



Avid[®] Interplay[®] Transfer

Version 3.0 ReadMe

Important Information

Avid[®] recommends that you read all the information in this ReadMe file thoroughly before installing or using any new software release.

Important: Search the Avid Knowledge Base for the most up-to-date ReadMe file, which contains the latest information that might have become available after the documentation was published.

This document describes hardware and software requirements and provides any special notes that Avid finds are important for you to know. This document also lists known problems and limitations.

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Avid Interplay Transfer

Before you install the Interplay Transfer system for the first time, ensure that you are familiar with the contents of the *Avid Interplay Transfer Setup and User's Guide*, *Avid Interplay Software Installation and Configuration Guide*, and any other hardware or software documentation provided by Avid or third-party vendors whose products might be integrated with the Interplay Transfer system.

New for Interplay Transfer v3.0

The Interplay Transfer Engine is a 64-bit application starting at Interplay v3.0. For other new features, see *What's New for Interplay v3.0*.

Fixed Problems, and Limitations

For a complete list of fixed problems, and limitations in Interplay Transfer v3.0, see the *Avid Interplay v3.0 ReadMe*. Search the Avid Knowledge Base for the most up-to-date readme files.

Supported Configurations

This version of Avid Interplay Transfer supports the following configurations:

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



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

- Standalone Interplay Transfer software installed on an Avid editing system with local storage.



Standalone Interplay Transfer supports Avid editing system with the Microsoft[®] Windows[®] operating systems only.

Hardware and Software Requirements

The Interplay Transfer Engine is a 64-bit application starting at Interplay v3.0. The supported OS is Windows 7 Professional 64-bit.

The Interplay Transfer Engine requires an AS3000 or SR2500 server. For information on slot locations and system requirements, see the *Avid Interplay Software Installation and Configuration Guide*.

For information about supported products and versions, see the *Avid Interplay v3.0 ReadMe*.

A requirement for performing FTP transfers is to install the Interplay Transfer Engine on the C partition of the Interplay Transfer system. This installation allows the Generic FTP transfer to connect to the play back service. udevC00078453

Standalone Interplay Transfer v3.0 and later supports Windows 7 and Windows 8.

Operating Points Qualified for Interplay Transfer Playback

For a complete list of operating points supported by Interplay Transfer, see the Interplay Readme on the Knowledge Base.

Special Notes

MediaStream Server Support

MediaStream Server is not supported with Interplay Transfer v3.0.

Thomson Grass Valley K2 Media Servers

The standalone Interplay Transfer now supports the Thomson Grass Valley K2 Media Server for Media Composer v5.0.3.8 and higher and corresponding releases of the Avid editing applications.

Playback Devices List - HD XDCAM Long GOP

In the Interplay Transfer Engine Configuration tool, when creating an FTP Server profile with the Server Type set to OP1A_Export_K2 or OP1A_Export for playback of OP1A formats, **DO NOT** add the server and profile name to the Playback Devices list. The profile name is listed automatically in the Send to Playback list on the Avid editing systems.

Registering Interplay Transfer Engine

Registering Interplay Transfer Engines using the Interplay Transfer Settings in the Interplay Administrator does not allow the Avid editing applications access to the Interplay Transfer Engines. To allow an Avid editing application, such as Avid NewsCutter, access to the Interplay Transfer Engines, you must register the Interplay Transfer Engines using the Avid editing application's Transfer Settings. udev00227088 as designed



You can access Interplay Transfer Engines from the Avid Interplay Assist and Avid Instinct products when the Interplay Transfer Engines are registered using the Interplay Transfer Settings in the Interplay Administrator.

Location of Interplay Transfer Files

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

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

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

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

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

Files on Interplay Transfer Client System	Location^a
Interplay Transfer Client log files	C:\ProgramData\Avid\
TMClient.ini	C:\ProgramData\Avid\ <i><Avid editing application name></i> \
Standalone Interplay Transfer Engine files	
Interplay Transfer log files	C:\ProgramData\Avid\Temp\TMServerLog
TMserver.ini	C:\ProgramData\Avid\Avid Interplay Transfer Engine

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

Interplay Transfer Engine Software License

Standalone Interplay Transfer supports the same software licensing features that are supported for the Avid editing applications. A hardware application key (also known as a dongle) is not required when installing the Interplay Transfer Engine in a standalone environment. The Avid editing software handles the licensing of the Interplay Transfer Engine. For additional information on the software licensing, see *Installing Avid Editing Applications* on the Knowledge Base and the Readme for your Avid editing application.



For Avid editing applications using software licensing, Standalone Interplay Transfer includes support for FTP DHM. For Avid editing applications that use an application key (dongle), or when Interplay Transfer Engine is installed on a server in a workgroup environment, the FTP DHM support is an option.

Limitations

For a complete list of limitations, see the version of this Readme on the Knowledge Base.

- **Bug Number:** udevc00128677. The connection to the Interplay Transfer Engine using VNC or the Windows "Remote Desktop Connection" command might fail, if the Interplay Transfer Engine has been running for a long time and has had a lot of activity.

Workaround: Restart the Interplay Transfer Engine system.

- **Bug Number:** udevc00126493. Temporary OP1-A exported MXF files are not deleted from shared storage workspace if the transfer fails after the export. These files can accumulate and take up disk space on shared storage. To delete these files navigate to the Temp directory within the workspace that is used to place temporary files. Select the files and delete them. For example, see "\\ sharedstorage server name \workspace name\Temp
- **Bug Number:** udevc00100881. You cannot connect to a Sony e-VTR device when using e-VTR manager on a Microsoft Vista32 or Vista64 systems. The Sony e-VTR logging application does not support Vista.
- **Bug Number:** udevc00088817. When you ingest clips from XDCAM devices, note that the Avid editing applications do not support Dolby®-E sound.
- **Bug Number:** udevc00081529. When sending a sequence to an XDCAM device using FTP writeback, DVCAM requires 1-to-1 audio and your sequence must contain 4 audio tracks. Set the editing application's Transfer Settings, Output Mix option to "Direct channel output."
- **Bug Number:** udevc00058307. When you send media to playback, the Send to Playback dialog box lists two separate bit depth settings: the Target Audio Resolution Bit Depth in the Relink Settings (Input) area, and the Bit Depth in the Audio Mix Settings (Output) area. The Relink Settings indicate the audio bit depth of your target resolution as set in the Interplay Administrator. The Audio Mix Settings match the bit depth settings of your playback device. Since the audio bit depth used by your media must match the bit depth settings of your playback device, your audio bit depth might be converted twice during the send-to-playback operation, first to the bit depth of your target resolution and then to the bit depth of your playback device.

For additional limitations and information on Sending to Playback, search for "playback" in this ReadMe and in the *Avid Interplay Transfer Setup and User's Guide*.

- **Bug Number:** udevc00081530 as designed. When capturing media from an XDCAM device using FTP, 24-bit audio files are captured to the Avid editing system as 16-bit audio files.
- **Bug Number:** udevc00081531 as designed. When setting up an XDCAM device for FTP write back (Send to Playback), set the XDCAM device to 16x8 mode (16 bit / 8 channel). The 24x4 mode (24 bit / 4 channels) is not supported for FTP write back.
- **Bug Number:** udevc00005978 limitation. When a workgroup to workgroup transfer is paused during the transfer, the transfer status for the receiving Interplay Transfer is not updated. The status incorrectly displays the transfer as running.

- **Bug Number:** udevc0053447. If you select a non-P2 master clip and then select File > Import P2 > Media, the clip becomes offline. To bring the clip back online, perform a check out of the clip from the Interplay window.
- **Bug Number:** udevc00051734 as designed. By default, the Interplay Transfer FTP server settings use port 6536 for the Sony FTP Service. If necessary, you can select another port for the Sony FTP service using the Sony FTP Port setting on the Configure FTP dialog box. If you change the Sony FTP Port setting, you need to reboot the Interplay Transfer Engine to ensure that all services restart. The Interplay Transfer Engine and the Sony FTP Service reads this port from the registry.
- **Bug Number:** udev00228855, udev00226640. Sequences that you Send to Playback might contain filler in the audio track after the system renders the audio. You might also encounter errors when you reach the Checkin portion of the Send to Playback operation.

Workaround: Render all effects before performing a Send to Playback operation.

- **Bug Number:** udevc00299154. In an Avid editing application, if you have a sequence that you haven't checked into the Interplay Window and you try to use the Transfer > Send to Workgroup command, you might experience an error.

Workaround: Check the sequence into the Interplay Window before you attempt to transfer it.

- **Bug Number:** udevc00040068, udev00228412. In a configuration where CaptureManager v4.0 controls AirSpeeds, you need to install Interplay Transfer Client on the CaptureManager server. For installation procedures, see *Avid Interplay Software Installation and Configuration Guide*.
- **Bug Number:** udevc00035776, udev00204380. The system returns a Disk Space Error if you attempt to perform a workgroup transfer on a sequence that contains a clip that is currently being captured.

Workaround: Wait until the system finishes capturing the clip, and then perform the workgroup transfer operation.

- **Bug Number:** no number. Interplay Transfer automatically places a reservation on assets that it sends to another workgroup.
- **Bug Number:** udevc0017431. When adding an ingest device to the Avid Interplay Transfer Engine Configuration tool, the ingest device name you enter must match the name assigned to the ingest device. The device name is case sensitive. The scavenge attribute is not set if the device names do not match.

- **Bug Number:** udevc00145433 as designed. Playback device entries in the Avid Interplay Transfer Engine Configuration tool must list different names for multiple Dalet® servers.

For example, if you add the following entries in the Playback device area:

Server1/dalet

Server2/dalet

The Media Browse will only find the first Dalet server. If the first Dalet server is off line Media Browse will not find the second Dalet; Server2/dalet. To send to multiple Dalet servers from Media Browse, you need to assign a different name for each Dalet. For example, Server1/dalet1 and Server2/dalet2.

- **Bug Number:** udev0160356, 160350, 144102 limitation. Sending audio-only sequences to a playback device is not supported.

Workaround: Add a video track with filler to the sequence.

- **Bug Number:** yoda00020214. When the host file is set up for mirroring to two Thomson Grass Valley™ Group Profiles, sending a clip to one Profile automatically sends the clip to the other Profile. The clip is the same on both Profiles (mirrored). If you make changes to the clip and resend it to the Profile using the same clip name and click overwrite, the clip is successfully overwritten in the primary Profile, but not in the secondary Profile. This results in having two clips with the same name but with different contents on two Profiles.

- **Bug Number:** yoda00020215. When mirroring to two Thomson Grass Valley Group Profiles, make sure the directory paths to the Profiles are correct. The directory paths must be identical for mirrored sends to work properly.

Workaround: You can send to each Profile one at a time.

- **Bug Number:** yoda00015463. When ingesting from a Profile to an Avid editing client, you cannot cancel the transfer. If you try to cancel the transfer, you need to restart the Avid Interplay Transfer server application to regain use of the ingest session.

- **Bug Number:** yoda00014937. When the Max. simultaneous ingest transfer option in the Avid Interplay Transfer Engine Configuration settings dialog box is set to more than 1, only the first ingest in a multiple ingest request succeeds. The other ingest requests will return with an error of “device is busy.” You need to restart the transfer using the TM Status window. This happens because FTP Deck Devices can handle only one FTP transfer at a time.

Workaround: You can set the Max. simultaneous ingest transfer option on the Avid Interplay Transfer Engine Configuration settings dialog box to 1, thereby multiple transfer ingests request go into a pending state until the current ingest is done.

- **Bug Number:** yoda00016844. Retrieve from Nearchive fails when the server name and workgroup name are identical. If both names are identical and you attempt to drag a clip from the Nearchive user interface to a bin, the transfer fails with a type 5 error.

Workaround: Open the Avid Interplay Transfer Engine Configuration window and change the workgroup name to a name that is different from the server name. Then open the Avid editing application and perform the transfer again.
- **Bug Number:** no number. In a standalone environment, PMR files might lock on occasion. You might notice this if newly ingested media is not appearing online.
 1. Access the OMFI media folder, and see if the PMR file is older than the newly ingested media files.
 2. If the PMR file is older, delete the PMR file to force a rebuild of the PMR file.



Rebuilding the PMR file can be a time-consuming process. Make sure the PMR file is older than the last ingested media files before you delete the PMR file.

- **Bug Number:** avbug00033645. Errors occur when you attempt to transfer sequences that contain unsupported effects, unsupported media, or unsupported audio formats. This can occur when you have checked in a sequence from an editing system that supports certain features, and then an editing system that does not support those features checks out that sequence and then attempts to send the sequence to a playback device.
- **Bug Number:** avbug00020841. In a standalone environment, when you transfer sequences containing AVX™ plug-ins, render the AVX plug-in effects before you transfer the sequence.
- **Bug Number:** no number. A transaction might appear as Paused or Canceled when it might still be transferring. This can happen when you click Cancel or Pause during a transaction that is in the Pending state but that the Avid Interplay Transfer has already started the preparations for transfer. If a transfer does get into this state, it might continue to transfer.

Workaround: Wait until the transaction is in the Transferring state before canceling or pausing it.
- **Bug Number:** avbug00041882. In an Interplay Transfer configuration, the DET pull transfer and DET push transfer fields show corrupt values. If you add values to workgroup names in Interplay Transfer configuration and click the save button, an information window is displayed indicating that the changes will be effective after restarting the Interplay Transfer server. The values shown in the DET pull transfer and DET push transfer are corrupted. This is a cosmetic bug and does not affect the values that get saved.

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Pro Tools|HD, Pro Tools LE, Pro Tools M-Powered, Pro Transfer, QuickPunch, QuietDrive, Realtime Motion Synthesis, Recti-Fi, Reel Tape Delay, Reel Tape Flanger, Reel Tape Saturation, Reprise, Res Rocket Surfer, Reso, RetroLoop, Reverb One, ReVibe, Revolution, rS9, rS18, RTAS, Salesview, Sci-Fi, Scorch, ScriptSync, SecureProductionEnvironment, Serv|GT, Serv|LT, Shape-to-Shape, ShuttleCase, Sibelius, SimulPlay, SimulRecord, Slightly Rude Compressor, Smack!, Soft SampleCell, Soft-Clip Limiter, SoundReplacer, SPACE, SPACESHift, SpectraGraph, SpectraMatte, SteadyGlide, Streamfactory, Streamgenie, StreamRAID, SubCap, Sundance, Sundance Digital, SurroundScope, Symphony, SYNC HD, SYNC I/O, Synchronic, SynchroScope, Syntax, TDM FlexCable, TechFlix, Tel-Ray, Thunder, TimeLiner, Titansync, Titan, TL Aggro, TL AutoPan, TL Drum Rehab, TL Everyphase, TL Fauxlder, TL In Tune, TL MasterMeter, TL Metro, TL Space, TL Utilities, tools for storytellers, Transit, TransJammer, Trillium Lane Labs, TruTouch, UnityRAID, Vari-Fi, Video the Web Way, VideoRAID, VideoSPACE, VTEM, Work-N-Play, Xdeck, X-Form, Xmon and XPAND! are either registered trademarks or trademarks of Avid Technology, Inc. in the United States and/or other countries.

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