

Avid Unity™ MediaManager

Installation and Setup Guide

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Using This Guide

Congratulations on your purchase of an Avid Unity™ MediaManager, a powerful tool for managing media in an Avid Unity MediaNetwork shared storage environment.




This guide is intended for MediaManager administrators responsible for the setup of MediaManager in a MediaNetwork environment.



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

Symbols and Conventions

Avid documentation uses the following symbols and conventions:

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

If You Need Help

If you are having trouble using MediaManager:

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 for the latest information that might have become available *after* the documentation was published in one of two locations:
 - If release notes are available, they ship with your application.
 - If ReadMe files are available, they are supplied in your Avid application folder.



Release notes and ReadMe files are also available on the Avid Knowledge Base.

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

Related Information

The following documents provide more information about MediaManager:

- *Avid Unity MediaManager Administrator's and User's Guide*
- *Avid Unity MediaManager ReadMe*



For the latest product information, see the Avid Knowledge Base: www.avid.com/onlineSupport/.

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Chapter 1

Installing Avid Unity MediaManager Server Hardware

This chapter describes how to add the Avid Unity MediaManager server to the Avid Unity workgroup. The MediaManager server is a MediaNetwork client in the Avid Unity environment. For an overview of the MediaManager and supported configurations, see “MediaManager Overview” in the Help.

Follow the procedures in the *Avid Unity MediaNetwork Windows Fibre Channel Client Setup Guide* to make your MediaManager server operational in the Avid Unity environment. Follow the procedures in “Installing MediaNetwork for a Windows 2000 Client” section.

This chapter contains the following sections:

- [Hardware Requirements](#)
- [Turning On the MediaManager Server](#)
- [Installing MediaNetwork Client Software](#)
- [Installing the MediaManager Server Dongle](#)

Hardware Requirements

For a list of the hardware and software required, see the *Avid Unity MediaManager ReadMe* file.



The ReadMe file is available on the Avid Knowledge Base.

Turning On the MediaManager Server

When you finish connecting the MediaManager server hardware and cables, you can start the MediaManager server. Before you start the MediaManager server, make sure the MediaNetwork file server is running.

To start your MediaManager server:

1. Turn on the power to all the components and start the MediaManager server in the following order:
 - a. Turn on all the peripherals connected to the MediaManager server.
Make sure their power lights are on.
 - b. Press the Power button on the MediaManager server.
The MEDIASwitch port lights turn on as the MediaManager server becomes ready.
2. Make sure the MediaManager server starts properly.

Installing MediaNetwork Client Software

After your MediaManager server starts properly, install the Avid Unity MediaNetwork client software on the MediaManager server. For information on installing the MediaNetwork client software, see the *Avid Unity MediaNetwork Windows Fibre Channel Client Setup Guide*.

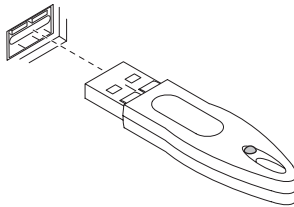
Installing the MediaManager Server Dongle

Before installing the MediaManager server software, attach the MediaManager server dongle (also called an application key) to a USB port on the computer. The computer recognizes the application key when it is booting.

If the dongle is not installed, only an evaluation license will be available. The evaluation license allows only ten logins to the MediaManager server. After ten logins, you must reinstall the MediaManager server software to use it.

To install the dongle:

- Connect the dongle to a USB port on the MediaManager server computer.



If you lose your application key, you must purchase another key from Avid at the full market cost of your software.

Chapter 2

Installing MediaManager Server and Client Software

After you have installed the MediaNetwork client software on your MediaManager server, install the MediaManager server software.

- [Setup Overview](#)
- [Software Installation Overview](#)
- [Upgrading from a Previous Release of MediaManager](#)
- [New MediaManager Installation](#)
- [Installing IIS Lockdown Tool](#)
- [Enabling MDB Manager](#)
- [Setting the MediaManager Server Home Page](#)
- [Installing the MediaManager Client Software](#)
- [Logging Into the Avid Unity MediaNetwork Environment](#)

Setup Overview

To properly set up MediaManager to work in the Avid Unity MediaNetwork environment, perform the following procedures:

- [Setting the Total Paging File Size](#)
- [Renaming Your Server](#)

Setting the Total Paging File Size

The MediaManager server is shipped with the Total Paging File size set correctly. If you ever need to check the Total Paging File size to verify it is set properly, perform the following procedure.

To set the paging file size:

1. Right-click the My Computer icon on your desktop, and select Properties.
The System Properties dialog box opens.
2. Click the Advanced tab.
3. Click Performance Options.
4. In Virtual Memory, click Change.
5. Select drive C.
6. Set the Initial size and Maximum size to 2048 MB.
7. Click OK.

Renaming Your Server



If you want to change your MediaManager server computer's name, perform this procedure before you install the MediaManager software. If you change the name after installing the MediaManager server software, you will need to uninstall and reinstall all the MediaManager software.

Microsoft SQL Server has already been installed on your MediaManager server system. It is during the installation procedure that a name is given to the server system. If you have multiple servers, you might want to change the computer name. To rename the MediaManager server system to a name you want, change the computer name and then restart your system.

To name your MediaManager server system:

1. Click the Start button, and select Settings > Control Panel.
2. Double-click System.
3. Click the Network Identification tab.
4. Click Properties.
5. In Computer name text box, type a new name for the computer, and then click OK.

Software Installation Overview

The following sections provide the steps for installing the MediaManager software.

- If you are upgrading from a previous release, follow the procedures in [“Upgrading from a Previous Release of MediaManager”](#) on page 21.
- If you are installing the software for the first time, follow the procedures in [“New MediaManager Installation”](#) on page 27.

The following table outlines where the TransferManager and MediaManager software should be installed. If your environment includes both TransferManager and MediaManager, use this table as a guide. For information on installing the TransferManager software, see the *Avid Unity TransferManager Release Notes*.

Software	Installed on MediaManager Server	Installed on TransferManager Server	Installed on Avid Editing Client
TransferManager Server		✓	✓ ^a
TransferManager Client	✓ ^b		✓
MediaManager Server	✓		
MediaManager Client			✓
Avid Unity MediaNetwork Client	✓	✓	✓

a. Install only if in a peer-to-peer environment (not an Avid Unity environment).

b. Install only if a TransferManager server is part of your Avid Unity environment.



After installing MediaManager v4.5, if you decide to reinstall an older version of MediaManager, make sure you uninstall v4.5, before reinstalling the older version of MediaManager. When uninstalling v4.5, you should use the Control Panel’s Add/Remove application and reboot your computer after the uninstall is complete.

Upgrading from a Previous Release of MediaManager

For current information relating to upgrading from a previous release, see the *Avid Unity MediaManager ReadMe*. The ReadMe is available on the MediaManager CD-ROM. You can access the most up-to-date ReadMe file from the Avid Customer Support Knowledge Base.



If this is your first time installing the software, see “New MediaManager Installation” on page 27.



If your workgroup includes a Media Browse server and you are reinstalling the MediaManager server software, you need to reenter the URL for the Media Browse server in the Media Browse Notification option. See “Media Browse Notification” in the Help.

Upgrade Installation Checklist

The following table provides a checklist of steps for upgrading the MediaManager server software and references on where to find more information about each step.

MediaManager Upgrade Installation Check List

Task	Section Reference
Before you begin:	
<input type="checkbox"/> Check your configuration.	“Installing Avid Unity MediaManager Server Hardware” on page 13 and <i>Avid Unity MediaManager ReadMe</i> .
<input type="checkbox"/> Save the existing database.	“Saving the Existing Database” on page 22
<input type="checkbox"/> Remove previous version of MediaManager	“Removing a Previous Release of MediaManager” on page 23
<input type="checkbox"/> Install MediaManager server software.	“Installing the MediaManager Software on MediaManager Server” on page 23

Saving the Existing Database

Avid recommends that you back up the entire MediaManager database before you upgrade. This process can take a long time, depending upon the number of media objects. You should perform this procedure when MediaManager's usage is low or has no activity.

To specify the location in which to store MediaManager backup files:

1. Click Administration in the mode selector.
2. Click the System Setup icon in the Functions list.
The System Setup window opens.
3. Specify the location (drive and directory) for your MediaManager backup files. The default directory is C:\backup. You might want to choose a removable device or another hard disk to back up your database.
4. Click Submit.

The new location for MediaManager backup files is stored.

To back up the MediaManager database:

1. Click Administration in the mode selector.
2. Click the Backup icon in the Functions list.
The Create Backup window opens.
3. Type a new backup file name, or select an existing one:
 - To create a new backup, select New and then type the name of the file in the text box.
 - To overwrite an existing backup file, select Existing and then choose an existing file from the list.
4. (Option) Type a description to be associated with the backup in the Description text box.
5. Click Start.

The backup procedure begins. This process can take a long time, depending upon the number of media objects.

Removing a Previous Release of MediaManager

You can use this procedure to remove MediaManager server software and MediaManager client software.

To remove a previous release of MediaManager:

1. Click Start and select Settings > Control Panel.
2. Double-click Add/Remove Programs.
3. Select the Avid MediaManager program you want to remove and click Remove.
4. Follow the instructions given to complete the removal.
 - Choose to remove all components of the MediaManager software.
 - Choose to delete all shared files.

Installing the MediaManager Software on MediaManager Server



During this installation, you will be asked for an Avid Unity administrator user name and password. Your Avid Unity administrator must also create the same user account with the same password on the Avid Unity system using the Avid Unity Administration Tool. Remember not to use the true admin but create a different user and use that. For example, you could name this user MMAdmin. This user must *not* be the Administrator account. For information on setting up Avid Unity user accounts, see your Avid Unity documentation. The user you create on Avid Unity must have read/write access to all the workspaces that MediaManager needs to access.

Depending on the previous release that you are upgrading from, if you want to reuse your database, you must perform the database conversion process, by running the Database Updater during the server software installation procedure.

If you are converting your database, make sure you have done the following before starting the server software installation.

- **IMPORTANT:** Back up your existing database. Once you back up the database, move the saved database off the MediaManager server. You will want to have a backup stored somewhere other than the server. See [“Saving the Existing Database” on page 22](#).

- Make sure that your virus protection software is not active and that any script blocking or dynamic checking of files is not running on your virus protection software. This will interfere with the conversion process.
- Make sure your database is as clean as possible. Before converting, make sure you have removed any unwanted files and precomputes that would add to the conversion time.
- Make sure you have enough disk space to perform the conversion process. You need enough free space on your 32-GB drive to accommodate two times your database size. You can view the free disk space and your database size on the Server Statistics page in Administration mode of MediaManager.



MediaManager server installation depends on the existence of drive C to which it has read/write access. Some MediaManager services will not work correctly without a drive C.

To install MediaManager server software when upgrading from a previous release:

1. Remove any previous release of MediaManager server software from the system. See [“Removing a Previous Release of MediaManager” on page 23](#).
2. Insert the MediaManager CD in the CD-ROM drive of your MediaManager server system.
3. Click ReadMe/Browse Media, to open the ReadMe file.
View the ReadMe file for important information about the MediaManager, then return to the installation frontend window.
4. Click Install Products.
5. Update your database:
 - a. Click Use Database Updater.
 - b. Click Next.
 - c. Select a destination location for the Database Updater program and click Next.
The SQL Server Login dialog box opens.
 - d. The UserID **sa** appears in the text box. Leave **sa** as the UserID, and do not enter any password.

- e. Click Next to continue.

A dialog box opens indicating the SQL database will be updated.

- f. Click OK and then click Yes.

When the update is complete the installation frontend window opens.

6. Click Install MediaManager Server.
7. If the installer finds a previous version of MediaManager installed on your system, a dialog box opens indicating you need to remove the previous version before you can continue with the installation. Do the following:
 - a. Click OK and following the procedure in [“Removing a Previous Release of MediaManager” on page 23](#).
 - b. After your system restarts, return to step 6 to install MediaManager server software.
8. Click Next.
9. Select the applicable country and click Next.
10. In the Software License Agreement window, read the agreement, and then click Yes to accept the terms of the agreement.
11. In the Enable Media Database Manager (MDB) window, do one of the following:
 - ▶ Click No, if your clients do not use the Media tool or if your workgroup environment is MXF/AAF.
 - ▶ Click Yes, if you have clients in your OMF workgroup environment that use the Media tool.

Enabling MDB Manager is necessary only if you are using a client in your OMF workgroup environment that intends to use the Media tool. The MDB Manager is not supported in an MXF/AAF workgroup. If you choose not to enable the MDB Manager at this time you can enable it later. See [“Enabling MDB Manager” on page 31](#).



If you enable MDB Manager, you might experience slower performance if your two largest workspaces together total more than 30,000 files. If you experience slower performance and you have MDB Manager enabled, check your workspaces and clean up or reorganize your workspaces to reduce the file count. If you are experiencing slow performance, you may want to reduce the allocation size of the two largest workspaces. If you are experiencing slower than normal performance, on the MediaManager system, check the Windows Task Manager for the amount of memory MDB_Agent.exe is using. If

memory usage exceeds 1.5 GB, significant activity likely is occurring on MediaManager. You might want to reduce the number of transactions to MediaManager until the MDB Manager is able to catch up with the workload.

12. Click Next.
13. Select a destination location for your MediaManager server program. The default is:
C:\Program Files\Avid
14. Click Next.
The Select Program Folder dialog box opens.
15. Accept the default folder, and click Next to open the SQL Server Login dialog box.
16. The UserID **sa** appears in the text box. Leave **sa** as the UserID, and do not enter any password.
17. Click Next to continue.
A dialog box opens, indicating the installer has found an existing database and asks if you want to reuse the current version.
18. Click Yes.
The Services Setup dialog box opens.
19. Type a user name and password. These must match an existing administrative name and password on the Avid Unity system created using the Avid Unity Administration Tool. For example, you could name the user MMAdmin. If you are performing an upgrade and previously you used the default Administrator account, you must create a new user on the Avid Unity system and enter that user here.



In case of an upgrade, do *not* use the default Unity Administrator account. If you use the Administrator account, you will be unable to log in again to your system.

20. Click Next.
When the installation is complete, a dialog box opens.
21. Select “Yes, I want to restart my computer now.”
22. Click Finish.
23. Continue with [“Installing IIS Lockdown Tool” on page 29.](#)

New MediaManager Installation



During this installation, you will be asked for an Avid Unity user name and password. This Unity user must be created within the Avid Unity Administration Tool and must be granted read/write access to all Unity workspaces that MediaManager needs to access. The user **SHOULD NOT be the Unity Administrator. Once created, this user should not be deleted or have its password changed.**

For current information relating to installing MediaManager, see the *Avid Unity MediaManager ReadMe*. The ReadMe is available on the MediaManager CD-ROM. You can access the most up-to-date ReadMe file from the Avid Customer Support Knowledge Base.



If your workgroup includes a Media Browse server and you are reinstalling the MediaManager server software, you need to reenter the URL for the Media Browse server in the Media Browse Notification option. See “Media Browse Notification” in the Help

To install MediaManager server software:

1. Insert the MediaManager CD in the CD-ROM drive of your MediaManager server system.
2. Click ReadMe/Browse Media, to open the ReadMe file.
View the ReadMe file for important information about MediaManager, then return to the installation frontend window.
3. Click Install Products.
4. Click Install MediaManager Server.
5. In the Welcome window, click Next.
6. Select the applicable country and click Next.
7. In the Software License Agreement window, read the agreement, and then click Yes to accept the terms of the agreement.

8. In the Enable Media Database Manager (MDB) window, do one of the following:

- ▶ Click No, if your clients do not use the Media tool or if your workgroup environment is MXF/AAF.
- ▶ Click Yes, if you have clients in your OMF workgroup environment that use the Media tool.

Enabling MDB Manager is necessary only if you are using a client in your OMF workgroup environment that intends to use the Media tool. The MDB Manager is not supported in an MXF/AAF workgroup. If you choose not to enable the MDB Manager at this time you can enable it later. See [“Enabling MDB Manager” on page 31](#).



If you enable MDB Manager, you might experience slower performance if your two largest workspaces together total more than 30,000 files. If you experience slower performance and you have MDB Manager enabled, check your workspaces and clean up or reorganize your workspaces to reduce the file count. If you are experiencing slow performance, you may want to reduce the allocation size of the two largest workspaces. If you are experiencing slower than normal performance, on the MediaManager system, check the Windows Task Manager for the amount of memory MDB_Agent.exe is using. If memory usage exceeds 1.5 GB, significant activity likely is occurring on MediaManager. You might want to reduce the number of transactions to MediaManager until the MDB Manager is able to catch up with the workload.

9. Click Next.
10. Select a destination location for your MediaManager server program. The default is:
- C:\Program Files\Avid
11. Click Next.
- The Select Program Folder dialog box opens.
12. Accept the default folder, and click Next.
- The SQL Server Login dialog box opens.
13. The UserID **sa** appears in the text box. Leave **sa** as the UserID, and do not enter any password.
14. Click Next to continue.

A dialog box opens asking if you want to create a database.

15. Click Yes.

The Services Setup dialog box opens.

16. Type a user name and password. These must match an existing administrative name and password on the Avid Unity system created using the Avid Unity Administration Tool. For example, you could name the user MMAdmin.



Do not use the default Administrator account. If you use the Administrator account, you will be unable to log in again to your system.

17. Click Next.

When the installation is complete, a dialog box opens.

18. Select “Yes, I want to restart my computer now.”

19. Click Finish.

20. Continue with [“Installing IIS Lockdown Tool” on page 29.](#)

Installing IIS Lockdown Tool

The Microsoft Internet Information Services (IIS) Lockdown tool is an optional software package that improves the security on the system running the MediaManager server application. It closes unused doors that hackers could exploit. The tool does not affect the MediaManager server application.

If you decide to install the IIS Lockdown tool, use the following procedure. If you install the software incorrectly it can prevent you from running MediaManager. If the system displays Microsoft 404 errors when you attempt to access the MediaManager application, reinstall the IIS Lockdown tool.

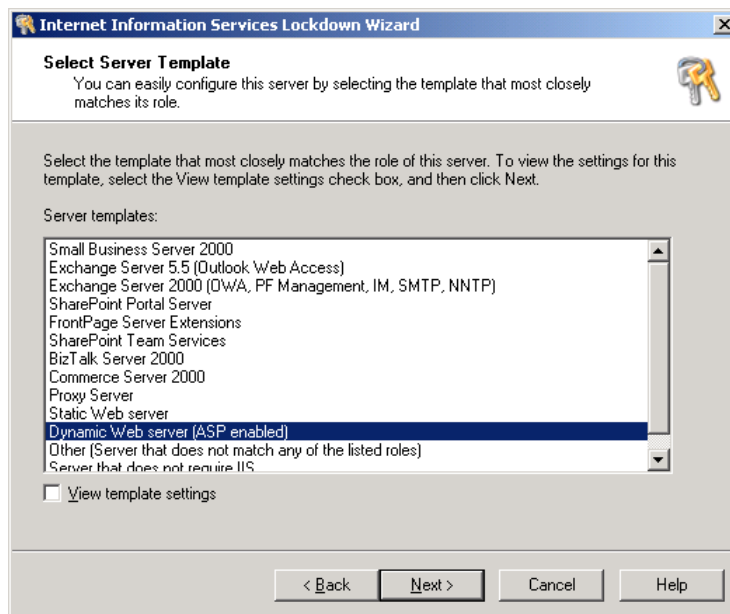
Installing the IS Lockdown Tool

After you install the MediaManager server software, install the Microsoft Internet Information Services (IIS) IIS Lockdown v2.1 tool on the server.

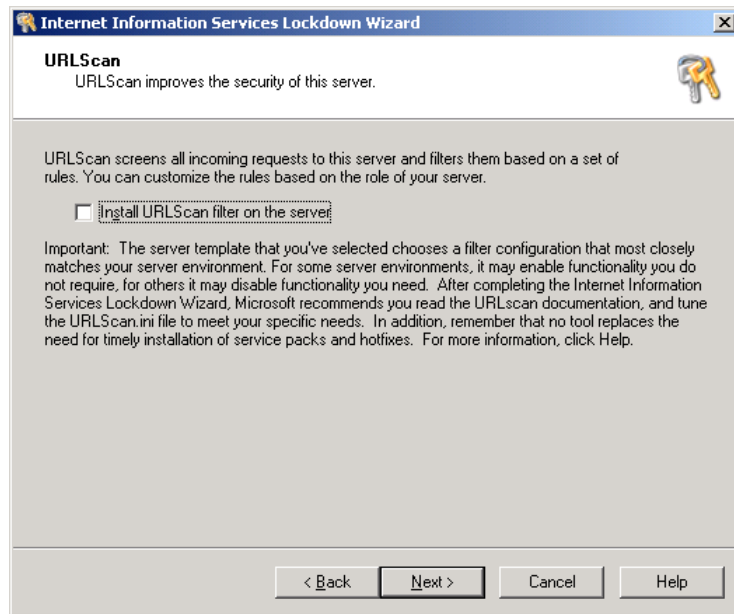
To install the IIS Lockdown tool:

1. Download the IIS Lockdown v2.1 executable file from the Microsoft Web site.
 - a. Go to www.microsoft.com.
 - b. Search for IIS Lockdown.
 - c. Follow the download procedure on the Microsoft Web site.
2. Double-click the IISLockd.exe file that you downloaded.

The IIS Lockdown installation wizard opens.
3. Click Next to begin the installation.
4. Click Next to accept the license agreement.
5. In the Select Server Template window, select Dynamic Web server (ASP enabled) and click Next.



6. In the URLScan window, uncheck “Install URLScan filter: on the server” and click Next.



7. Continue clicking Next in the following windows.
8. Click Finish.

Enabling MDB Manager

MDB Manager needs to be enabled on your MediaManager server only if you have added a client to the OMF workgroup environment on which you plan to use the Media tool. When you initially install the MediaManager Server software, you are asked if you need MDB Manager installed. If you answer No, MDB is not enabled. If you then add an editing system into your OMF workgroup environment that needs the MDB Manager running, you must enable MDB Manager on the MediaManager server.

To enable MDB Manager:

1. On the MediaManager server, add the MDB_StartCntrl.exe file that resides on the desktop to your startup folder, do the following:
 - ▶ Drag the MDB_StartCntrl.exe file to Start > Programs > Startup.
 - ▶ Drop the file into the cascading menu.

2. Double-click the MDB_StartCntrl.exe file to start the MDB agent.
3. Click OK in the “MDB successfully started” dialog box.

MDB Manager is enabled.

Setting the MediaManager Server Home Page

After you have installed the software, you can set your Internet Explorer home page on the MediaManager server to the MediaManager login screen.

To set MediaManager as your home page:

1. Start the Internet Explorer application.
2. In the Address field, type the Uniform Resource Locator (URL) for MediaManager, for example:
`http://MediaManager server name/omm/default.asp`
(MediaManager server name is the computer name of the MediaManager server.)
3. Select Tools > Internet Options.
In the Home page area, click Use Current.
4. Click OK.

Installing the MediaManager Client Software

Install the MediaManager client software on an Avid editing system within your workgroup.



The MediaManager CD contains both the Macintosh and Windows client software. The CD recognizes whether your system is a Macintosh or a Windows client and presents the correct installer for your system.

Installing the MediaManager Client Software (Windows)

The following procedure installs the MediaManager client software on an Avid editing system using the Windows operating system within your workgroup.

To install the MediaManager client software on a Windows system:

1. Remove any previous release of MediaManager client software from the client system. See [“Removing a Previous Release of MediaManager” on page 23](#).
2. Insert the MediaManager CD in the CD-ROM drive of your Avid editing system.
3. Click ReadMe/Browse Media, to open the ReadMe file.
View the ReadMe file for important information about the MediaManager client software, then return to the installation frontend window.
4. Click Install Products.
5. Click Install MediaManager Client.
6. In the Welcome window, click Next to start the install.
7. Select the applicable country, and click Next.
8. In the Software License Agreement window, read the agreement, and then click Yes to accept the terms of the agreement.
9. A dialog box might open directing you to enable MDB Manager if the Avid editing client on which you are installing MediaManager client uses the Media tool. If you are added a client to an OMF workgroup environment that did not use the Media tool, and now you are adding an editing client (for example, Media Composer Adrenaline) on which the Media tool will be used, you must enable MDB. See [“Enabling MDB Manager” on page 31](#).
10. Select “Yes, I want to restart my computer now.”
11. Click Finish.

Installing the MediaManager Client Software (Macintosh)

The following procedure installs the MediaManager client software on an Avid editing system using the Macintosh operating system within your workgroup.

To install the MediaManager client software on a Macintosh:

1. Insert the MediaManager CD in the CD-ROM drive of your Avid editing system.

The AvidMM Installer window opens.

2. Double-click Avid MediaManager Installer.

The Installer opens.

3. Click Install.
4. Select the applicable country, and click OK.
5. Scroll to the bottom of the license agreement, and click Yes.



If the installer does not find an Avid editing application on your system, an error message appears. You must have an Avid editing application installed before you install the MediaManager client software.



If you are a Pro Tools® client, use the Custom Install and select the plug-in. Using the Easy Install for a Pro Tools client will not install the required plug-in.

The installation occurs, and a dialog box opens, indicating an Internet Explorer plug-in has been installed and you should restart your Internet Explorer application after the installation is complete.

6. Click OK.
7. A dialog box might open directing you to enable MDB Manager if the Avid editing client on which you are installing MediaManager client uses the Media tool. If you are added a client to an OMF workgroup environment that did not use the Media tool, and now you are adding an editing client (for example, Media Composer Adrenaline) on which the Media tool will be used, you must enable MDB. See [“Enabling MDB Manager” on page 31](#).

8. Click OK. After you have finished the installation, see [“Enabling MDB Manager” on page 31](#).

A dialog box opens, indicating the installation was successful.

9. Click Quit, and restart the Internet Explorer application.

Logging Into the Avid Unity MediaNetwork Environment

After the MediaManager software is installed and the clients and server are connected to the network, connect to the Avid Unity MediaNetwork environment to map the client to the Avid Unity workspaces.

If you are mapping to Avid Unity from a Windows client, see [“Connecting to Avid Unity MediaNetwork \(Windows\)” on page 35](#). If you are mapping to Avid Unity from a Macintosh client, see [“Connecting to Avid Unity MediaNetwork \(Macintosh\)” on page 37](#).

You can also use the Avid Unity Connection Manager to map and unmap the MediaNetwork workspaces. For information about using the Avid Unity Connection Manager, see the Avid Unity MediaNetwork documentation.

Connecting to Avid Unity MediaNetwork (Windows)

To connect to the MediaNetwork environment, you need a MediaNetwork user name and password. They allow you to map available MediaNetwork workspaces to your MediaNetwork client.

Your MediaNetwork user name and password might be the same as your user name and password for your MediaNetwork client, or they might be different. Check with your MediaNetwork administrator to get your MediaNetwork user name and password.

Mapping MediaNetwork Workspaces

To map a MediaNetwork workspace:

1. Make sure your Avid editing application is not running.
2. Right-click the My Computer icon on your desktop, and select Map Network Drive.

The Map Network Drive dialog box opens.

3. Select an available drive letter from the Drive menu.
4. Double-click Avid Unity Network, in the Shared Directories list, to see the available MediaNetwork File Manager.
5. Double-click MediaNetwork File Manager to see the available MediaNetwork workspaces.
 - If your user name and password are the same on the MediaNetwork client and the MediaNetwork File Manager, the available workspaces appear.
 - If your user name, password, or both are different on the MediaNetwork client and the MediaNetwork File Manager, the Enter Network Password dialog box opens. Type your valid MediaNetwork user name and password, and click OK. The available workspaces appear.
6. Select the workspace that you want to map. A path to the workspace appears in the Path menu.
7. Click Reconnect at Logon to have the workspace available the next time you log in to the MediaNetwork client.
8. Click OK. The workspace window opens on your desktop.



Do not unmap this workspace drive.

Unmapping MediaNetwork Workspaces

To unmap a mapped workspace:

1. Make sure your Avid editing application is not running.
2. Right-click the My Computer icon on your desktop, and select Disconnect Network Drive.


The Disconnect Network Drive dialog box opens.

3. In the Network Drive list, select the mapped workspace you want to disconnect.
4. Click OK.

The workspace is no longer mapped to your MediaNetwork client.

Connecting to Avid Unity MediaNetwork (Macintosh)

To connect to the MediaNetwork environment:

1. Select Apple  menu > Chooser. The Chooser window opens.
2. Click the Avid Unity icon in the upper left portion of the window.
3. In the Select an Avid File Server list, select Avid Unity.
4. Click OK. The “Connect to” dialog box opens.
5. Determine how you want to log in:
 - ▶ Click Guest if you don’t have an assigned user name. The administrator might have given Guest limited access and permissions to work with files. Continue with step 8.
 - ▶ Click Registered User if you have an assigned user name.
6. Type your user name in the Name text box.
7. Type your password in the Password text box.
8. Click OK. A dialog box opens, showing the workspaces you can mount on your desktop.


Mounting Workspaces

To mount a MediaNetwork workspace:

1. Select the workspace you want to mount. If you want to mount more than one workspace, Shift+click the additional workspace names.
2. Make sure that the “Synchronize time with server” check box is selected. This synchronizes your MediaNetwork client time to the MediaNetwork File Manager time and helps prevent time-related file creation and access problems.
3. Click OK. The selected workspaces appear on the desktop.
4. Click Cancel to end the login procedure.

Changing Your Password

To change your MediaNetwork password:

1. Select Apple  menu > Chooser. The Chooser window opens.
2. Click the Avid Unity icon in the upper left portion of the window.
3. In the Select an Avid File Server list, select Avid Unity.
4. Click OK. The “Connect to” dialog box opens.
5. Click Registered User.
6. Type your user name in the Name text box.
7. Click Set Password. The Change Password dialog box opens.
8. Type your current password in the Old password text box.
9. Type your new password in the New Password text box.
10. Click OK. A message box opens, asking you to reenter your new password for confirmation.
11. Click OK. The Confirm password dialog box opens.
12. Type your new password in the New Password text box.
13. Click OK. A message box opens, telling you that your password was changed.
14. (Option) Click Cancel to leave your current password active.

Unmounting Workspaces

To unmount a MediaNetwork workspace:

1. Select the MediaNetwork workspace that you no longer want to use. If you want to unmount more than one workspace, Shift+click the additional workspace names.
2. Drag the workspaces to the Trash. The icons are removed from the desktop.

Logging Out

To log out of MediaNetwork:

1. Quit your Avid application.
2. Select all the MediaNetwork workspaces on the desktop.
3. Drag them to the Trash.

Rebooting the MediaManager Server

To reboot the MediaManager Server:

1. Restart the MediaManager server computer.
2. Log in as a valid Avid Unity user. This should be the same Avid Unity user name that you used during the MediaManager installation.
3. Map to an Avid Unity drive.



Do not unmap this Avid Unity drive from MediaManager.

Chapter 3

Configuring Avid Editing Systems to Work with MediaManager

Before you can interact with MediaManager, you need to configure your Avid editing system, see [“Specifying MediaManager Settings” on page 42](#).

MediaManager supports two workgroup modes; OMF and MXF/AAF. The type of media files you can check into MediaManager and supported editing applications depends on the workgroup mode. For compatibility issues when working in either an OMF or an MXF/AAF workgroup, see “Understanding the Workgroup Modes” in the MediaManager Help.

After you specify these settings, you can check in clips to and check out clips from MediaManager by using the drag-and-drop method. You can also manually check in clips. For procedures on checking in media objects, see “Adding Media Objects to MediaManager Using an Editor” in the Help.

Specifying MediaManager Settings

You must specify the MediaManager location to let your Avid editing system know where to look for it on the network, see [“Specifying the MediaManager Server” on page 42](#).

The Avid editing system’s MediaManager user settings allow you to select the check in process, project access control, and login, see [“Specifying the MediaManager User Settings” on page 43](#).

For complete information on using settings, see the Help for your Avid editing system.

Specifying the MediaManager Server

The MM Host settings is a Site setting, which is a single setting that applies to all users of a particular editing system. If you want to access another MediaManager server, you must modify the MM Host settings to reflect the server.

To specify your MediaManager location:

1. In your Avid editing application, click the Settings tab in the Project window.

The Settings scroll list appears.

2. Double-click MM Host.

The MM Host Settings dialog box opens.

3. In the MediaManager Host Name text box, type the computer name of your MediaManager server.

It is important to type the correct computer name. This is the location where the editing system looks to check in the digitized or recorded media. You can also enter the IP address instead of the computer name.

4. Click OK.

Specifying the MediaManager User Settings

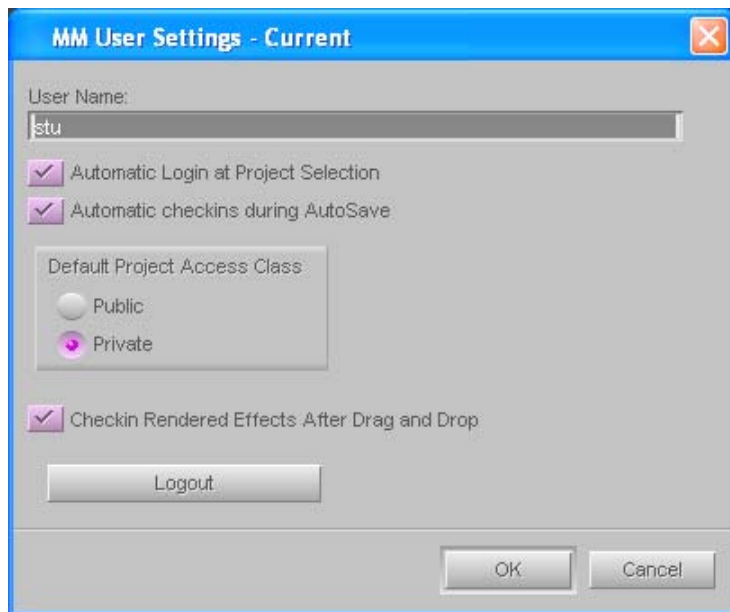
To specify your MediaManager User settings:

1. In your Avid editing application, click the Settings tab in the Project window.

The Settings scroll list appears.

2. Double-click MM User.

The MM User Settings dialog box opens.



3. In the User Name text box, type a user name. This name must be a known MediaManager user. For information on creating a new user, see “Creating User Accounts” in the Help.
4. Select “Automatic Login at Project Selection” if you want to log in to MediaManager automatically every time you open a project.
5. Select “Automatic checkins during AutoSave” if you want any changes you have made to be automatically checked in every time an AutoSave occurs.
6. Set the Default Project Access Class option, see [“Setting the Default Access Control from the Editing System”](#) on page 44.

7. (Option) If you want all referenced effects checked in when an auto-save or manual save occurs, select “Checkin Rendered Effects After Drag and Drop.
8. Click Login to establish the connection to MediaManager.
The Login dialog box opens.
9. Type your password, and click OK.
Look at the MM User Settings dialog box again. If you have successfully logged in, the Login button now appears as Logout.



The connection defined in your MM Host settings identifies the MediaManager location to which you will be checking in media objects. You can check out objects from a different MediaManager by dragging and dropping clips from that MediaManager to a bin without changing the MM Host settings.

Setting the Default Access Control from the Editing System

Before you begin checking in objects from your editing system to MediaManager, set the access control. Access control allows you to share your projects with other users or keep them private. The Avid editing system’s MM User Settings dialog box allows you to specify whether projects will be public or private by default.



The Avid editing application setting for default project access should match the MediaManager server setting established by the MediaManager Administrator.



The MediaManager default access overrides the user selection for access to projects. That is, if you create a project on an Avid editing system that has the same name as a project in MediaManager, the access control set by the MediaManager will override to Avid editing application’s access control. For more information, see “Understanding the Default Access” in the Help.

To set the access control:

1. In the Avid editing application, click the Settings tab in the Project window.
The Settings scroll list appears.

2. Double-click MM User.

The MM User Settings dialog box opens.

3. From the Default Project Access Class area, select either Private or Public.

If you select Public, the project appears in MediaManager with an open lock icon. If you select Private, the project appears in MediaManager with a user locked icon.



- When Public is selected, everyone with access to MediaManager can view your project.
- When Private is selected, only you, the MediaManager administrator, and a set of MediaManager users that have been given access can view your project.

You or an administrator can add users to a private project. See “Changing Access Control” in the Help.

If you want to change project access after you have already checked in the objects to MediaManager. See “Changing Access Control” in the Help.

Chapter 4

Installing MediaManager Select Players

The MediaManager Select Players provide added functionality for viewing clips and select lists. This chapter describes network configurations and the installation process for the MediaManager Select Players. For information about using the MediaManager Browser Player and the ProLog Player, see “Working with the MediaManager Browser Player and ProLog Player (Windows only)” in the Help. For information about using the Avid Player, see “Working with the Avid Player” in the Help.

MediaManager Select Players

Player	Description
MediaManager Browser Player	Provides added functionality to the MediaManager Viewer, that allows you to review clips and create subclips, which you can place into select lists (Windows only)
MediaManager ProLog Player	Includes the Browser Player features and also allows you to view and modify a clip’s metadata, and add locators and locator comments. You can also resize the viewer. (Windows only)
Avid Player	Allows reviewers to view published select lists. (Macintosh and Windows)

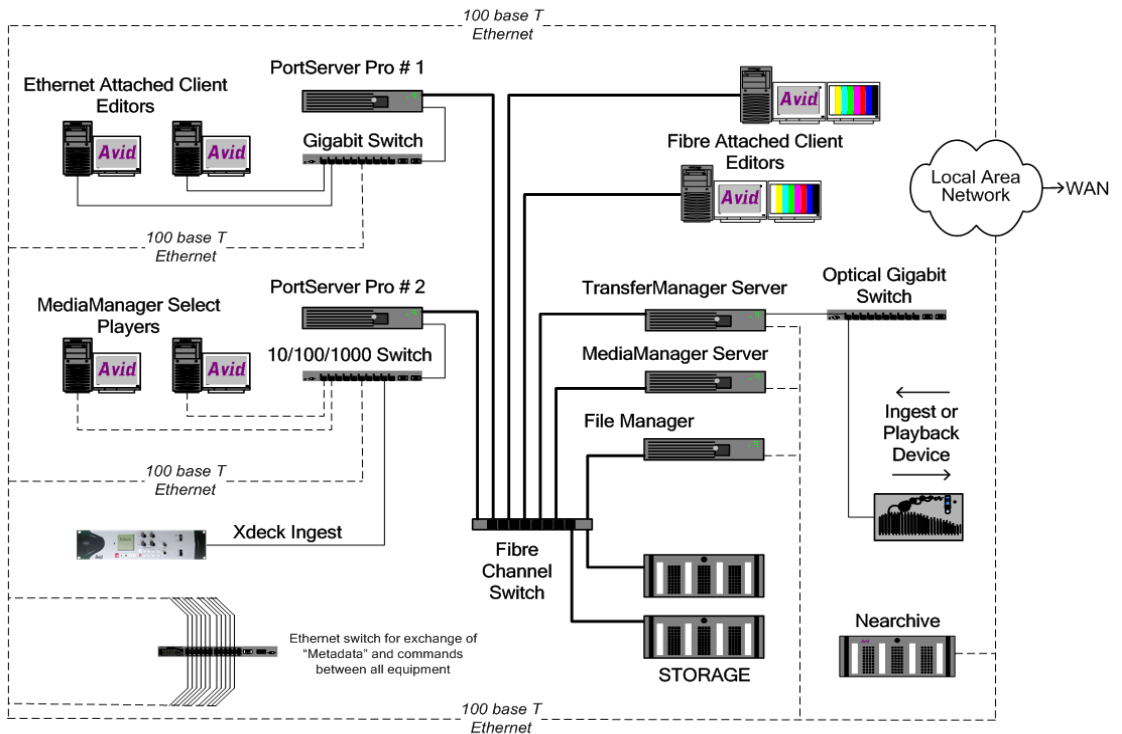
This chapter covers the following topics:

- [Network Overview](#)
- [Recommended Network Configuration](#)
- [Hardware and Operating System Requirements](#)
- [Installation Prerequisites](#)
- [Upgrading From a Previous Release of MediaManager Select Players](#)
- [Installing the Avid Player Software](#)
- [Installing the Browser Player and ProLog Player Software \(Windows Only\)](#)
- [Running Windows Update](#)
- [Dual-Monitor Option](#)
- [Configuring the PortServer Pro Connection](#)

Network Overview

Each environment will contain a number of interconnected components, customized to the individual needs of the organization using it. The following illustration shows a sample network configuration.

Sample Network Configuration



Recommended Network Configuration

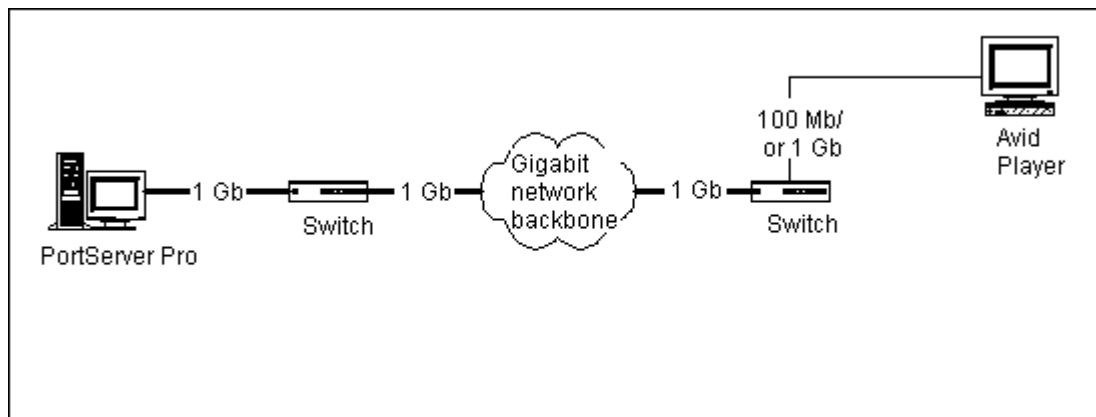
To get the best performance from your network, you must properly configure these three components:

- [MediaManager Select Players](#)
- [PortServer Pro](#)
- [Network Devices \(Switches and Routers\)](#)

The PortServer Pro responds to requests from the MediaManager Select Players (Player). The PortServer Pro retrieves data from Avid Unity storage and sends it to the Player. The PortServer Pro should be connected to the network by a gigabit link.

The network devices are responsible for moving the data between the Player and the PortServer Pro. All network links, except the link from the switch to the Player, need to be gigabit links.

The following illustration shows the Player connection to the PortServer Pro.



MediaManager Select Players

For optimal performance, the Player's network interface card (NIC) needs to be configured to a link speed of 100 megabits per second (Mbps) and full duplex. Most NICs are set to auto-negotiate speed and duplex by default. Occasionally, the switch and the Player will not auto-negotiate for the

optimum speed and duplex (for example, half duplex instead of full duplex). Throughput performance is significantly degraded when this occurs (maximum throughput of approximately 70 Mbps instead of 100 Mbps). There are several ways to check the negotiated speed and duplex:

- Some NICs have external lights that indicate negotiated speed and duplex. For information on how to interpret the lights, see the NIC documentation.
- Some NICs have software utilities that show the negotiated speed and duplex (for example, Intel® PROSet II utility)
- Most switches have lights that indicate the negotiated speed and duplex. For information on how to interpret the lights, see the switch documentation.
- Many switches have command line interfaces. The negotiated speed and duplex can be checked through this interface.

If both sides of the Player link (NIC and switch port) are not configured for 100 Mbps full duplex, the network interface settings need to be set manually. Turn off auto-negotiation on both the switch and the NIC, and explicitly set both of them to 100 Mbps and full duplex.



The Player and the switch ports need to be set to 100 Mbps and full duplex.

Name Resolution

The Player needs to do both forward name resolution (machine name to IP address) and reverse name resolution (IP address to machine name). You can do this by using whichever preferred name resolution method you use on your network (DNS, hosts file, and so forth).

If name resolution is *improperly* configured, you might experience the following symptoms:

- Long connect times to MediaManager (30 seconds or more)
- Long time to retrieve selects lists (30 seconds or more)
- Failure to connect to the PortServer Pro

PortServer Pro

For optimal performance, the PortServer Pro's gigabit NIC needs to be connected to a gigabit switch port.

To check the negotiated settings for the Alacritech® gigabit card:

- ▶ Click the Start button, and select Programs > Alacritech > slicuser.

This program will show the current status of the Alacritech gigabit card. Link speed should be 1000 Mbps and full duplex.

If your PortServer Pro does not have an Alacritech gigabit card, check the manufacturer's documentation for the NIC that is in your PortServer Pro.



The PortServer Pro and the switch ports need to be set to 1000 Mbps and full duplex.

Network Devices (Switches and Routers)

Excessive network latency, dropped packets, and insufficient available bandwidth will impact Player performance. If media playback is not performing as expected (for example, hesitant video, and out-of-sync audio), check the following network aspects.

Latency

The MediaManager Select network is designed to run on a LAN where round-trip packet latencies are typically less than 1 millisecond (ms). Several scenarios can introduce increased latencies into the network:

- Slow or overloaded router
- Oversubscribed network links
- Long-distance (for example, kilometers) or WAN links



Network latencies between the Player and the server should be less than 1 ms.

Dropped Packets

Dropped packets will degrade performance as well. Each dropped packet usually takes approximately 200 ms to recover; this may cause noticeable pauses in playback on the Player. The “TCP Segments Retransmitted” counter will indicate if TCP packets are being dropped. If a packet is dropped, it will be retransmitted and the counter will be incremented. One way to check the counter on the PortServer Pro is through the command:

```
netstat -s
```

If this counter is increasing, most likely a problem exists on the network. This could be due to overloaded routers, overloaded network links, incorrectly configured network equipment, electro-magnetic interference or faulty equipment.



Dropped packets result in noticeable pauses during playback.

Bandwidth

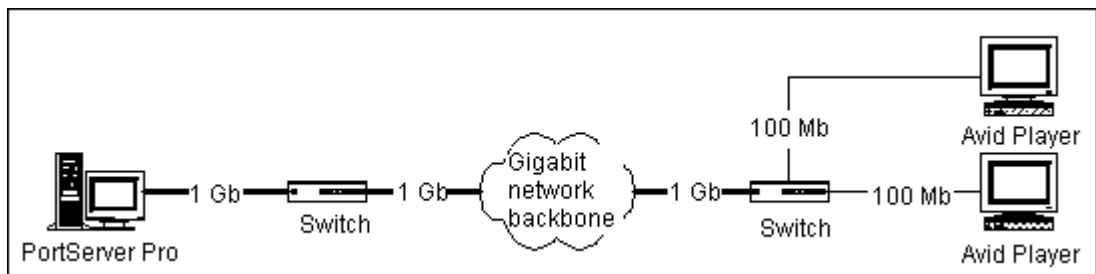
The MediaManager Select network protocol requires a peak throughput greater than the data rate of the media being played. This means that the network needs a full 100 Mbps available bandwidth from end to end when playing higher resolution media.

To make sure there are no network bottlenecks, run traffic over a gigabit network backbone with each individual machine the sole client on the 100-Mbps link. The following illustration shows the recommended configuration. All links between the two switches are gigabit links.



The backbone path between the PortServer Pro switch and the Player switch should always be gigabit links.

Recommended Network Configuration

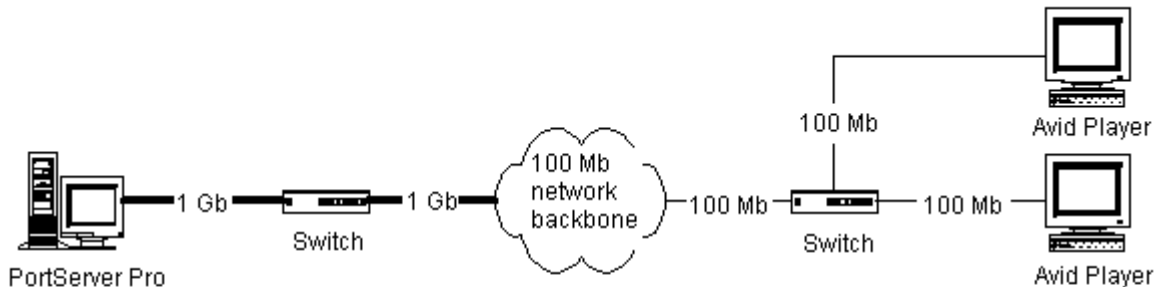


Insufficient Bandwidth

When a network is not configured with a gigabit network backbone, Player systems compete for bandwidth on the 100-Mb links. The following illustration shows a 100-Mb network link in the path between the two switches. Avid recommends that you avoid this network configuration.

If both Player systems are active at the same time, the bandwidth available to each Player is reduced. The less bandwidth available to each Player, the longer it takes to complete data reads over the network, resulting in degraded performance (pauses in playback).

Network Configuration to Avoid



NOTE: Do NOT use this configuration

Hardware and Operating System Requirements

For a list of the hardware and operating system requirements, see the *Avid MediaManager Select Players ReadMe* file. You can access the ReadMe file from the installation CD or from the Avid Customer Support Knowledge Base.

Installation Prerequisites

For a list of the software prerequisites, see the *Avid MediaManager Select Player ReadMe* file. You can access the ReadMe file from the installation CD or from the Avid Customer Support Knowledge Base.

Upgrading From a Previous Release of MediaManager Select Players

If you are upgrading to a new version of the Browser Player or Avid Player you need to remove the older version before installing the new version.

To remove a previous release of MediaManager Select Players:

1. Click Start and select Settings > Control Panel.
2. Double-click Add/Remove Programs.
3. Select the MediaManager program you want to remove, either MediaManager Browser Player or Avid Player, and click Remove.
4. Follow the instructions given to complete the removal.

Installing the Avid Player Software

The Avid Player software allows you to review select lists. Select lists are created in MediaManager and are collections of master clips, subclips, and fully-rendered sequences.

You are permitted to install the Avid Player software on multiple clients to allow flexibility regarding which clients you use to access and review the media. The Avid Player software should be installed on computers that are for your internal use only. Use of all software copies installed remains subject to the software license agreement accompanying the system.



Before you can play media in the Avid Player using an ethernet attached server, you must install the MediaNetwork Ethernet Attached Client software. You do not need the EAC software if you have Fibre Channel attached clients.



Avid recommends that you do not install the Avid Player software on a MediaManager server, because a sound card is required and the server does not ship with a sound card.



After installing the Avid Player v2.5, if you decide to reinstall an older version of the Avid Player, make sure you uninstall v2.5, before reinstalling the older version of the Avid Player. When uninstalling v2.5, you should use the Control Panel's Add/Remove application and reboot your computer after the uninstall is complete.

Installing the Avid Player on a Windows System

To install the Avid Player software on a Windows system:

1. Remove any previous release of Avid Player software from the system. See [“Upgrading From a Previous Release of MediaManager Select Players”](#) on page 55.
2. Insert the Avid Player CD into the CD-ROM drive.
3. Click ReadMe/Browse Media, to open the ReadMe file.
View the ReadMe file for important information about the Avid Player, then return to the installation frontend window.
4. Click Install Avid Player.
5. In the Welcome window, click Next.

6. In the Country Selection window, select your country and then click Next.
7. In the Software License Agreement window, read the agreement, and then click Yes to accept the terms of the agreement.
8. In the dialog box, select either Editing system or Non-Editing system.
9. Click Next.
10. In the Choose Destination Location window, indicate a location for the application files, and then click Next.
The installation begins.
11. Select “Yes, I want to restart my computer now” and click Finish.
You only need to restart your computer once, even when you are performing multiple installations on the same system.

Installing the Avid Player on a Macintosh Client

To install the Avid Player software on a Macintosh client:

1. Quit all Macintosh applications.
2. Insert the Avid Player CD into the CD-ROM drive.
3. Double-click the Avid Player CD-ROM icon.
The AvidPlayer folder opens.
4. Double-click the Avid Player Install icon.
The Avid Player Install window opens.
5. (Option) Click Switch Disk to change the location for the application files.
6. Click Install.
7. In the Country License List dialog box, select a your country and click OK.
8. In the Software License Agreement window, read the agreement, and do one of the following:
 - ▶ Click Yes, to accept the terms of the agreement and begin the install.
 - ▶ Click No, to end the installation.
9. Click Quit, when the install complete dialog box opens.

Installing the Browser Player and ProLog Player Software (Windows Only)

You are permitted to install the Browser Player and ProLog Player software on multiple clients to allow flexibility regarding which clients you use to access and review the media. The Browser Player and ProLog Player software should be installed on computers that are for your internal use only. Use of all software copies installed remains subject to the software license agreement accompanying the system.



Before you can play media in the Browser Player or ProLog Player using an ethernet attached server, you must install the MediaNetwork Ethernet Attached Client software. You do not need the EAC software if you have Fibre Channel attached clients.



Avid recommends that you do not install the MediaManager Browser Player software on a MediaManager server, because a sound card is required and the server does not ship with a sound card.



After installing MediaManager Select Players v2.5, if you decide to reinstall an older version of MediaManager Select Players, make sure you uninstall v2.5, before reinstalling the older version of MediaManager Select Players. When uninstalling v2.5, you should use the Control Panel's Add/Remove application and reboot your computer after the uninstall is complete.

To install the Browser Player and ProLog Player software:

1. Remove any previous release of MediaManager Select Player software from the system. See [“Upgrading From a Previous Release of MediaManager Select Players”](#) on page 55.
2. Insert the Avid MediaManager Browser Player CD into your computer's CD-ROM drive.
3. Click ReadMe/Browse Media, to open the ReadMe file.
View the ReadMe file for important information about the Browser Player and ProLog Player, then return to the installation frontend window.
4. Click Install Products.
5. Click Install MediaManager Browser Player.
6. In the Welcome window, click Next.

7. Select the applicable country and click Next.
8. In the Software License Agreement window, read the agreement, and then click Yes to accept the terms of the agreement.
9. In the dialog box, select either Editing system or Non-Editing system, and then click Next.
10. In the Choose Destination window, indicate a location for the application files, and then click Next.

The installation begins.

11. Choose whether to restart your computer, and click Finish.

You only need to restart your computer once, even when you are performing multiple installations on the same system.

The MediaManager Browser Player and ProLog Player are installed.

Running Windows Update



Run Windows Update on the machines where you installed the Player. This will update your video and network drivers. *Do not* run Windows Update on your Avid editing system.

To run Windows Update:

1. Click the Start button, and select Settings > Control Panel.
2. Double-click Add/Remove Programs.
3. Click Add New Programs, and then click Windows Update.
4. Click “Scan for updates.”
5. Follow the instruction on the Web site to update your system.



To download the latest drivers, you might need to go to your video card and network card manufacturer's Web sites.

Dual-Monitor Option

The Player can send video to a second monitor if you have a Matrox® G550 DualHead® graphics card. One output goes to your computer screen, where you have use of the controls to run the Player. The second output sends video-only to a second screen, which may be a video projector.

Before you can run the dual-monitor option, you must install the Matrox G550 DualHead graphics card on your client machine. This card lets you power two displays using one computer.

To install the Matrox G550 DualHead graphics card, see the Matrox Millennium G550 documentation included in the box with the graphics card. If the version of the Matrox G550 driver is before 5.86.032, then obtain a driver from the Matrox Web site.



If the video-only display device you connect to the Matrox card does not have a digital input, use the adapter that came with the video card to convert digital output to a standard VGA output. The Player uses the HD-15 connector, and the video-only display device uses the DVI connector.

Configuring the PortServer Pro Connection

The procedures in this section explain how to configure the PortServer Pro connection for the first time you connect to the Player.

How to access the configuration dialog box:

- The first time you connect to the Avid Player, you are asked to configure your PortServer Pro connection.
- From the Avid Player, select Options > PortServer Setup.
- From the Browser Player or ProLog Player, right-click the viewer and select PortServer Pro.



Contact your system administrator if you want to change your connection to a PortServer Pro.

There are two ways to connect your system to a PortServer Pro.

- When you use the Player to play media on a *desktop computer*, you should get a PortServer Pro from the License Pool Server. See [“Configure the PortServer Pro from a License Pool Server \(Standard\)”](#) on page 61.
- When you use the Player to play media in a *screening room*, you should manually specify a PortServer Pro. This guarantees that you have a dedicated connection between Unity and the Player. See [“Specifying an Ethernet Attached Server”](#) on page 62. This configuration is the most common.

Configure the PortServer Pro from a License Pool Server (Standard)

When you use the Player to play media on a *desktop computer*, you do not need a dedicated connection to the PortServer Pro. You can get a PortServer Pro from the License Pool Server.

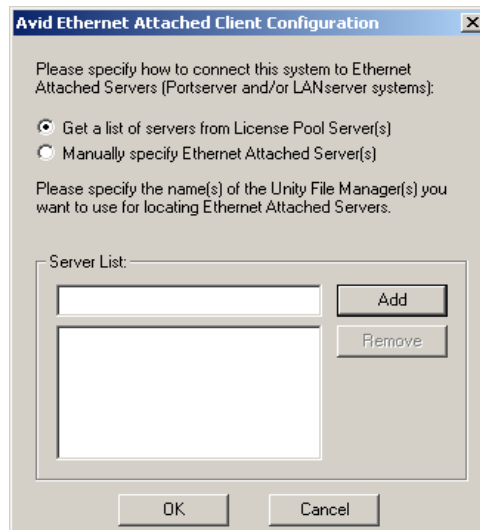


You can access the Avid Ethernet Attached Client Configuration dialog box, by selecting Options > PortServer Setup.

To get a PortServer Pro from a list maintained by a License Pool Server:

1. Click the Start button, and select Programs > Avid Player > Avid Player.
You will now be asked to connect your system to a PortServer Pro.
2. Click Yes.

A configuration dialog box appears.



3. Select “Get a list of servers from License Pool Server(s).”
4. Type the IP address or DNS name of the Unity File Manager in the Server List text box. If you have multiple file managers, add them to the list.
5. Click Add.
6. Click OK.

Specifying an Ethernet Attached Server

When you use the Player to play media in a *screening room*, you should manually specify a PortServer Pro. This guarantees that you have a dedicated connection between Avid Unity and the Player.



You can access the Avid Ethernet Attached Client Configuration dialog box, by selecting Options > PortServer Setup.

To specify a dedicated PortServer Pro connection:

1. Click the Start button, and select Programs > Avid Player > Avid Player.
You will now be asked to connect your system to a PortServer Pro.
2. Click Yes.

A configuration dialog box opens.

Please specify how to connect this system to Ethernet Attached Servers (Portserver and/or LANserver systems):

☐ Get a list of servers from License Pool Server(s)
☒ Manually specify Ethernet Attached Server(s)

Please specify the IP Address(es) of the Gigabit Ethernet Adapter(s) on the Ethernet Attached Servers you want to directly connect to.

Server List:

<input type="text"/>	Add
<div></div>	Remove

OK Cancel

3. Select “Manually specify Ethernet Attached Server(s).”
4. Type the IP address of the Gigabit Ethernet adapter on the Ethernet Attached Server in the Server List text box. (This specifies your dedicated connection.)
5. Click Add.
6. Click OK.

For information on using the Avid Player, see “Working with the Avid Player” in the Help.

List of Terms

attribute name	Information in each record is recorded as a predetermined set of <i>attributes</i> . Each attribute describes a feature of the object: for example, its name, creation date, or tape ID.
Avid Unity MediaNetwork	Avid Unity MediaNetwork allows you to connect the latest in shared storage environments to your MediaNetwork clients. The shared storage lets you set up a collaborative user environment where several editors can work on a project at the same time using the same media files and audio files.
browser	A browser is an application program that provides a way to look at and interact with all the information on the World Wide Web.
data	The information about media objects physically stored on drives (optionally mirrored for data security).
database services	The software applications that drive the database functions.
drag tool	(Macintosh) The drag tool is the destination for drag-and-drop check-out of media objects to Avid systems. It is always located at the top right of the MediaManager user interface, regardless of the selected mode.
effect	<p>The manipulation of an audio or video signal. Types of film or video effects include special effects (F/X) like morphing; simple effects like dissolves, fades, superimpositions, and wipes; complex effects like keys and DVEs; motion effects like freeze frame and slow motion; and title and character generation. Effects usually have to be rendered because most systems cannot accommodate multiple video streams in real time.</p> <p>See also <i>rendering</i>.</p>
Fibre Channel	Fibre Channel is a technology for transmitting data between computer devices at a data rate of up to 1 Gbps (one billion bits per second). Fibre Channel is especially suited for connecting computer servers to shared storage devices and for interconnecting storage controllers and drives.

List of Terms

JPEG format	A JPEG file is a graphic image created by choosing from a range of compression qualities (actually, from one of a suite of compression algorithms). When you create a JPEG file or convert an image from another format to a JPEG file, you are asked to specify the quality of image you want. Since the highest quality results in the largest file, you can make a trade-off between image quality and file size.
master clip	The media object that refers to the media files recorded or digitized from tape or other sources.
MediaNetwork server	The MediaNetwork server controls user access to the shared storage subsystem by logging in users through controlled user accounts with passwords. It also controls which workspaces a user can mount on the MediaNetwork client desktop and whether the user has read or write access to the files on the workspace. This allows a system administrator to control a user's privileges and to manage the shared environment, preventing overwriting or damage to shared media files and audio files.
media objects	Master clips, sequences, effects, and any other type of object that references digital media.
metadata	Data about data; for example, the clips associated with media files.
mirroring	Duplication of the data on multiple drives in a redundant configuration. In a mirrored configuration, if one data drive fails, the mirrored drive is automatically used instead.
motion effect	An effect that speeds up or slows down the presentation of media in a track.
record	For every media object, the database stores an associated <i>record</i> that contains specific information about the object.
rendering	Merging effect layers to create one stream of digital video for playback in real time.
resync	The resync process ensures that all the media on Avid Unity has been checked in to MediaManager. When media files are copied into a shared storage environment manually, resync is necessary to make the compositional metadata (the clips associated with media files) appear in MediaManager.
sequence	An edited composition that often includes audio and video clips and rendered effects connected by applied transitions.

SQL Server	Structured Query Language (SQL) is a standard interactive and programming language for getting information from and updating a database. Although SQL is both an ANSI and an ISO standard, many database products support SQL with proprietary extensions to the standard language. Queries take the form of a command language that lets you select, insert, update, and find out the location of data.
subclip	<ol style="list-style-type: none">1. An edited part of a clip. In a sequence, a subclip can be bound by any variation of clip beginnings, endings, and IN or OUT points.2. A subclip created by marking IN and OUT points in a clip and by saving the frames between the marks. The subclip does not contain pointers to media files. The subclip references the master clip, which alone contains pointers to the media files.
TCP/IP network connection	Transmission Control Protocol/Internet Protocol (TCP/IP) is the basic communication language or protocol of the Internet. It can also be used as a communications protocol in the private networks called intranets and in extranets. When you are set up with direct access to the Internet, your computer is provided with a copy of the TCP/IP program just as every other computer that you might send messages to or get information from also has a copy of TCP/IP.
TransferManager	The TransferManager system manages the transfer of media to and from workgroups.
Uniform Resource Locator (URL)	A Uniform Resource Locator (URL) is the address of a file (resource) accessible on the Internet.
workspaces	MediaManager clients mount MediaNetwork workspaces on their workstations (requiring a <i>user account</i> to do so). Once mounted, workspaces behave like local media drives that can be accessed by others working on the same project. When the workspaces are properly configured, several users can access the same media and start using it immediately after it has been created.

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