the users or group you want to remove from the group by doing one of the following:

   > ▶ Open the Users folder or the Groups folder if necessary, and deselect the check box for the user or group you want to remove.

   > ▶ In the Search bar, type the name of the user or group you want to remove. For each letter that you type, the list or users and groups is reduced to names that contain those letters. You might need to open the Users folder or the Groups folder to view the search results. Then deselect the check box for the user or group you want to remove.

5. Click the close button in the Add or Remove Users or Groups window.

   The user or group is removed from the "Members" list.

6. Click Apply to save your changes or click Revert to cancel your changes.

To add a user or a group to a group ("Groups" section):

1. Select Users from the Layout selector.

2. In the user tree, double-click the user or group you want to add to a group.

   The Details pane displays information about the user or group.

3. In the Groups section of the Details pane, click the Edit button.

The Add or Remove Groups window opens.

4. Select the group to which you want to add the user or group by doing one of the following:

   ▶ Open the Groups folder if necessary, and select the check box for the group to which you want to add the user or group.

   ▶ In the Search bar, type the name of the group to which you want to add the user or group. For each letter that you type, the list of groups is reduced to names that contain those letters. You might need to open the Groups folder to view the search results. Then deselect the check box for the group to which you want to add the user or group.

5. Click the close button in the Add or Remove Groups window.

   The user or group is added to the Groups list.

6. Click Apply to save your changes or click Revert to cancel your changes.

To remove a user or a group from a group ("Groups" section):

1. Select Users from the Layout selector.

2. In the user tree, double-click the user or group you want to remove from a group.

   The Details pane displays information about the user or group.

3. In the Groups section of the Details pane, click the Edit button.

   The Add or Remove Groups window opens.

4. Select the group from which you want to remove the user or group by doing one of the following:

   ▶ Open the Groups folder if necessary, and deselect the check box for the group from which you want to remove the user or group.

   ▶ In the Search bar, type the name of the group from which you want to remove the user or group. For each letter that you type, the list of groups is reduced to names that contain those letters. You might need to open the Groups folder to view the search results. Then deselect the check box for the group from which you want to remove the user or group.

5. Click the close button in the Add or Remove Groups window.

   The group is removed from the Groups list.

6. Click Apply to save your changes or click Revert to cancel your changes.

Understanding the Unassigned Group

A group labeled Unassigned is included by default as a member of the top-level group (Users). The Unassigned group holds users and groups that have been removed from all other groups.

The Unassigned group is a system group and thus you cannot rename it, move it, delete it, or make it a member of another group. You cannot manually add or remove users or groups. You can reassign the users or groups in the same way that you assign users and groups to other groups. (For more information, see "Creating a New User or Editing User Details" on page 63 and "Creating a New Group or Editing Group Details" on page 65.) After you reassign the users or groups, they are removed from the Unassigned group.

If a group is moved to the Unassigned group, the group and its members are moved to the Unassigned group. Members of this group can be members of other groups. In other words, only the group is unassigned.

Deleting Users and Groups

When you delete a user or a group, the user or group is permanently deleted from all groups of which it is a member. If you delete a user that was imported, the user can be reimported during the next import sync operation.

If you delete a group, members of the group are not deleted. Members that belong to other groups remain as members of the other groups. Members that are not members of other groups are moved to the Unassigned group.

If you delete a group that contains one or more subgroups, the subgroups remain in the user tree. A subgroup might remain as a member of a different group or, if the subgroup is not part of a different group, it is moved to the Unassigned group.

If you imported users from a Windows domain, users deleted from the Windows domain are not automatically deleted from the MediaCentral UX user database and they are not deleted if you perform another import. You need to disable or delete the accounts manually.

To delete a user:

1. In the user tree or search list, select a user.

   Use Ctrl+click (Windows) or Command+click (Macintosh) to select multiple users, or Shift+click to select contiguous users.

2. Do one of the following:

   ▶ Click the Delete button.

   ▶ Right-click and select Delete.

   ▶ Click the Pane Menu button and select Delete.

📰 *If one user is selected in the user tree, and a different user is displayed in the Details pane, the user selected in the user tree is deleted.*

To delete a group:

1. In the user tree or search list, select a group.

   Use Ctrl+click (Windows) or Command+click (Macintosh) to select multiple groups, or Shift+click to select contiguous groups.

2. Do one of the following:

   ▶ Click the Delete button.

   ▶ Right-click and select Delete.

   ▶ Click the Pane Menu button and select Delete.

📰 *If one group is selected in the user tree, and a different group is displayed in the Details pane, the group selected in the user tree is deleted.*

Changing Passwords

To change a user's password:

1. In the user tree or search list, double-click the user whose password you want to change.

2. In the Details pane, click Change Password.

3. In the Change Password dialog box, type the new password, and then type it again in the Confirm Password text box.

   Note the following restrictions:

   - Passwords are case-sensitive.

   - Minimum length of passwords: 1 character

   - Maximum length of passwords: 255 characters

   - Passwords cannot contain only spaces.

4. Click OK.

Creating, Deleting, and Assigning Roles

The Users layout includes a pane labeled Roles.

In MediaCentral UX, a *role* is a set of features, privileges, and layouts that are assigned to a user by a MediaCentral UX administrator. An administrator can create MediaCentral UX roles based on roles within an organization. The following topics describe how to manage roles:

- "Default Roles" on page 74
- "MediaCentral | UX Client Licensing" on page 74
- "Creating and Deleting Roles" on page 80
- "Assigning Roles" on page 82

Default Roles

MediaCentral UX includes the following default roles.

Role	Default Layouts
Administrator	Cut, Media	Distribute (if installed) Log, Rundown, Story, System Settings, Users
Journalist	Rundown, Story
Media Logger	Log

The Media | Distribute installation and configuration process creates additional roles. For more information, see the *Media | Distribute Installation and Configuration Guide*.

An administrator can change the layouts for a role. See "Creating and Deleting Roles" on page 80.

MediaCentral | UX Client Licensing

MediaCentral UX requires a user to be assigned one of the following licenses.

- Base license: Can connect to only one system type: iNEWS or Interplay Production. Access is limited to specific panes.
- Advance license: Can connect to both system types: iNEWS and Interplay Production, with access to all panes.

📖 *Earlier versions of MediaCentral UX used a different way of assigning licenses. Beginning with Interplay Central v1.5, you need to reassign licenses based on roles.*

A client workstation can use a single license to run MediaCentral UX and Interplay Production client applications concurrently. For example, a user can run both MediaCentral UX and Interplay | Access while using a single MediaCentral UX license. For more information, see the *Interplay | Engine and Interplay | Archive Engine Configuration Guide*.

To run applications concurrently with a single license, the client workstation must be connected to the same LAN as the MediaCentral server. The client workstation must have a correct DNS entry and the MediaCentral server must be configured to resolve the client workstation's host name.

Installation

Licenses are installed on an iNEWS server, an Interplay Production server, or both. No licenses are installed on the MediaCentral Services server. For Interplay Production, the license types are J (Interplay Production Base license) and G (Advance license).

See the *MediaCentral Services Installation and Configuration Guide* for information on installing licenses.

Available Layouts, Panes, and Features in the MediaCentral | UX Web Application

Which layouts and panes are available to a user depends on the following:

- Configuration on the MediaCentral server: iNEWS plugin, Interplay Production plugin, or both.
- Role configuration in the Users layout: license assignment and layout assignment.

You can open only those panes that are available through the license you are currently using. If a pane that is not available is open, such as through the Reset Layout command, a message is displayed in the center of the pane that reads "The pane_name *is not available for your license type."*

The following tables summarize which panes, layouts, and features are available with which license for the MediaCentral UX Web application.

Licenses for MediaCentral UX Web Application with iNEWS

License Type and Configuration	Layouts Available	Panes Available	Major Features Available
Base Central with iNEWS configured	Rundown, Story	• Launch pane • Assets pane • Queue/Story pane • Project/Story pane • Search pane • Help pane • Progress pane • Messages pane	• Access to iNEWS databases • Creating and editing stories • Sending iNEWS links • Searching for stories
Advance Central with iNEWS and Interplay Production configured	All layouts	All panes listed above.	All available with Base Central plus: • Access to Interplay Production database • Viewing and editing media • Sending links for media assets • Searching for media assets

Licenses for MediaCentral UX Web Application for Interplay Production

License Type and Configuration	Layouts Available	Panes Available	Major Features Available
Base Central with Interplay Production configured	Cut, Log	All panes except Queue/Story pane and Project/Story pane.	• Access to Interplay Production database • Viewing media • Creating and editing basic sequences • Viewing advanced sequences (read-only) • Creating and editing markers and restrictions

Licenses for MediaCentral UX Web Application for Interplay Production

License Type and Configuration	Layouts Available	Panes Available	Major Features Available
Advance Central with Interplay Production and iNEWS configured	All layouts	All panes	All available with Base Central plus: • Access to iNEWS databases • Creating and editing stories • Searching for stories • Creating and editing advanced sequences • Recording voice-overs.

If you install and configure Media | Distribute, additional panes and features are available. For more information, see the *Media | Distribute User's Guide*.

Available Features in the MediaCentral | UX iOS Mobile Applications

The following tables summarize which features are available with which license for the iOS mobile applications: MediaCentral UX for the iPad and MediaCentral UX for the iPhone

Licenses for iNEWS and iOS Mobile Applications

License Type and Configuration	Major Features Available
Base Central with iNEWS configured	• Access to iNEWS databases • Creating, editing, and approving stories • Creating and launching iNEWS favorites • Presenter mode
Advance Central with iNEWS and Interplay Production configured	All available with Base Central plus: • Access to Interplay Production database • Viewing media • Reviewing sequences associated with stories • Launching Interplay Production favorites

Licenses for Interplay Production and iOS Mobile Applications

License Type and Configuration	Major Features Available
Base Central with Interplay Production configured	• Access to Interplay Production database • Viewing media • Creating and launching Interplay Production favorites
Advance Central with Interplay Production and iNEWS configured	All available with Base Central plus: • Access to iNEWS databases • Creating, editing, and approving stories • Creating and launching iNEWS favorites • Presenter mode

Licenses for iNEWS and for Interplay Production and Android Mobile Applications

License Type and Configuration	Major Features Available
Base Central with iNEWS configured	• Access to iNEWS databases (browse and view folders, queues, and stories)
Base Central with Interplay Production configured	• Access to Interplay Production not supported in this release
Advance Central with iNEWS and Interplay Production configured	• Access to iNEWS databases (browse and view folders, queues, and stories)

Assigning Licenses

After licenses are installed, a MediaCentral UX administrator assigns a license to a role. The two license types are displayed in the Details pane of the Users layout:

• Advance License

• Base License. The Base License includes a drop-down menu that lets you select either Interplay Production or iNEWS.
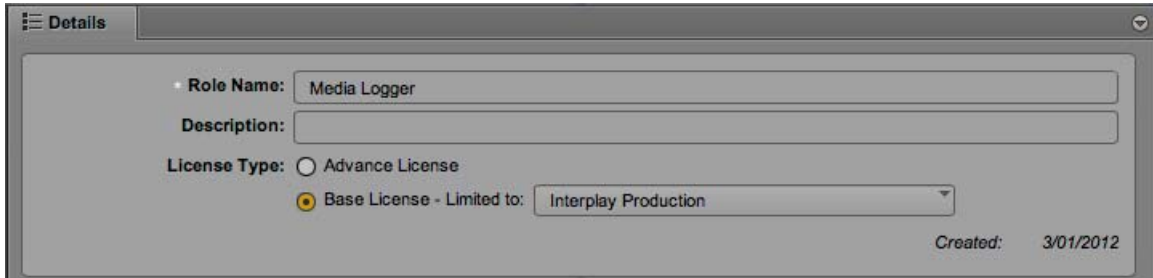
An administrator can assign multiple roles to a user. Multiple-role assignments can help license management by letting the user consume either a Base or an Advance license, depending on the work that needs to be done and the licenses that are available.

The following illustration shows an example of a multiple-role assignment. By default, the Journalist role is associated with an Advance license, and the Media Logger role is associated with a Base license. An administrator can assign both Journalist and Media Logger roles to a user, as shown in the following illustration.
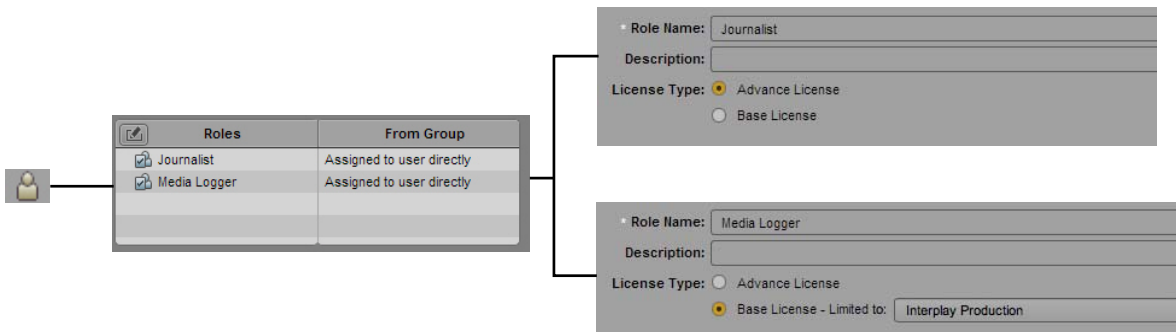
Which license the user consumes is determined by the role the user selects after signing in. This selection depends on the MediaCentral UX application you are using:

• For the MediaCentral UX Web application, the user selects a different role by choosing a layout assigned to that role in the Layout selector.

• For the MediaCentral UX iOS applications, the user selects a different role by choosing the role in the role switcher.

The following illustration shows the Layout selector for the MediaCentral UX Web application. The Layout selector shows two roles, Journalist and Media Logger, with different layouts assigned to each role.
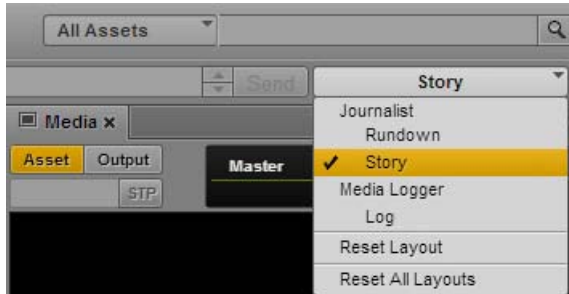
If the user selects the Story layout, the user is working as a Journalist and is consuming an Advance license. If the user switches to the Log layout, the user is then working as a Media Logger and is consuming a Base license.

You can open only those panes that are available through the license you are currently using. If a pane that is not available is open, such as through the Reset Layout command, a message is displayed in the center of the pane that reads "The *pane_name* is not available for your license type."

An administrator can assign the same layout to roles that use different licenses. Changing from one license type to another can also cause some panes to be unavailable.

This behavior also applies if you receive an Interplay Production link through the MediaCentral UX Messenger and you do not have a license that allows access to the Interplay Production database. A message is displayed that reads "You do not have permission to view this asset."

Creating and Deleting Roles

The three default roles are Administrator, Media Logger, and Journalist. You can create additional roles and name them as you like. You cannot rename or delete the Administrator role.

📖 *In Interplay Central v1.2.x and earlier, the names of roles were case-sensitive. As a result, the roles Journalist and JOURNALIST were treated as separate roles. In Interplay Central v1.3 and later, names of roles are no longer case-sensitive and cannot be duplicated. If you upgraded from a version earlier than Interplay Central v1.3, any duplicate roles were renamed, for example, JOURNALIST DUPLICATE_d8abb. You can rename this role to something more meaningful.*

To create a role:

1. Select Users from the Layout selector.

2. Click the Roles pane.

3. Do one of the following:

▶   Click the Pane Menu button and select Create Role.

▶   Click the New Role button.

4. In the Details pane, type a name for the role.

This field is required.

5. (Optional) Type a description of the new role.

6. Select one of the following license types for the role:

-   Advance

-   Base

For more information on license types, see "MediaCentral | UX Client Licensing" on page 74.

7. In the Layouts section, click the Edit button.

The Add or Remove Layouts window opens.
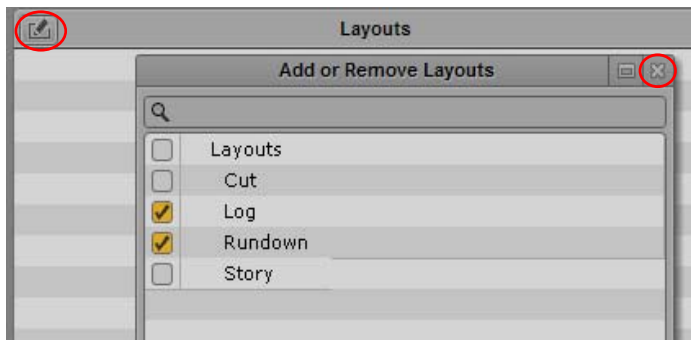
8. Select the check box for the layout or layouts you want to assign to the role.

9. Click the close button in the Add or Remove Layouts window.

The layout is added to the Layouts list.

10. Click Save.

The role is added to the list in the Roles pane.

To delete a role:

1. Select Users from the Layout selector.

2. Click the Roles pane.

3. Select the role you want to delete.

4. Click the Pane Menu button and select Delete Role.

A confirmation box asks if you want to delete the selected role.

5. Click Yes.

   The role is deleted.

Assigning Roles

You can assign roles in two ways:

- In the Role Details pane
- In the User or Group Details pane.

You can assign roles by dragging and dropping.

If you are working in a multi-zone environment, a user needs at least one role in a zone to sign in to the server for that zone. The same user can have different roles in different zones.

To assign a role in the Role Details pane:

1. Select Users from the Layout selector.
2. In the Roles pane, double-click the role that you want to assign to a user or group.

   Information about the role is displayed in the Details pane.
3. Click the User Tree pane.
4. Select the user or group to which you which you want to assign the role and drag it to the Users and Groups section of the Details pane.

   The following illustration shows the Journalists group assigned the role Journalist.
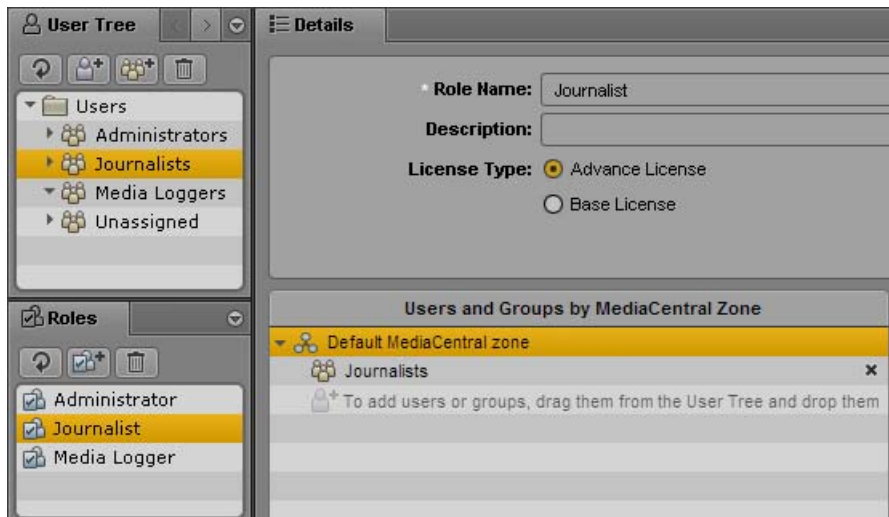
The following illustration shows the Journalists group assigned the role Journalist in two zones: news-ipc1 and news-ipc4.
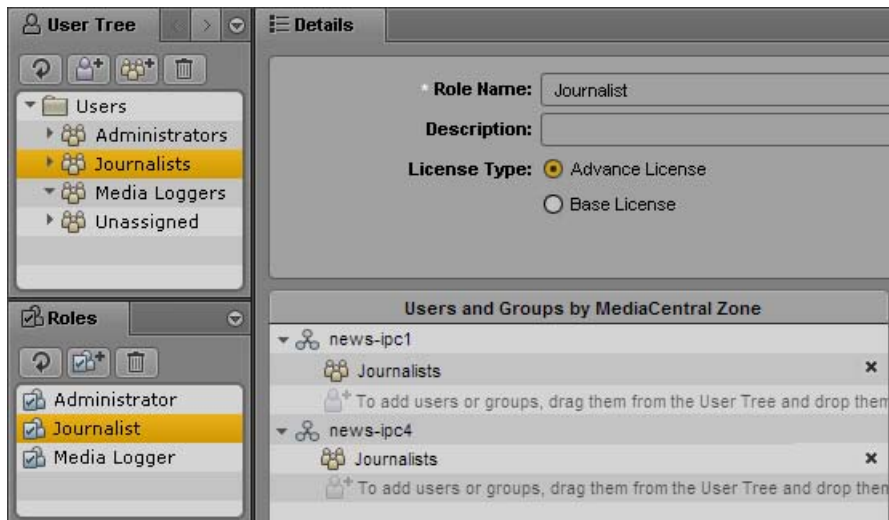
5. Click Apply to save your changes or click Revert to cancel your changes.

To assign a role in the User or Group Details pane:

1. Select Users from the Layout selector.

2. In the user tree, double-click the user or group to which you want to assign a role.

   Information about the user or group is displayed in the Details pane.

3. Click the Roles tab.

4. Select the role you want to assign to the user or group and drag it to the Role section of the Details pane.

   The following illustration shows the Journalists group assigned the role Journalist.
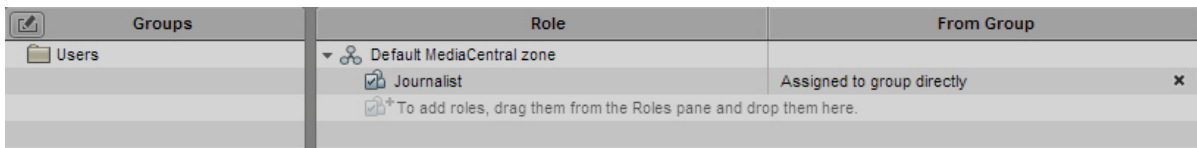
The following illustration shows the Journalists group assigned the role Journalist in both zones of a multi-zone configuration.

	Groups		Role	From Group	
	Users		▼ news-ipc1		
			Journalist	Assigned to group directly	×
			To add roles, drag them from the Roles pane and drop them here.		
			▼ news-ipc4		
			Journalist	Assigned to group directly	×
			To add roles, drag them from the Roles pane and drop them here.		

5. Click Apply to save your changes or click Revert to cancel your changes.

The From Group column shows if the role is assigned directly ("Assigned to group directly") or inherited from a parent group. If a role is inherited, the parent group is listed in the From Group column.

To remove a role, select the role and do one of the following:

▶ Click the x to the right of the role.

▶ Right-click and select Revoke Role.
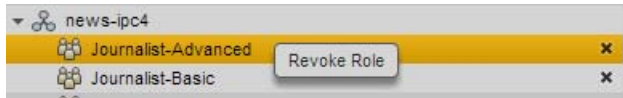
The Revoke Role option works with multiple selections. This option skips roles that cannot be deleted, for example the default Administrator role for the Administrators group or any other role inherited from a group.

📑 *The only way to remove roles inherited from a group is to remove the user or group from that group.*

Displaying Information in the Details Pane

You can double-click users or groups in the Details pane to select the item in the User Tree pane, and display information about the item in the Details pane. For example, in the following illustration, if you double-click Journalist 2, information about the user Journalist 2 is displayed in the Details pane.
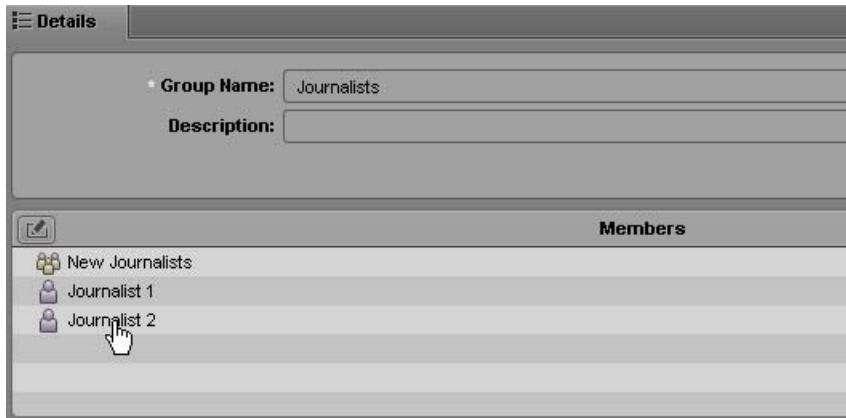
Searching for Users or Groups

If you want to display details about a user or group but you do not want to navigate the user tree, you can use the Search pane. You can perform tasks using the items in the search results, such as adding selected users to a new group or deleting selected users.

The search process looks for users or groups whose initial letters match the characters you type (a "prefix search"). The search is not case-sensitive. You cannot use an asterisk as a wild card. For example, "Jo" and "joh" would both return "John" but "J*n" would not return anything.

To search for a user or group:

1. In the Search pane, type a sequence of one or more characters that begin the name of a user or group.

2. Click the Search icon (magnifying glass) or press Enter (Windows) or Return (Macintosh).

   Users and groups that match the criteria are listed in the search results list.

To display information about a user or group:

▶ Double-click the name in the search results list.double-click the name in the search results list.

   The user or group is selected in the user tree, and information is displayed in the Details pane.
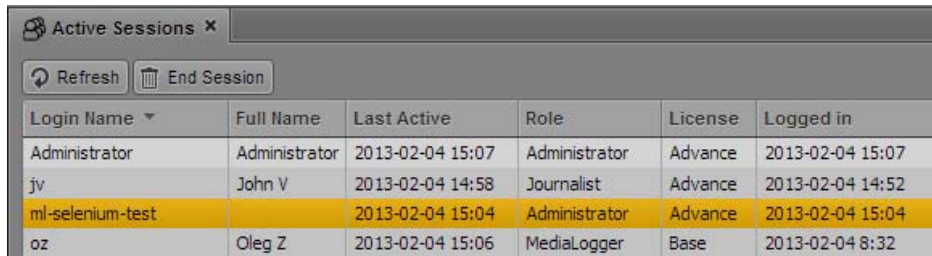
To delete users or groups:

1. Select one or more users or groups from the search results list.

   Use Ctrl+click (Windows) or Command+click (Macintosh) to select multiple items, or Shift+click to select contiguous items.

2. Do one of the following:

   ▶ Click the Delete button.

   ▶ Right-click and select Delete.

   ▶ Click the Pane Menu button and select Delete.

Viewing and Ending Active Sessions

A MediaCentral UX administrator can view a list of users who are currently signed in to the MediaCentral UX Web application. If a user has more than one session open in a browser, only one session is shown. To sort the sessions, click the heading for the column you want to sort by. The following illustration shows an example, sorted by Login Name.

Login Name ▼	Full Name	Last Active	Role	License	Logged in
Administrator	Administrator	2013-02-04 15:07	Administrator	Advance	2013-02-04 15:07
jv	John V	2013-02-04 14:58	Journalist	Advance	2013-02-04 14:52
ml-selenium-test		2013-02-04 15:04	Administrator	Advance	2013-02-04 15:04
oz	Oleg Z	2013-02-04 15:06	MediaLogger	Base	2013-02-04 8:32

The administrator has the option to end one or more sessions. If more than one session is open in a browser, all sessions are ended.

A user can have multiple roles assigned, of which only one is active at any time. A user can select a different role by choosing a layout assigned to that role in the Layout selector. When the user switches the role, the old session stays active until it automatically times out after five minutes. This might cause multiple sessions for that user to appear in the Active Sessions view.

⚠ **Ending a user session can cause data loss if the user has not saved all changes.**

To view active sessions:

1. Open the Users layout.

2. Click the Active Sessions pane. If the pane is not open, select Panes > Active Sessions.

3. Click the Refresh button to display the most recent information.

To end one or more sessions:

1. Select one or more sessions.

2. Do one of the following:

▶ Click the End Session button.

▶ Right-click and select End Session.

The session is ended on the server. These options skip sessions that cannot be ended (such as your own session).

After a short delay (up to a minute), a message box is displayed on the selected clients that reads "Your session has been terminated. You will be redirected to the Sign-in screen."

3. The user must click the Sign Out button.

3 Monitoring and Troubleshooting

The following topics include information that you can use for monitoring and troubleshooting:

- Log Files
- Troubleshooting Send to Playback Problems
- Troubleshooting Mixdown Problems

Log Files

The following sections list some useful log files. Not all log files are listed.

For information about log files related to a server cluster, see the *Avid MediaCentral Server Clustering Guide*.

MediaCentral Middleware Service

Log files for the MediaCentral Middleware Service are located in the following folder on the MediaCentral Services server:

`/var/log/avid/avid-interplay-central`

There are several sets of log files, which are described in the following table.

Log File	Description
interplay_central_*n*.log	Contains the main log messages. The folder contains a maximum of ten files, numbered from 0 (most recent) to 10.

Log File	Description
client/client-*yyyy_mm_dd.n*.log	Contains log messages pertaining to the client application. The folder contains a maximum of ten files, numbered from 0 (most recent) to 10.
	Prior to Interplay Central v1.5, this information was in the interplay_central_*n*.log file
	If necessary, you can disable client logging by adding a property to the application.properties file:
	`/opt/avid/etc/avid/avid-interplay-central/config/application.properties`
	Add the following line:
	`system.clientLoggingEnabled=false`
	If the application.properties file does not exist, you need to create it. For more information, see the *MediaCentral Services Installation and Configuration Guide.*
jetty-*yyyy_mm_dd*.request.log	Contains logs of all HTTP requests to Jetty.
performance/performance.*yyyy-MM-dd*.csv.log performance/performance.*yyyy-MM-dd*.csv.tree.log	Contains HTTP performance statistics when enabled. Logging is disabled by default; contact Avid for instructions for enabling. The folder contains log files for the last 7 days.

MediaCentral User Management Service

Log files for the MediaCentral User Management Service are located in the following folder on the MediaCentral Services server:

`/var/log/avid/avid-ums`

These logs are described in the following table.

Log File	Description
importer.log	Contains information about import issues
service.log	General log output and issues for the User Management Service
session.log	User session related information.

MediaCentral Distribution Service

Log files for the MediaCentral Distribution Service are located in the following folder on the server where you installed the MediaCentral Distribution Service:

```
C:\ProgramData\Avid\Interplay Central Distribution Service
```

These logs are described in the following table:

Log File	Description
STPService_*nn*.log	Contains log messages from the MediaCentral Distribution Service
STPTimerTask_*nn*.log	Contains log messages from the MediaCentral Distribution Service's automatic clean-up of job status.

MediaCentral Playback Service

Log files for the MediaCentral Playback Service are located in the following folder on the MediaCentral Services server:

```
/var/log/avid
```

The most useful logs are described in the following table:

Log File	Description
edit.log	Contains information about the streaming service.
isis.log	Contains information about access to ISIS shared storage.
jips.log	Contains information about the Interplay gateway.
spooler.log	Contains information about the dynamic resolver service.

Also, log files for the Avid AAF service are created in the following subfolder:

```
/var/log/avid/avid-aaf-gen
```

Log files are created in the following subfolder for each instance of the service:

Log File	Description
/log_*n*/avid_aaf_gen_*n*.log	Contains information about the Avid AAF service, created in a subfolder.

MediaCentral Common Services

Log files for common services used in MediaCentral (messaging and e-mail forwarding) are located in the following folder on the MediaCentral Services server:

```
/var/log/avid/acs
```

These logs are described in the following table:

Log File	Description
avid.acs-messenger.log	Contains log messages from the MediaCentral messaging service.
avid.acs-mail.log	Contains log messages from the e-mail forwarding service.

MCPS Manager Service

Log files for the MCPS Manager Service are located in the following folder on the MediaCentral Services server:

```
/var/log/avid/avid-icps-manager
```

These logs are described in the following table:

Log File	Description
avid-icps-manager.log	Contains log messages from the MCPS Manager service.
avid-icps-manager-err.log	Contains service startup errors.

MediaCentral | UX iPad and iPhone Applications

You can create a log file for the MediaCentral UX iPad or iPhone application and send it to Avid support by opening the Settings for MediaCentral UX and turning on the Logging setting.

• If set to On, MediaCentral UX keeps logs on session activities, which you can use to troubleshoot issues. Use the Logging Level setting to determine how much information is logged.

   If you tap the Actions button, a Send Log option appears that lets you e-mail the logs directly to Avid.

• If set to Off (default), logging and the Send Log option are disabled.

If the log file is more than 15 MB, you cannot send it directly. Use the iTunes File Sharing feature:

1. Connect your device to a Macintosh computer.

2. Open iTunes and navigate to Device > Apps.

3. Open iTunes and navigate to Device > Apps.

4. In the Avid Central Documents list, select the Logs folder.

5. Click "Save to" or drag the folder to a location on your computer.

6. Zip the folder and send it to Avid as an e-mail attachment.

Troubleshooting Send to Playback Problems

The following information will help you solve Send to Playback problems. See the following sections:

First check the table of problems and error messages for a possible solution. Then check the configuration check list. Finally, if necessary, gather the information needed for Avid support.

Problems and Error Messages

Problem or Error Message	Probable Cause	Solution
The STP progress seems to hang and there is no error message	No specific cause.	Check the status of the related Production Services job. Connect to your Production Services Engine, using the Production Services and Transfer Status tool, and check the jobs list.
Message: "Bad out track mode P0=1,S1=0" when sending sequences to a playback device.	The version of Interplay | Transcode is not correct. Use v2.6 or later, if you are using Interplay Central v1.2.1 and the related Distribution Service.	Update the version of Interplay | Transcode. See the *Avid MediaCentral ReadMe* for information about version compatibility.
Message: Failed to find mediaIndexer host null	The MediaCentral Middleware Service did not find a Media Indexer host in the Avid System Framework (ASF)	Check the ASF configuration. The workgroup Media Indexer should be displayed when you start the ASF configuration application.

Problem or Error Message	Probable Cause	Solution
Message: Remote STP process failed: CM_INCOMPAT_TRACK_TYPES (in "wait render" phase) for sequence with D-track and dissolve.	Wrong version of Interplay	Transcode.	Install Interplay	Transcode v2.7.0.1 or later.
Message:Remote STP process failed: Exporter failed with error code:4 (in "wait long GOP export" hase)	Clip is in the process of being captured	Wait until the capture is complete.
Message: Remote STP process failed: java.lang. RuntimeException: Relink process time out after 60000 ms (in "preprocess" phase)	No specific cause.	On the server running the MediaCentral Distribution Service check if the Windows process "STPDR" is running. If not, check if it is possible to start it by double-clicking the exe file.
Message: Remote STP process failed: java.lang.RuntimeException: Relink process return error: DynamicRelinker::Relink failed error code:80000008 (in "preprocess" phase).	Sequence contains a title. (Error from CDS v2.7.0.1).	MediaCentral UX does not support STP of sequences containing titles. (*Avid MediaCentral ReadMe*, UDevC00176883, ICTD-316)
Message: Remote STP process failed: net.nxn.JXDK.MonikerNotFoundException: ID/Moniker:*nnnn*	The sequence you want to send to playback cannot be found in the Interplay Production database.	1. Check if the sequence exists in the Interplay Production database. You can run a search for the sequence or browse to the location of the sequence. When you save a story, the related sequence is saved in the Interplay Production database location for script sequences, for example, projects/iNEWSsequences. This location is defined in the iNEWS System Settings. 2. Check the STP profile settings (especially the frame rate).
Message: Remote STP process failed: null. (in "wait transfer" phase).	The send-to-playback operation to AirSpeed Classic is using Interplay Central Distribution Service (ICDS) earlier than v2.7.	Update to Interplay Central v1.3 or later with ICDS v2.7 or later.

Problem or Error Message	Probable Cause	Solution
Message: Remote STP process failed: SessionRefused (in "wait long GOP export" phase). or Remote STP process failed: The server is currently disabled. (in "wait long GOP export" phase).	Indicates that in the STP profile the target resolution is not compatible with the resolution specified on the in the AMS Channel Configuration > Video Standard setting.	Edit the profile or change the setting on the AMS.
Message: "Remote STP process failed: The server is currently disabled. (in "wait long GOP export" phase)."	Indicates that in the STP profile the option "Accelerated STP" is enabled, but on the AirSpeed Multi Stream (AMS) the "Play while Transfer" option is disabled.	Edit the profile or change the setting on the AMS.
Message: Remote STP process failed: Unable to connect to media services: (in "started" phase)	The MediaCentral Distribution Service cannot connect to the Production Services Engine.	Check the connection between the server running the MediaCentral Distribution Service and the Production Services Engine server.
Message: Remote STP process failed: Unable to start the job [com.avid.utils.provider.ProviderExc eption: Unable to start the job Checkout asset:1] (in "wait mixdown" phase).	Problem communicating with the Interplay | Transcode service. This error could occur after an Interplay | Engine reboot when Transcode cannot re-establish the connection	Restart Interplay | Transcode.
Message: Remote STP process failed: unexpected error occurred. (in "wait long GOP export" phase). Error occurs exactly at 50% completion of STP Encode process. Error message in Transfer client on AMS: for example,. "2012/09/05 19:46:22 16F4 TransferController::TransferError Error encountered in Session 1, (An unexpected error occured) () 25 0"	Problem with connection between AirSpeed Multi Stream (AMS) and ISIS shared storage.	Check the connection and try to copy files from AMS to ISIS.
Message: Remote STP process failed: There must be an even number of audio channels for export, except for a one audio track export. (in "wait long GOP export" phase).	The sequence has an odd number of audio tracks.	Use a sequence with an even number of audio tracks or set the audio mixdown option in the STP profile to Stereo.

Problem or Error Message	Probable Cause	Solution
Message: STP service is not available.	The MediaCentral Middleware Service cannot find the MediaCentral Distribution Service.	Check the server name for the MediaCentral Distribution Service in the System Settings (Interplay Production section).
Message: Unable to map TM Profile *AirSpeed_name* on TM Server AirSpeed_name to a resolution/project ID	• The Interplay | Transfer server could be down. • You selected an STP profile that does not use the playback device with the -HD option when attempting to send to playback an HD sequence.	• Make sure Interplay | Transfer is correctly configured and running on the AirSpeed server. • For AirSpeed Multi Stream with the HD option there are usually two choices for Playback Device: one is the *Airspeed_name* and the other one is the *Airspeed_name* with -HD appended. For HD target resolutions you need to specify *Airspeed_name-HD* as the Playback Device in the STP profile.

MediaCentral Send to Playback Configuration Check List

Task	Section Reference
❑ Make sure the MediaCentral Distribution Service is installed and running.	*Avid MediaCentral Platform Services Installation and Configuration Guide*. Also see "Understanding the Send-to-Playback Components and Process" on page 23
❑ Make sure the following Interplay Production components are installed, configured, and running correctly: • Interplay Engine • Interplay Production Services Engine • Interplay Transcode • STP Encode Service (for Long GOP formats) • Interplay Transfer (if not using an AirSpeed or Air Speed Multi Stream server) • Avid Service Framework	*Avid Interplay Installation and Configuration Guide* and other Interplay Production documentation.

Task	Section Reference
❑ Make sure iNEWS is correctly installed, configured, and running.	Avid iNEWS documentation.
❑ Make sure the playback server is installed, configured, and running correctly (AirSpeed, AirSpeed Multi Stream, or other)	AirSpeed or AirSpeed Multi Stream documentation or third-party documentation.
❑ Make sure the Send to Playback profiles are correct, for example, • Make sure the ISIS workspace is correct • For XD CAM (Long GOP) make sure the Long GOP option is selected.	"Configuring for Send to Playback" on page 23.

Information to Provide to Support

If you cannot solve the problem, provide the following information to Avid support for further analysis.

Error message: The error message that is shown in MediaCentral UX after the failed STP job. Alternatively, the amount of progress when the STP job stops and times out without error.

Collect Tool: Run the Collect tool (one of the Avid System Diagnostic Tools):

1. Restart the MediaCentral Distribution Service in the Windows Service Manager. This will start a new log file STPService_00.log.
2. Note your system time.
3. Reproduce the problem.
4. Run the Collect tool and send the output along with the time the problem was reproduced.

If the Collect Tool is not available: If the Collect tool is not available, provide the following:

• Version numbers of the services running on the MediaCentral Server:

On the MediaCentral server run these commands:

```
cd /opt/avid/bin/
./ics_version
```

The output will be similar to the following:

```
[root@mun-kvmicps14 bin]# ./ics_version
UMS Version: 1.5.0.6
IPC Version: 1.5.0.17
ICPS Version: 1.5.0.6407889
ACS Version: 1.5.0.6407889
ICS installer: 1.5
```

- Version numbers of MediaCentral Distribution Service (MCDS), Interplay Transcode, and Interplay STP Encode.

- The MediaCentral Distribution Service log from "C:\ProgramData\Avid\Interplay Central Distribution Service\STPService_00.log"

  - Restart the MediaCentral Distribution Service in the Windows Service Manager. This will start a new log file STPService_00.log.

  - Note your system time

  - Reproduce the problem

  - Send the STPService_00.log from the above path and the system time you noted.

Troubleshooting Mixdown Problems

Use the following table to help you solve MediaCentral |UX sequence mixdown problems.

Problem or Error Message	Probable Cause	Solution
Message: "Not all source media found or needed transcoding."	The Interplay Transcode profile specifies a Transcode mode other than Mixdown	Use a profile that specifies Mixdown mode.

A User Management Utility Tools

The MediaCentral User Management Utility tools are programs that an administrator runs as `root` from a command line on the Linux server that is running the User Management service, avid-ums.

Special Characters

Be careful when using special characters in path names and when resetting the administrator password using this command line utility. Some characters will not be processed correctly.

If you need to use special characters such as `"/[]:;|=,+*< > ? &` or an empty space in a parameter, enclose the parameter in either single quotes (`'`) or double quotes (`"`). For example, to produce `para*meter`, type `"para*meter"`.

If you need to use quotes in a parameter, do the following:

- To produce double quotes within double quotes, use a backslash as an escape character. For example, `"para\"meter"` results in `para"meter`.

- To produce a single quote within single quotes, use single quotes and a backslash as an escape character. For example, `'para'\''meter'` results in `para'meter`.

- For quotes that do not match the enclosing quotes, do not use an escape character. For example, `"para'meter"` results in `para'meter`.

Commands

Utility Tool Command	Options	Description
`avid-ums-reset-admin-password`	NEW_PASSWORD	Resets the password for the default MediaCentral administrator account.
`avid-ums-statistics`		Returns MediaCentral User Management Service statistics.

Utility Tool Command	Options	Description
avid-ums-create-role	ROLE_NAME ROLE_DESCRIPTION LICENSE [LAYOUT1][LAYOUT2]...[OPTIONS] -p, --admin-password *<arg>*	Creates a role and assigns licenses and layouts to the role. Specifying one or more layouts is optional.
avid-ums-backup	BACKUP_FILE [options] -pp, --postgres-superuser-password *<arg>* -pu, --postgres-superuser-name *<arg>*	Performs a backup of the UMS database to a file that can be restored later. This command can be used for manual backup or as part of an automated backup. For instructions on backing up and restoring MediaCentral databases, see the *MediaCentral Services Installation and Configuration Guide*.
avid-ums-restore	BACKUP_FILE [options] -pp, --postgres-superuser-password *<arg>* -pu, --postgres-superuser-name *<arg>*	Restores the UMS database from the supplied file. If a user database already exists, it will be replaced by the restored one.

For information on a specific command, type the following:

```
[root]# avid-ums-[UTILITY_TOOL_NAME]
```

MediaCentral Glossary

A

Administrators group

A default group used for MediaCentral UX user management that contains users with administrative privileges.

active angle

In a group clip, the camera angle selected for single-angle view and the angle displayed when you add the clip to a sequence.

advanced sequence

A sequence you create in MediaCentral UX that includes a timeline with one video track and user-specified audio tracks. By default, these tracks are named NAT, SOT, and VO for use with iNEWS stories. However, you can rename these and use the sequence independently from an iNEWS story

angle

In a group clip, one of the individual clips, each of which has a different camera angle.

area

A section of the MediaCentral UX Web application. You can customize the application to reduce or expand the number of areas. Also referred to as a *pane area*.

asset

An object that you can use to create stories and sequences. There are different types of assets, such as video media, audio media, graphics, images, and text. Asset usually refers to objects or also lists of objects, such as rundowns, that are stored in an asset management database.

Asset mode

If you click the Asset button in the Media pane, you can view media for the currently loaded asset and use controls that apply specifically to assets, such as controls for setting In and Out points. Compare with the definition of Output mode.

Assets pane

A pane in the client application that displays assets. These assets can result from a search or from browsing. Assets are displayed in a folder hierarchy, if applicable to the assets displayed.

audio follows video

An audio setting that allows the audio mapping for a track in a group clip to automatically "follow" any active angle change and use the audio from the new active angle.

authentication provider

A server that checks the credentials (user name and password) of a user and allows access. A MediaCentral UX administrator designates an authentication provider for imported users, such as a Windows Domain server.

B

basic sequence

A sequence you create in MediaCentral UX that includes a timeline with one video track and one audio track. This single audio track represents all source audio tracks. Typically you use it to create a simple sequence (sometimes referred to as a cut list or a shotlist).

C

Contacts list

In the Message bar, a list of iNEWS users from which you can select a recipient of a message.

Cue List

The area in the Script Editor in which the journalist adds or edits production cues and machine control events, such as those for a character generator (CG).

D

Details pane

A pane in the Users layout and the System Settings layout that displays information and settings for a selected item.

drop zone

The part of an area into which you can move a pane. Each area has five drop zones: center, top, bottom, left, and right.

E

edit while capture (EWC)

See Frame Chase editing.

F

facet

A subtopic of an iNEWS project that provides additional granularity. Any stories associated to a facet are automatically associated to that facet's parent project. See also project.

federated search

A search that uses the search capabilities of the MediaCentral Platform to provide the full search functionality that individual databases provide.

Frame Chase editing

A feature that lets you view and edit media while it is being captured from a line feed or ingest device. Also known as edit while capture (EWC).

G

group clip

A master clip created in Media Composer or another Avid editing application by syncing a group of clips based on common source timecode, auxiliary timecode, or marks placed in the footage.

I

indexed search

A search that queries a central index synced with multiple databases and finds anything stored in the index. It does not directly search Interplay Production databases. See also Media | Index

J

J-K-L play

The J-K-L keys on the keyboard allow you to play and shuttle through media at varying speeds. This feature is also referred to as *three-button play* or *variable-speed play*.

L

Launch pane

A pane in the client application from which you navigate to various locations. This pane displays remote file systems, local files systems, and other locations for assets.

Layout

A collection of panes designed for a specific purpose, such as a layout for journalists or a layout for administrators.

Layout selector

A list from which you select the layout that you want to work in.

L-cut

A split edit between two clips in which the video transition and the audio transition do not occur simultaneously. The audio transition can occur before the video transition or the video transition can occur before the audio transition.

locator

See marker.

Log layout

A layout that a media logger or journalist uses to view and create markers.

logging

Adding information to clips, subclips, and sequences. This information includes markers, restrictions, and text, which can be used for reference during story creation and media editing.

M

marker

An indicator added to a selected frame to mark a particular location in a clip, subclip, or sequence. Markers can be different colors and can be associated with user-defined text. Markers are displayed in the Media Timeline and marker text is displayed as an overlay in the Media viewer. Formerly called *locator*.

master clip

A media object that contains pointers to media files in which the actual digital video and audio data is stored.

Match Frame

A feature that lets you load a source clip, a portion of which is contained in a sequence.

MediaCentral Distribution Service (MCDS)

An Interplay Production service that coordinates jobs with Interplay Production Services for send to playback.

MediaCentral Platform

The software infrastructure that supports MediaCentral products and services

MediaCentral User Management Service (UMS)

One of the MediaCentral Platform services. It provides the ability to create and manage users and groups and authenticate users across multiple systems.

MediaCentral Zone

A MediaCentral zone consists of the following configuration:

- One MediaCentral server or MediaCentral cluster server
- One Interplay | Production engine, one iNEWS database, or both
- One or more ISIS storage systems

By default, a MediaCentral system is configured as a single zone. Large organizations can combine two or more single-zone systems into a multi-zone environment.

Media Distribute layout

A layout that displays different options for publishing to multiple platforms. The layout includes the Social Message, Web Story, and Packages panes used for publishing media packages.

Media controls

In the Media pane, controls that let you play and move through an asset and edit an asset for use in creating a sequence. Which controls are displayed depends on the selected asset.

Media | Index

A search engine that allows users to search a central index for multiple Interplay Production databases over multiple zones. See also indexed search.

Media pane

A pane in the client application in which you can view and edit media assets, using the Media controls.

Media viewer

The section of the Media pane used to view an asset.

Media Timeline

In the Media pane, a graphical representation of the length and time spans of an asset or sequence.

Media zoom bar

In the Media pane, a control located below the Media Timeline that lets you enlarge a section of the Media Timeline so you can work more easily with long clips. See also Sequence zoom bar.

Message bar

A section of the client application in which you can send and receive messages. The Message bar consists of the To field, the Message field, and the Send button.

Menu bar

A section of the client application from which you can select various menu options.

Message History

In the Message bar, arrow buttons are provided to let you read recent messages. A numerical indicator appears when multiple unread messages exist.

Messages pane

A pane in the client application that displays a message box for sending both text messages and media asset links to other MediaCentral UX users. It also lists all received messages.

metadata

Data that describes an asset. Metadata includes properties, reservations, restrictions, and other information.

Metadata pane

A pane that displays properties that are associated with a selected asset in the Interplay Production database, such as Start Timecode or Comments.

mixdown

A process in which multiple video tracks, multiple audio tracks, and effects are combined into a new master clip with one video track and a reduced number of audio tracks.

N

NAT (natural sound)

Audio recorded at the same time as the video, often by a microphone built in to a camera. Compare with the definition of SOT (sound on tape).

O

Output mode

If you click the Output button in the Media pane, you can view media for the currently loaded sequence and use controls that apply specifically to sequences, such as voice-over controls. Compare with the definition of Asset mode.

P

package

In Media Distribute, a collection of text (messages or stories), images, video, and audio, all associated with a common iNEWS story and Interplay Production master clip or sequence.

Packages pane

A pane in the client application that displays a history of packages ready for publication and already published. The pane also allows you to review and approve packages submitted for publication.

pagination

A system setting the specifies the maximum number of items listed in the Queue/Story pane or the Project/Story pane.

pane

A section of the MediaCentral UX Web application. An area contains one or more panes. Multiple panes can be layered within an area, with the names of each pane appearing on tabs that the user can select to view.

Pane menu

A menu of commands that are available for each pane. To access the menu, click the Pane Menu button.

position indicator

A vertical bar in the Media Timeline that indicates the location of the frame displayed in the Media viewer. The Sequence Timeline also includes a position indicator, which can be vertical or horizontal, depending on the orientation of the Sequence pane. You can drag the position indicator to scrub through a clip or sequence.

presenter mode

A feature of the MediaCentral UX tablet application lets users view a show's scripts in a page-by-page layout, similar to printed scripts used by news presenters.

production cue

An object in an iNEWS story that provides important information to technical staff as well as machine control commands for devices, such as character generators.

Progress pane

A pane in the client application that displays the progress and status of MediaCentral UX processes such as sequence mixdown and send to playback.

Project/Story pane

A pane in the client application that displays the contents of a project, its facets, and any associated stories.

project

An iNEWS term for a group of stories categorized by topic so that news teams working on a particular topic can find everything related to it in a single place. See also facet.

Q

Queue/Story pane

A pane in the client application that displays the contents of a queue with the contents of the story, including the story form.

queue

A subfolder in an iNEWS database that contains stories.

R

read-only sequence

A sequence that you open from an Interplay Production folder but cannot edit or save because you do not have a read/write role for the folder. You can play the sequence but you cannot edit or save it. See also uneditable sequence.

restriction

A set of two markers that indicate clips whose use is limited in some way, such as through intellectual property rights management or content compliance.

role

A set of features, privileges, and layouts that are assigned to a user by a MediaCentral UX administrator. An administrator can create MediaCentral UX roles based on roles within an organization.

rundown

A lineup or timed list of scripts indicating the order in which they will be aired during a news program.

Rundown layout

A layout that a journalist uses to edit and create stories.

S

script

The text that is read on air. Also the content for organizing a feature.

Script Editor

A section of the Queue/Story pane in which a journalist creates and organizes the elements of a story. There are four sub-sections of the Script Editor: Story Form, Cue List, Story, and Sequence Timeline.

script sequence

A series of video, audio, and images that you compose in the Sequence pane and play in the Media pane. Script sequences are saved in the Interplay Production database and can be sent to a playback device.

Search bar

A section of the client application in which you can conduct a search for assets that match specific criteria.

Search pane

1. A pane that lets a user search for information and assets.
2. A pane in the Users layout that lets an administrator search for MediaCentral UX groups and users.

Send button

In the Message bar, the button you click to send a message.

segment

1. In a rundown, a portion of the show aired between commercial breaks.
2. A portion of the story body/text. A journalist uses segments to time the text and integrate it with video, audio, and production cues. Multiple timed segments are combined to form the overall story.
3. In a sequence, a portion of media contained on a track.

send to playback (STP)

The process of transferring a sequence to a playback device or playout server for broadcast.

sequence

Video, images and audio clips, or any combination, arranged in a series. See also basic sequence and advanced sequence.

Sequence pane

A pane in which you can work with video and audio clips to create or edit a sequence. You can associate the sequence with a new story as a *script sequence* or store it as an independent asset in an Interplay Production database.

Sequence Timeline

The area of the Sequence pane that hold the video and audio clips. The Sequence Timeline includes a video track, one or three audio tracks, and a timing track.

Sequence zoom bar

The Sequence zoom bar is located below the Sequence Timeline for horizontal orientation or to the right of the timeline for vertical orientation. You can use the zoom bar to enlarge a section of the Sequence Timeline so that you can work more easily with long sequences or make precise edit decisions. See also Media zoom bar.

Settings pane

A pane in the System Settings layout from which you can select a group of settings to view or edit.

shuttle

To view media at speeds slower or faster than real time. In MediaCentral UX you can use the J, K, and L keys to shuttle through a clip or sequence.

sidebar

A feature of the MediaCentral UX mobile application from which you can navigate various systems integrated with MediaCentral UX, such as an iNEWS newsroom computer system

simple sequence

See basic sequence.

Social Message pane

A pane in the client application that allows you to create packages for publication to social media sites, such as Facebook or Twitter.

SOT (sound on tape)

Audio recorded at the same time as the video, often by a microphone separate from the one built in to a camera. Compare with the definition of NAT (natural sound).

source clip

A video clip or audio clip that is used as part of a sequence.

story

A compilation of elements that includes the script that is sent to the teleprompter and read on air, any video and audio that is broadcast with the script, as well as production cues and machine control instructions associated with the queue. A story can also be created as a feature that uses the script to organize the feature.

Story Form

A section of the Script Editor that provides story information in fields that are predetermined by the iNEWS system administrator for each queue in the database.

Story layout

A layout that a journalist uses to edit and create stories that include video and audio.

STP (send to playback)

The process of transferring a sequence to a playback device or playout server for broadcast.

subclip

A clip created by marking IN and OUT points in a master clip and saving the frames between the points. The subclip does not contain pointers to media files. The subclip references the master clip, which contains pointers to the media files.

System Settings layout

A layout that a MediaCentral UX administrator uses to specify various configuration settings.

T

Thumbnails pane

A pane that displays small images of an asset that is loaded in the Asset mode of the Media pane. Images are displayed by timecode, marker, or both.

Timecode displays

In the Media pane, displays that provide timecode information for the loaded asset or sequence.

timing block

A section of a script sequence that corresponds in duration to the read rate of a story segment. A timing block serves as a container for editing actions.

track selector

In the Audio pane, a drop-down menu that lets you map an audio track of a group clip to the corresponding audio track of any other angle in the group clip.

trim indicator

In the Sequence Timeline, a mark that appears at the beginning or end of a clip in the video column or audio column when hovering over that area with the mouse pointer. You can trim video and audio together, or you can trim them separately to create an L-cut.

U

Unassigned group

A default group used for MediaCentral UX user management that includes users that were removed from a group but are not members of any other groups.

uneditable sequence

A sequence created on Media Composer or another Avid editing application that cannot be edited in MediaCentral UX, such as a sequence that includes rendered effects. Uneditable sequences are colored dark red in the Sequence Timeline. See also read-only sequence.

User Management Service (UMS)

See MediaCentral User Management Service (UMS).

User Tree pane

A pane in the Users layout that displays groups and users in a hierarchical layout.

Users layout

A layout for MediaCentral UX user management that a MediaCentral UX administrator uses to import, create, and manage users and group.

V

Voice-over controls

Controls that let you record a voice-over and adjust its volume.

W

Web Story pane

A pane in the client application that allows you to create packages for publication to Web Content Management Systems.

window

The primary user interface element of the application.

Z

zoom bar

See Media zoom bar and Sequence zoom bar.

Index

W

Z