MediaCentral® | Panel for 3rd Party Creative Tools Installation and User's Guide

Version 2025.6

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Using This Guide

This guide is intended for all administrators and users of the Avid MediaCentral | Panel for 3rd Party Creative Tools. This guide describes how to install and configure the product, as well as describes the product features and basic user procedures.

For MediaCentral Cloud UX users, the panel enables a roundtrip workflow with Avid's asset management systems by connecting an Adobe Premiere Pro editor to Avid MediaCentral | Production Management and MediaCentral | Asset Management. Adobe Photoshop and After Effects users can store their photos, clips, graphical elements and other content for access anytime on the open MediaCentral platform.

Editors working in Adobe Premiere Pro can access production assets and associated metadata across Production Management and Asset Management systems using MediaCentral Cloud UX. They can import and edit MediaCentral Cloud UX basic and advanced sequences in a variety of Adobe Premiere Pro supported formats directly from Avid shared-storage workspaces. Using the MediaCentral Panel for 3rd Party Creative Tools, Adobe Premiere Pro editors can also export the active sequence from Adobe Premiere Pro to MediaCentral Production Management or MediaCentral Asset Management in the format and resolution of choice.

Important: See the following link on the Avid Knowledge Base for the latest updates to this guide and all related documentation:

https://kb.avid.com/articles/en_US/user_guide/MediaCentral-CloudUX-Documentation

Revision History

Date Revised	Changes Made
June 26, 2025	v2025.6 initial release.

Beta Apps



This release of MediaCentral Panel for 3rd Party Creative Tools might contain features that are included as beta. Apps or features that fall into this category are clearly identified with a **Beta** label in the user interface and/or the MediaCentral Panel for 3rd Party Creative Tools documentation. All other features discussed in this document are fully implemented and are not considered beta.

What is a Beta?

Avid Technology defines the term *beta* as a feature that is offered to customers for experimentation with the understanding that Avid expects to fully implement the feature in a future release. Beta features are officially unsupported and potentially incomplete or unsuitable for production systems. It is possible that due to unforeseen circumstances, the feature will be altered or altogether removed from the shipping product. In the future, beta features might be licensed and sold by Avid and use of the feature does not constitute receipt of a permanent license.

Customer feedback regarding the beta is welcome. Customers may contact Avid Customer Care to create support cases regarding the feature. However, cases specifically related to beta features will not be escalated to critical status and might not be resolved.

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 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.
	A caution means that a specific action you take could cause harm to your computer or cause you to lose data.
>	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.
Bold font	Bold font is primarily used in task instructions to identify user interface items and keyboard sequences.
Italic font	Italic font is used to emphasize certain words and to indicate variables. Variables are often enclosed in angled brackets: < >.
`Courier Bold font`	Courier Bold font identifies text that you type.
Ctrl+key or mouse action	Press and hold the first key while you press the last key or perform the mouse action. For example, Command+Option+C or Ctrl+drag.

If You Need Help

If you are having trouble using your Avid product:

1. Retry the action, carefully following the instructions given for that task in this guide. It is especially important to check each step of your workflow.
2. Check the latest information that might have become available after the documentation was published. You should always check online for the most up-to-date release notes or ReadMe because the online version is updated whenever new information becomes available. To view these online versions, visit the Knowledge Base at

   For MediaCentral Panel for 3rd Party Creative Tools Documentation, see:

   https://kb.avid.com/articles/en_US/user_guide/MediaCentral-CloudUX-Documentation
3. Check the documentation that came with your Avid application or your hardware for maintenance or hardware-related issues.
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1 Overview

Using the MediaCentral Panel for 3rd Party Creative Tools, Adobe users can work with the latest additions to the Avid and Adobe Premiere Pro workflow. And, with the MediaCentral Connector 3rd Party Creative Tools, Adobe users can enjoy enhanced features in the MediaCentral Panel for 3rd Party Creative Tools.

Avid NEXIS will show all workspaces that a user has access to, not just Adobe workspaces or projects. To determine which workspaces a user has access to, the MediaCentral Cloud UX user is matched to an Avid NEXIS user with the same name. In other words, Cloud UX users will not see the Avid NEXIS workspaces in the Browse app unless an Avid NEXIS user with the same name exists.

The following topics are covered in this section:

- "About MediaCentral Panel for 3rd Party Creative Tools" below
- "Components Overview" on the next page

About MediaCentral Panel for 3rd Party Creative Tools

Adobe Premiere Pro users can now access the power of the Avid MediaCentral Platform from within Adobe Premiere Pro, Adobe Photoshop, and Adobe After Effects though the MediaCentral Panel for 3rd Party Creative Tools.

For MediaCentral Cloud UX users, the panel enables a roundtrip workflow with Avid's asset management systems by connecting an Adobe Premiere Pro editor to Avid MediaCentral | Production Management and MediaCentral | Asset Management. Adobe Photoshop and After Effects users can store their photos, clips, graphical elements and other content for access anytime on the open MediaCentral platform.

Editors working in Adobe Premiere Pro can access production assets and associated metadata across Production Management and Asset Management systems using MediaCentral Cloud UX. They can import and edit MediaCentral Cloud UX basic and advanced sequences in a variety of Adobe Premiere Pro supported formats directly from Avid shared-storage workspaces. Using the MediaCentral Panel for 3rd Party Creative Tools, Adobe Premiere Pro editors can also export the active sequence from Adobe Premiere Pro to MediaCentral Production Management or MediaCentral Asset Management in the format and resolution of choice.

Graphic designers can store their assets and projects and catalog them, enabling teams to easily access, edit on-the-fly and send back content into Avid production workflows. This allows teams to instantly locate individual design elements in archived content, eliminating productivity drains and having to save files on a separate storage platform.

This guide references elements of the MediaCentral Cloud UX user interface, such as the Fast Bar, the Asset Editor, the Browse and Search apps, and more. Users are expected to have a good working knowledge of the MediaCentral Cloud UX software. If you need more information about these or other areas of MediaCentral Cloud UX, see the *Avid MediaCentral | Cloud UX User Guide*.

Localized User Interface

Although the MediaCentral Cloud UX user interface has been localized in this version, Adobe Premiere Pro, Photoshop, and After Effects only support a handful of languages for their own user interface. Therefore, not all languages supported for MediaCentral Cloud UX are fully supported in the MediaCentral Panel for 3rd Party Creative Tools.

Components Overview

The MediaCentral Panel for 3rd Party Creative Tools might be used to connect to multiple versions of Adobe Premiere Pro, Photoshop, or After Effects, and Avid MediaCentral Cloud UX. For information on operating systems, Avid products, and Adobe products that are qualified in this release, see the "Compatibility Matrix for MediaCentral Cloud UX" on the Avid Knowledge Base.

Product	Comment
MediaCentral Asset Management	MediaCentral Asset Management provides the required process to export sequences from Adobe Premiere Pro to Asset Management folders through MediaCentral Cloud UX.
MediaCentral Production Management	MediaCentral Production Management includes support for the format families directly supported by Adobe Premiere Pro. Additional shotlist-only format support may be available, depending on the capabilities and version of Adobe Premiere Pro and Production Management. See "MediaCentral Production Management Compatibility Validation and Limitations" on page 25.
MediaCentral Ingest	If integrating with MediaCentral Ingest, see "Enabling MediaCentral Ingest Based Options" on page 15 for more information on this workflow. For the latest information on MediaCentral Ingest, see the following Avid Knowledge Base page: MediaCentral Ingest Documentation and Qualified AMA Plugins
Avid NEXIS Client Manager	You must install the Avid NEXIS Client if you plan to store assets on Avid shared storage. For the latest information on Avid NEXIS, see: Avid NEXIS Documentation
MediaCentral File Connector for Avid NEXIS	Optional set of functionality on MediaCentral Cloud UX to enable Avid NEXIS based project management. In order to use this functionality, you must activate the MediaCentral File Connector for Avid NEXIS license on Cloud UX. For more information on using this functionality, see "Additional Functionality with the MediaCentral File Connector for Avid NEXIS" on page 97.

2 Installing the MediaCentral Panel for 3rd Party Creative Tools

This chapter provides information on installing the MediaCentral Panel for 3rd Party Creative Tools.

For more information, see the following topics:

- "Obtaining the MediaCentral Panel for 3rd Party Creative Tools Installer" below
- "Installation Procedures - MediaCentral Panel for 3rd Party Creative Tools (Windows)" on page 26
- "Installation Procedures - MediaCentral Panel for 3rd Party Creative Tools (macOS)" on page 28

Obtaining the MediaCentral Panel for 3rd Party Creative Tools Installer

The MediaCentral Panel for 3rd Party Creative Tools installer is available from the Avid Download Center. After you have logged into the Download Center, download the following:

- MediaCentral_Panel_for_3rd_Party_Creative_Tools_‹*version*›_Win.zip (Windows)
- MediaCentral_Panel_for_3rd_Party_Creative_Tools_‹*version*›_Mac.dmg (macOS)

If the MediaCentral Panel for 3rd Party Creative Tools installer is not available through the Download Center, contact your Avid representative to obtain the necessary software.

Licensing

Depending on how you are setting up your environment, you will need to activate one of these licenses:

- MediaCentral Panel for 3rd Party Creative Tools

  Enables Adobe Premiere Pro, Photoshop and After Effects clients to connect to MediaCentral Cloud UX through a panel native to the application.

- Each connection is included in the maximum number of concurrent MediaCentral Platform seats and each consumes user's entitlements for enabled apps. The MediaCentral Panel for 3rd Party Creative Tools consumes a panel-specific license only when a connection is made with the panel.

- MediaCentral File Connector for Avid NEXIS

  This license must be activated on MediaCentral Cloud UX, and is required to use the additional features, such as Project Management and Template Management.

For this solution to work, the user must be registered with a Full or Edit license.

Overview: How to Get the MediaCentral Panel for 3rd Party Creative Tools Running

Getting the MediaCentral Panel for 3rd Party Creative Tools running includes the following:

1. Installing MediaCentral Cloud UX and, if Asset Management based options are to be used, installing the Asset Management module.
2. Installing MediaCentral Ingest and creating the Adobe Premiere Pro Default profile if MediaCentral Ingest based options are to be used.

   See "Enabling MediaCentral Ingest Based Options" on the next page.
3. Enabling MediaCentral Asset Management features if Asset Management based options are to be used.

   See "Enabling MediaCentral Asset Management Based Options" on page 19.
4. Installing a Trusted Certificate on Adobe Premiere Pro workstations.

   See "Installing Certificates on Local Workstations" on page 31.
5. Making sure that the Adobe Media Encoder is installed on the Adobe workstations.
6. Installing the MediaCentral Panel for 3rd Party Creative Tools on Adobe workstations.

   See "Installation Procedures - MediaCentral Panel for 3rd Party Creative Tools (Windows)" on page 26 and "Installation Procedures - MediaCentral Panel for 3rd Party Creative Tools (macOS)" on page 28.
7. Configuring Asset Management and MediaCentral Ingest Settings on Adobe workstations.

   See "Configuring the MediaCentral Asset Management and MediaCentral Ingest Settings" on page 40.
8. Installing the Adobe Premiere Pro Send to Playback feature pack.

   See the *Avid MediaCentral | Cloud UX Installation Guide*.
9. Defining Path Mappings on Adobe workstations (macOS only).

   See "Defining Path Mappings (macOS Only)" on page 38.
10. (If assets and sequences are stored on the Avid shared storage) Installing the Avid NEXIS Client Manager on Adobe workstations.

Metadata Access

The MediaCentral Panel for 3rd Party Creative Tools supports editing in place and requires direct file access. When loading an asset from MediaCentral Cloud UX to your Projects panel in Adobe Premiere Pro, Photoshop, and After Effects:

- Asset Management Assets are directly loaded from the shared storage into your project.
- Asset Management sequences are saved as an XML shotlist into your Project's root folder.
- Production Management assets and sequences are imported into Adobe Premiere Pro using an AAF. The AAF is stored in the Project's root folder.

Assets and sequences are stored on the Avid shared storage and require you to have the Avid NEXIS Client Manager installed to get file access.

For more information on how to map metadata to and from an Adobe project and Production Management, or Asset Management system, see "Mapping Metadata to and from an Adobe Premiere Pro Project" on page 48.

Required Media Exchange Share

The Export to MediaCentral functionality requires an UNC shared folder which can be accessed by the Adobe workstations and the MediaCentral Ingest (for Production Management) and Asset Management server (for Asset Management integration). This UNC shared folder is used to exchange media files between workstations and the server. The workstations and the server need read/write permissions on the shared folder.

Avid recommends setting up the file system structure to resemble the exchange mechanism that is used, as shown in the following example:

Folder	Description
Premiere Pro To Asset Management	Target folder for the workstation to write the result of the encoding job for an export to Asset Management. This folder is selected in the Configuration Settings dialog box, section MediaCentral Asset Management Configuration. See "Configuring the MediaCentral Asset Management and MediaCentral Ingest Settings" on page 40. This folder is only used if Fast Track is disabled. For Fast Track mode, the destination folder needs to point to the HIRES carrier of the Asset Management system. See "Enabling Fast Track Mode for MediaCentral Asset Management" on page 23.
Premiere Pro To Production	Target folder for the workstation to write the result of the encoding job for an export to Production Management. This folder is selected in the Configuration Settings dialog box, in the section MediaCentral Ingest Configuration. Avid recommends setting individual sub-folders per client machine to simplify media management.
Send To Playback	Target folder for the workstation to write the result of the encoding job for the Send to Playback job. This folder is selected in the Configuration Settings dialog box, in the section Send to Playback. The Transfer Engine needs to have access to this folder for the Send to Playback job to succeed.
MediaCentral To Premiere Pro	Target for the MediaCentral Ingest system to write the results of an “Outgest to Adobe Premiere Pro” for importing. If you would like sequences using the exported media here to be viewable in the Cloud UX player, this folder needs to be accessible to the Player services. An easy way to achieve this is to configure the MediaCentral Ingest server to export directly to an Avid NEXIS workspace.

Enabling MediaCentral Ingest Based Options

The MediaCentral Panel for 3rd Party Creative Tools offers advanced functionality that is available when an Avid MediaCentral Ingest system is installed:

- The MediaCentral Panel for 3rd Party Creative Tools can use MediaCentral Ingest to create simplified versions of MediaCentral sequences or master clips and compatible media for formats where the original media cannot be used directly in Adobe Premiere Pro. See "Setting Compatibility Options for Production Management Assets During Import" on page 76.
- The MediaCentral Panel for 3rd Party Creative Tools can send the active Adobe Premiere Pro sequence back to MediaCentral. See "Exporting the Selected Sequence from Adobe Premiere Pro to MediaCentral Cloud UX" on page 85.

File Access

The MediaCentral Panel for 3rd Party Creative Tools requires file access from the Adobe workstation in the following form:

- A network share accessible to every participating Adobe client system and the MediaCentral Ingest server. This share needs to have sufficient space available for exchanging converted media and metadata based on a project or user based directory structure that the MediaCentral Ingest administrator can define.
- If the Adobe Premiere Pro editor and MediaCentral Ingest are not in the domain, the user will need to add network credentials for the MediaCentral Ingest to Windows Credential Manager to ensure the "Convert" feature works properly.
- For direct access to Avid media, any workstation running the MediaCentral Panel for 3rd Party Creative Tools requires an Avid NEXIS client with UNC network access to the workspaces used by MediaCentral.

Overview: How to Install the MediaCentral Ingest Option

Perform the following steps to set up the MediaCentral Ingest option for MediaCentral Panel for 3rd Party Creative Tools:

1. Download the MediaCentral Ingest Profile Installer to your MediaCentral Ingest server.
2. Create the Adobe Premiere Pro Default profile and/or the Adobe Premiere Pro "Edit While Capture" profile (requires MediaCentral Ingest Profile Installer v2.2.1 or higher).
3. Complete the MediaCentral Panel for 3rd Party Creative Tools configuration, as described in "Configuring the MediaCentral Asset Management and MediaCentral Ingest Settings" on page 40.

Downloading and Installing the MediaCentral Ingest Profile Installer

The MediaCentral Ingest Profile Installer is available from the MediaCentral Ingest software download page and can either be installed on the MediaCentral Ingest machine itself, or any other Windows client machine that has network access to the MediaCentral Ingest backend.

The MediaCentral Ingest Profile Installer enables you to create the Adobe Premiere Pro Default and Adobe Premiere "Edit While Capture" profile for use with Adobe Premiere Pro. To create the Adobe Premiere "Edit While Capture" profile, you need to download the MediaCentral Ingest Profile Installer v2.2.1 or higher.

To download the installer:

1. Open a browser.
2. Type the MediaCentral Ingest host name or IP address.
3. The MediaCentral Ingest web interface opens.
4. Click the Installers link.
5. Click the MediaCentral Ingest Drop Utility for Windows or MacOS installers link.
6. Click the download link for MediaCentral Ingest Profile Installer.
7. Download and start the installer.
8. Follow the system prompts to complete the installation.

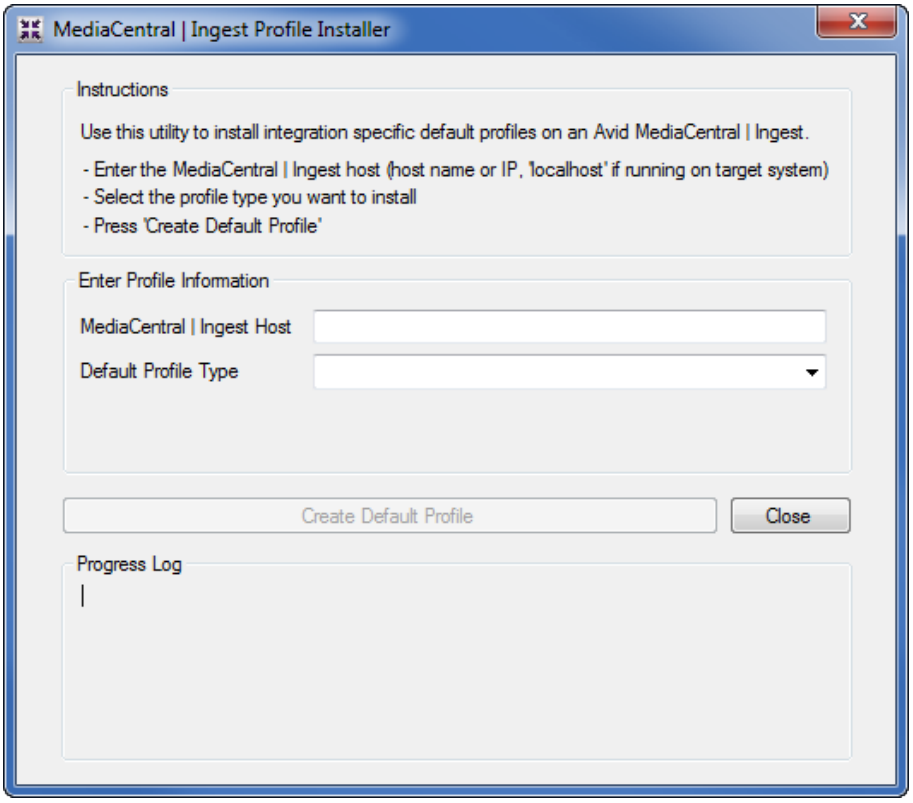
Creating the Adobe Premiere Pro Default Profile

Before the MediaCentral Ingest option can be used with Adobe Premiere Pro, the Adobe Premiere Pro Default profile and/or the Adobe Premiere Pro "Edit While Capture" profile must once be created by a MediaCentral Ingest administrator using the MediaCentral Ingest Profile Installer.

The following procedure assumes that the MediaCentral Ingest Profile Installer software has been installed on the MediaCentral Ingest server itself, and the user is connected using a local or Remote Desktop session.

To create the Adobe Premiere Pro Default profile:

1. On your MediaCentral Ingest server, select Start › All Programs › Avid › Utilities › MediaCentral Ingest Profile Installer.
2. The MediaCentral Ingest Profile Installer opens.



3. Type the MediaCentral Ingest host name or IP address in the MediaCentral Ingest Host field.
4. Select Adobe Premiere Pro Default Profile or Adobe Premiere Pro "Edit While Capture" Profile from the Default Profile Type drop-down list.
5. Click Create Default Profile or Create Adobe Premiere Pro "Edit While Capture" Profile.
6. Click Close to close the MediaCentral Ingest Profile Installer.
7. The Adobe Premiere Pro Default profile or the Adobe Premiere Pro "Edit While Capture" profile is enabled and can be selected in the Configuration Settings dialog box.

   See "Configuring the MediaCentral Asset Management and MediaCentral Ingest Settings" on page 40.

   If you want to create additional profiles for use with Adobe Premiere Pro, copy and modify the Adobe Premiere Pro profile in the MediaCentral Ingest Drop Utility.

Enabling the Convert Feature

For formats not supported by Adobe Premiere Pro in OP-Atom wrappers (for example, XDCAM HD), the MediaCentral Panel for 3rd Party Creative Tools offers a “Convert” option. This option converts Avid AAF metadata to a simple XML representation that is handed over to Adobe Premiere Pro. Media is converted to the MXF OP-1a container format.

The conversion operation creates completely new, independent media that is not tracked or linked to the original MediaCentral Production Management asset.

See "MediaCentral Production Management Compatibility Validation and Limitations" on page 25.

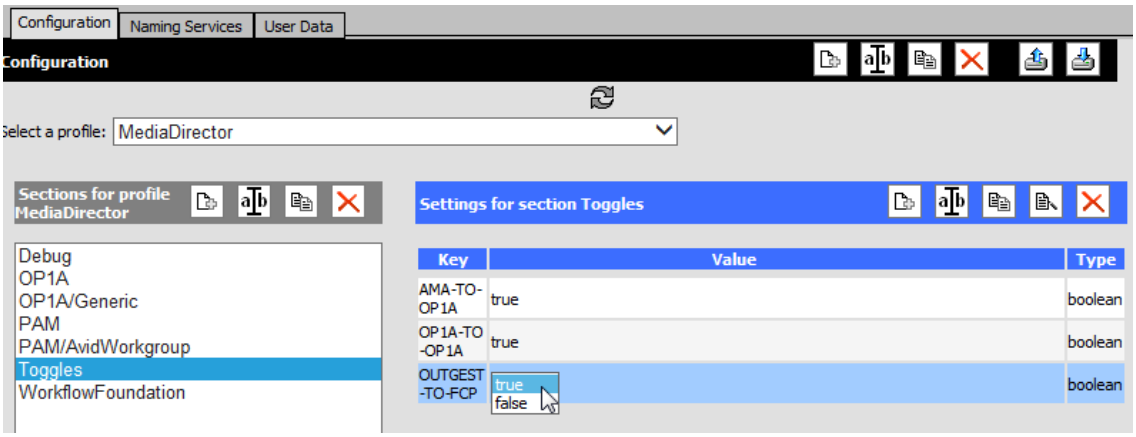
As a MediaCentral Ingest administrator, you have to enable the Convert feature in MediaCentral Ingest System Administrator.

To enable the Convert feature:

1. Open a supported Internet browser.
2. Do one of the following:
3. If you are using MediaCentral Ingest prior to v2.1, navigate to the following page to go directly to the Media Director Workflow Foundation Administrator:

   http://<engine name>:12400/MediaDirectorAdminSuite/Login.aspx
4. If you are using MediaCentral Ingest v2.1 or later, navigate to the MediaCentral Ingest web page http://<engine name> and click the Administrator link.

   The MediaCentral Ingest Administrator Login page opens.
5. Provide the credentials and click Login.
6. Click the “System Administrator” link to open the System Administrator.
7. Select MediaDirector from the “Select a profile” list and click the Toggles section.
8. Set the value of the OUTGEST-TO-FCP key to “true.”



Enabling the Preserve Timecode for Sequence Imported from Premiere Feature

When you export the active sequence in Adobe Premiere Pro to Production Management, MediaCentral Ingest imports the rendered timeline to MediaCentral Cloud UX using the selected Adobe import profile. See "Exporting the Selected Sequence from Adobe Premiere Pro to MediaCentral Cloud UX" on page 106.

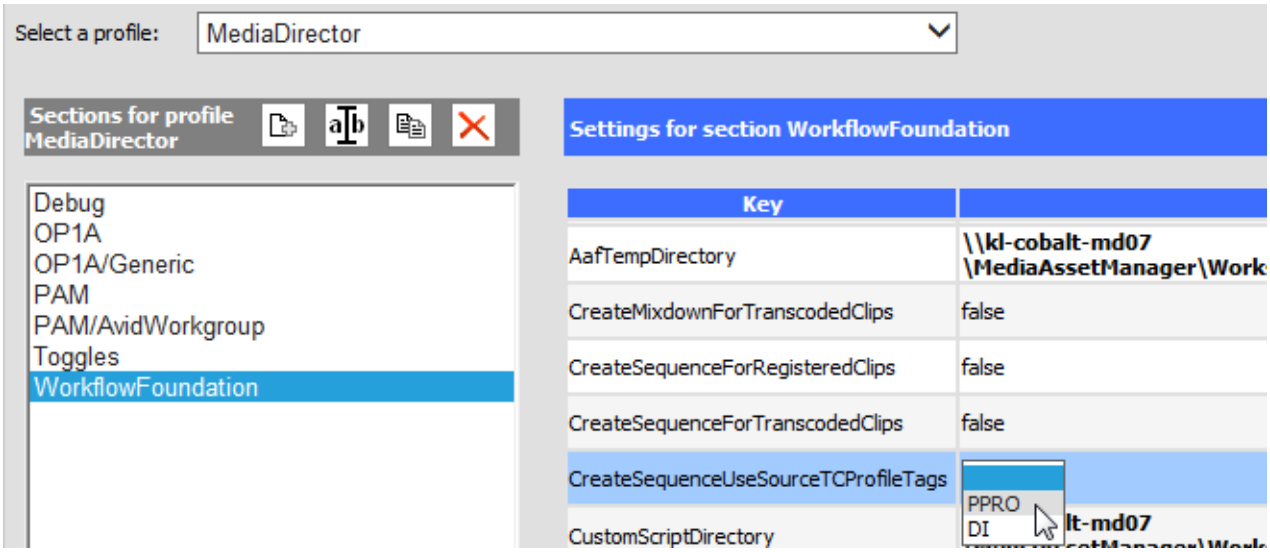
If you have configured the Adobe Default profile to create a sequence of the ingested clip in the Post Processing step, by default the timecode delivered from Adobe Premiere Pro is overwritten by a default value of the MediaCentral Ingest AMA job.

If you want to preserve the timecode delivered by Adobe Premiere Pro, a MediaCentral Ingest administrator has to enable the preserve timecode feature in MediaCentral Ingest System Administrator.

Note that the preserve timecode feature is not supported when the Adobe Premiere Pro 'Edit While Capture' profile is used during the import because the Post Processing step is skipped.

To enable the preserve timecode feature:

1. Open the System Administrator.
2. Select MediaDirector from the “Select a profile” list and click the WorkflowFoundation section.
3. Set the value of the CreateSequenceUseSourceTCProfileTags key to “PPRO.”



Enabling MediaCentral Asset Management Based Options

The MediaCentral Panel for 3rd Party Creative Tools offers advanced functionality that is available when an Avid Asset Management system is installed:

- The MediaCentral Panel for 3rd Party Creative Tools can import media natively to Adobe Premiere Pro. See "Importing Assets to Adobe Premiere Pro" on page 66.
- The MediaCentral Panel for 3rd Party Creative Tools can export sequences from Adobe Premiere Pro to Asset Management folders through MediaCentral Cloud UX. See "Exporting the Selected Sequence from Adobe Premiere Pro to MediaCentral Cloud UX" on page 85.

File Access

The MediaCentral Panel for 3rd Party Creative Tools requires file access from the Adobe workstation in the following form:

- If Fast Track mode is disabled: A network share accessible to every participating Adobe Premiere Pro client system and the Asset Management server. This share needs to have sufficient space available for exchanging converted media and metadata based on a project or user based directory structure that the Asset Management administrator can define.
- If Fast Track mode is enabled: Any workstation running the MediaCentral Panel for 3rd Party Creative Tools requires write access to the HIRES carrier used by Asset Management. Avid recommends creating a dedicated sub-folder on the HIRES carrier that is used as the destination folder to avoid granting write access to the entire HIRES carrier.
- For direct access to Avid media, any workstation running the MediaCentral Panel for 3rd Party Creative Tools requires read access to the HIRES carrier used by Asset Management.

Enabling Proxy Creation for Exports to MediaCentral Asset Management

You can export the active sequence that is open in Adobe Premiere Pro to MediaCentral Cloud UX. The MediaCentral Panel for 3rd Party Creative Tools then triggers the check in. For Asset Management, the Import Folder process starts and imports the sequence to MediaCentral Cloud UX.

See "Exporting the Selected Sequence from Adobe Premiere Pro to MediaCentral Cloud UX" on page 85.

To playback the imported sequence and display thumbnails in MediaCentral Cloud UX, a proxy needs to be created and the video analysis needs to be started. As an Asset Management administrator, check if both features are enabled in Asset Management Control Center's Configuration Profiles view and enable them if not.

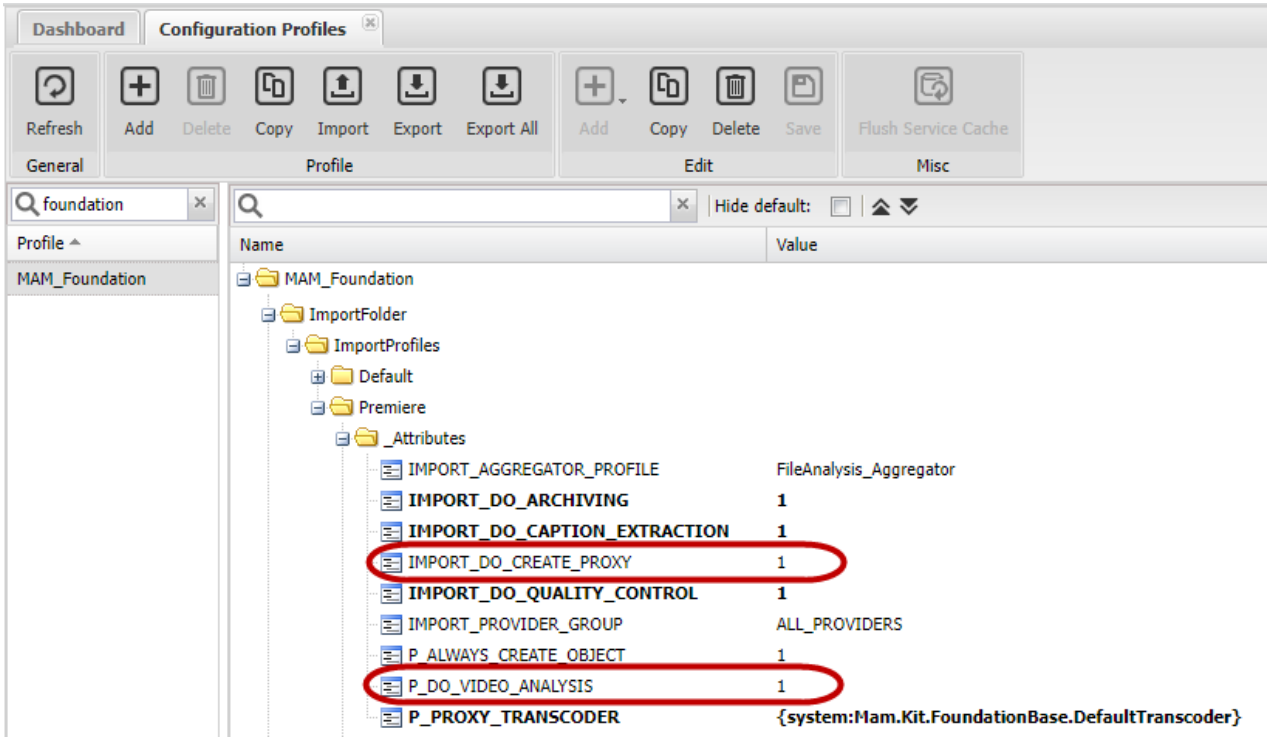
To enable proxy creation and video analysis:

1. Open a Google Chrome browser.
2. Enter the following URL:
   https://<AssetManagement server name>:9911/ControlCenter/web

   The Control Center login page opens.
3. Provide the Control Center credentials and click Sign In.

   Control Center opens.
4. Click the Profiles link on the Control Center's Views sidebar.

   The Configuration Profiles view opens.
5. Select MAM_Foundation from the Profile list.
6. Go to the section ImportFolder/ImportProfiles/Premiere/_Attributes.
7. If needed, set the value of the IMPORT_DO_CREATE_PROXY key to "1" and save the changed value.



8. If needed, set the value of the P_DO_VIDEO_ANALYSIS key to "1" and save the changed value.
9. If you changed a value, select SwodlEngine_1 from the Profile list and click the Flush Service Cache button.

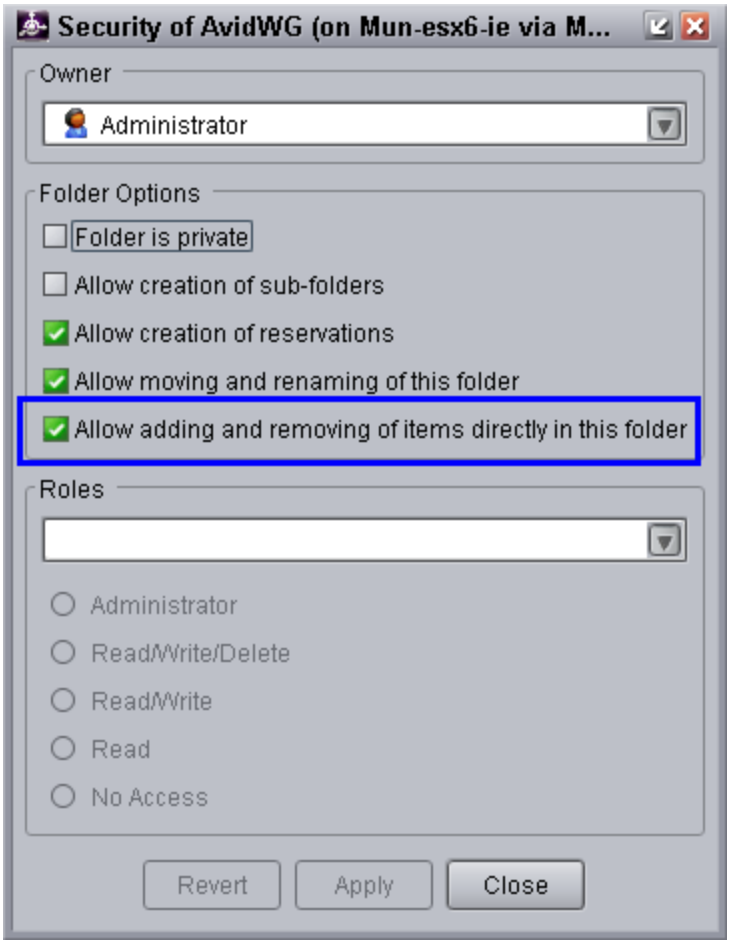
Enabling Reservations for Production Management Assets

When a user imports a Production Management asset through the Panel, the asset will be protected from deletion for the amount of time that the user has selected in the User Settings dialog box.

If you want to enable this setting for Production Management assets, the root folder that takes the Adobe Project reservations needs to be created. If the root folder is missing, Production Management assets cannot be reserved by the Panel. For information on how to do this, refer the following procedure.

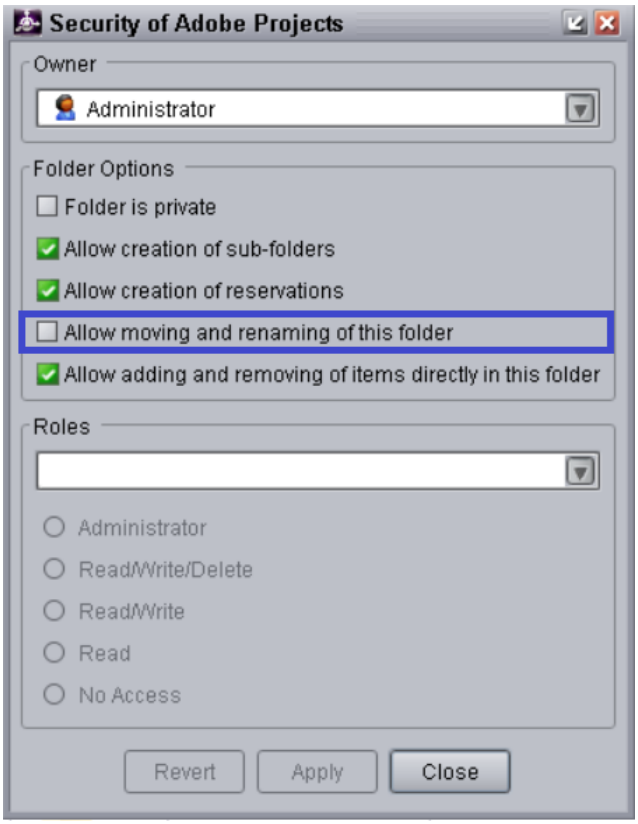
To enable reservations for Production Management assets:

1. Open the Interplay Access client.
2. Connect to the Production Management server as the Administrator.
3. Right-click the AvidWG root node and select 'Security'.
4. Check “Allow adding and removing items directly in this folder”, and click Apply.



5. Create a new folder called “Adobe Projects”.
6. Switch back to the AvidWG security dialog and uncheck “Allow adding and removing items directly in this folder” and click Apply, then close the dialog box.

7. Right-click the “Adobe Projects” folder, select Security.
8. Uncheck “Allow moving and renaming of this folder”, click Apply and close the dialog box.



Configuring a Fallback Duration for Asset Management Reservations

When a user imports an Asset Management asset through the Panel, the asset will be protected from deletion for the amount of time that the user has selected in the User Settings dialog box.

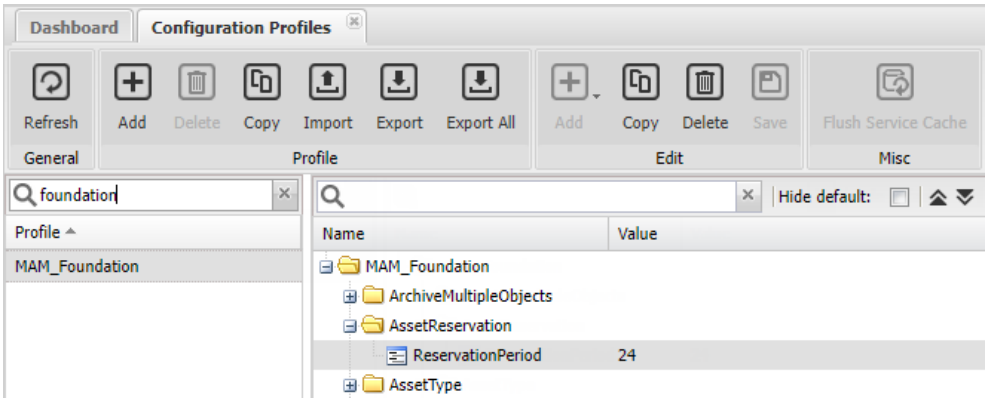
To setup a fallback Duration for Asset Management reservations:

1. Open a Google Chrome browser.
2. Enter the following URL:
   https://<AssetManagement server name>:9911/ControlCenter/web

   The Control Center login page opens.
3. Provide the Control Center credentials and click Sign In.

   Control Center opens.
4. Click the Profiles link on the Control Center’s Views sidebar.

   The Configuration Profiles view opens.
5. Select MAM_Foundation from the Profile list and go to the AssetReservation section.



6. Set the value key ReservationPeriod to determine how long (in hours) the asset will be reserved and protected from deletion. This value is used as a fallback default in case a user requests to reserve an asset without supplying a reservation duration. For the automatic reservations made by the panel, the duration set in the User Settings will always take precedence.

   In this example, a value of “24” is selected, indicating the asset will be reserved and protected from deletion for 24 hours. See the Description field for more details.

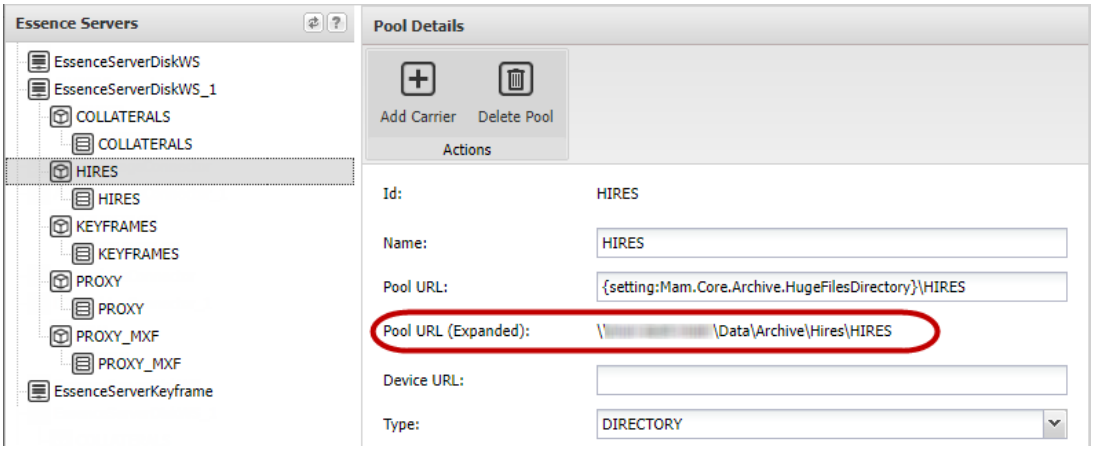
Enabling Fast Track Mode for MediaCentral Asset Management

The Adobe Panel supports Fast Track workflows for Asset Management. By default, Fast Track mode is disabled. Enabling Fast Track mode includes the following steps:

- Asset Management: Retrieving the UNC path of the HIRES carrier in Essence Management Administrator.
- Adobe Panel: Entering the UNC path of the HIRES carrier in the Configuration Settings dialog box and activating the Enable Fast Track Mode toggle. See also "Configuring the MediaCentral Asset Management and MediaCentral Ingest Settings" on page 40.

To enable Fast Track mode:

1. Open Control Center.
2. Click the Essence Management Administrator link in the Control Center’s Views sidebar.
   - If you are already signed-in to Asset Management, Essence Management Administrator opens in a new tab.
   - If you are not signed-in to Asset Management, the Asset Management login page opens. Type your user name and password, and click Login. Essence Management Administrator opens in a new tab.
3. In the Essence Servers pane, select the pool HIRES under EssenceServerDiskWS_1.
4. In the Pool Details view, check or copy the path of the HIRES carrier shown in the Pool URL (Expanded) field.



You need to enter this path in the Destination Folder field of the of the Asset Management Configuration section.

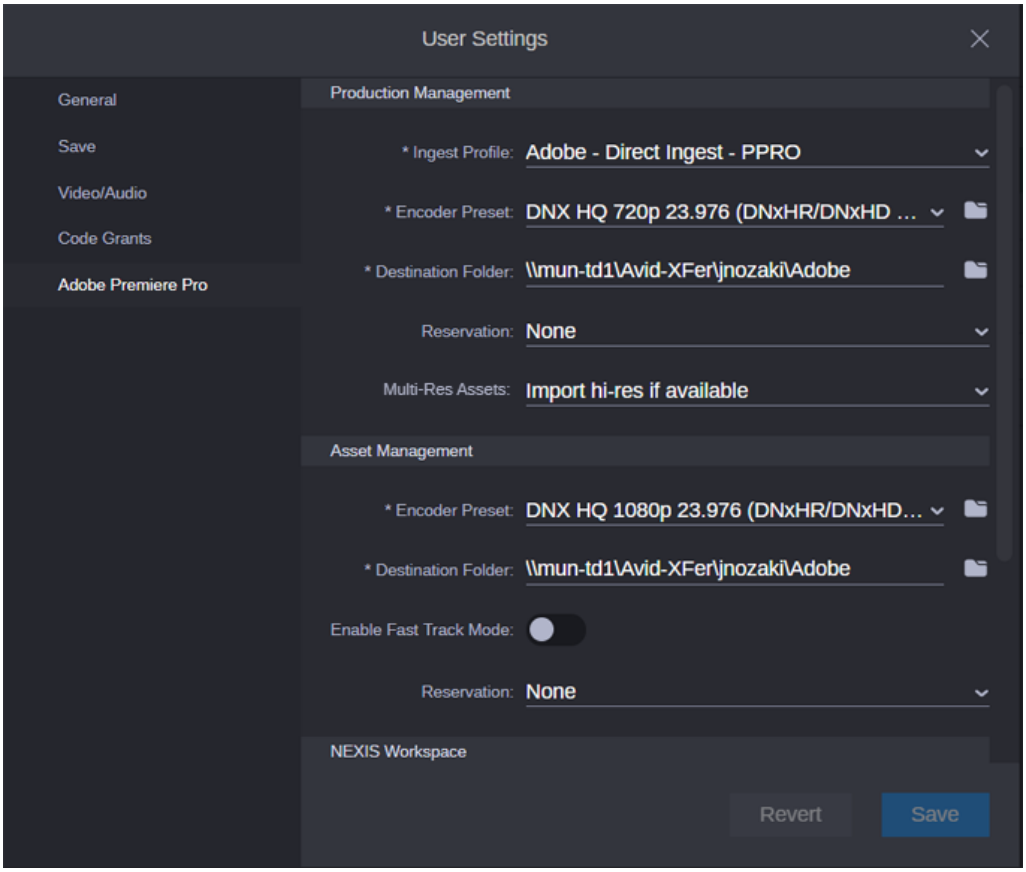
5. In Adobe Premiere Pro, select Window › Extensions › Avid MediaCentral Cloud UX.

   The Avid MediaCentral Cloud UX sign-in screen opens.



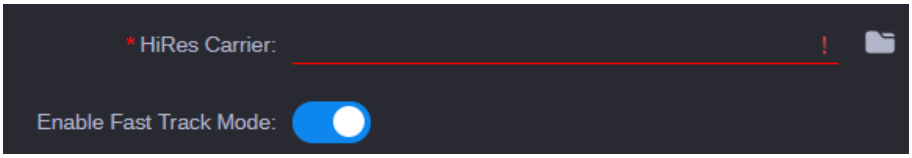
6. Log into MediaCentral Cloud UX, and click the User Profile icon.
7. Click the User Settings option.
8. Click the Adobe Premiere Pro option.

   The User Settings dialog box opens.



9. Go to the Asset Management section and set the following:

a. Click the Enable Fast Track Mode toggle button so it turns blue.



b. Paste or type the path of the HIRES carrier (retrieved in step 4) in the HiRes Carrier text box.

MediaCentral Production Management Compatibility Validation and Limitations

Adobe Premiere Pro can play back and edit the following format families as Avid Atom from Avid shared storage directly into a timeline.

Trademark Owner	Format Family	Formats
Panasonic, Sony	DV based, DV-DIF	DV, DVCPRO, DVCPRO HD
Avid	DNxHD	DNxHD
Panasonic	AVC-Intra	AVC-I 50, AVC-I 100

When importing clips or sequences from Production Management, the MediaCentral Panel for 3rd Party Creative Tools attempts to check the asset for compatibility with Adobe Premiere Pro.

If the format of the selected assets is incompatible with Adobe Premiere Pro or the MediaCentral Panel for 3rd Party Creative Tools cannot determine the format of the selected asset, users can set compatibility options. See "Setting Compatibility Options for Production Management Assets During Import" on page 76.

Try Native

This option directly imports Avid metadata (AAF) to Adobe Premiere Pro. Adobe Premiere Pro directly accesses the Avid (OP-Atom) media on Avid NEXIS shared storage. The following limitations apply:

- Only OP-Atom media that is supported by Adobe Premiere Pro can be accessed directly for playback and editing. Other native Avid media formats not supported by Adobe Premiere Pro will not be found during import, and Adobe Premiere Pro opens the Link Media dialog box, allowing you to cancel the import or set the missing media offline.
- Avid metadata is generally preserved to the extent Adobe Premiere Pro has a matching feature. Adobe Premiere Pro preserves, for example, track layout, timeline edit locations, and simple effects; Avid effects that have no equivalent in Adobe Premiere Pro are replaced by placeholders.
- Note that Adobe Premiere Pro will attempt to access the *current resolution* of the selected asset. If an asset cannot be imported natively due to its current resolution, you might be able to use your Avid editor for relinking to a resolution supported in Adobe Premiere Pro before exporting the asset.

Convert

This option converts Avid AAF metadata to a simple XML representation that is handed over to Adobe Premiere Pro. Media is converted to the MXF OP-1a container format. The following limitations apply:

- Sequences will be simplified to pure shot lists if the sequence structure allows a direct translation. For more complex sequences, for example those containing multiple video tracks, video segments are arranged on a single video track to ensure that at least the video portions are accessible while sacrificing the original timeline structure. Audio segments remain on their original tracks.
- Media will be rewrapped to MXF OP-1a for any native Avid format supported by MediaCentral Ingest for this operation. Audio is added to the MXF file as PCM tracks. Adobe Premiere Pro supports a broad range of formats in OP-1a containers; for a specific format to be handed over to Adobe Premiere Pro as OP-1a, compatibility on both sides is required.

- For the Convert function, emphasis is on importing as much media as possible in an Adobe Premiere Pro compatible format. Sequence integrity is only maintained to the extent possible; for example, multiple video layers will be grouped sequentially on the XML timeline.
- Imports will take some time during which the MediaCentral Panel for 3rd Party Creative Tools is blocked but users can continue to work in Adobe Premiere Pro.
- Not all Avid formats can be imported. Consult the MediaCentral Ingest and Adobe documentation to identify the formats supported by both products.
- Imported XML and MXF files are not automatically managed since Adobe Premiere Pro uses them as media sources. Administrators must manage the exchange folder, and it is recommended to use Adobe Premiere Pro's Project Manager to consolidate projects and the pertinent media to a long term storage location once the project is finished.

Installation Procedures - MediaCentral Panel for 3rd Party Creative Tools (Windows)

Perform the following procedures on each computer where you want to use the MediaCentral Panel for 3rd Party Creative Tools. Note that Adobe Premiere Pro must already be installed.



During the installation, the installer needs to connect to the Adobe website to verify the Adobe Premiere Pro software. Therefore, your computer needs to be connected to a network, which has Internet access. Offline installation is not supported by Adobe. When the installation is complete, you can disconnect if your company policy requires a closed network environment.

See the following topics:

- "Installing or Updating the MediaCentral Panel for 3rd Party Creative Tools (Windows)" below
- "Uninstalling the MediaCentral Panel for 3rd Party Creative Tools (Windows)" on the next page

Installing or Updating the MediaCentral Panel for 3rd Party Creative Tools (Windows)

Run the MediaCentral Panel for 3rd Party Creative Tools installer on all required Adobe Premiere Pro workstations, as described in the following procedure.

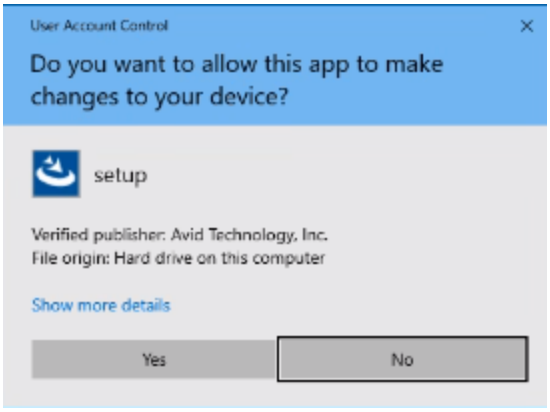
Depending on your settings for user account control, you might be presented with a dialog box asking if you want to allow this app to make changes to your device. Click Yes to continue with the installation.

To install or update the MediaCentral Panel for 3rd Party Creative Tools:

1. (Option) If updating from a previous version, you must uninstall the previous version of the MediaCentral Panel for 3rd Party Creative Tools. For information on uninstalling, see "Uninstalling the MediaCentral Panel for 3rd Party Creative Tools (Windows)" on the next page.

   For new installations, go to Step 2.
2. Unzip and copy the installer to a folder of your choice on your computer (for example, *C:\Temp*).
3. Double-click the MediaCentral_Panel_for_3rd_Party_Creative_Tools_‹*version*›_setup.exe.

   Depending on your settings for user account control, you might be presented with a dialog box asking if you want to allow this app to make changes to your device.



Click Yes to continue with the installation.

The Avid MediaCentral Panel for 3rd Party Creative Tools setup window and then the Welcome window opens.

4. Click Next.

   When updating the Panel, dialog box opens, telling you that you are performing an upgrade of Avid MediaCentral Panel for 3rd Party Creative Tools. Do you wish to Continue?

5. Click Yes.

   The License Agreement window opens.

6. Select the jurisdiction and "Yes, I accept the terms in the license agreement" and click Next. If you do not accept the license agreement, the installation terminates.

   The Ready to Install the Program window opens.

7. Click Install.

   A window that displays the installation progress opens. When the installation is complete, the InstallShield Wizard Completed window opens.

8. Click Finish.

   The MediaCentral Panel for 3rd Party Creative Tools is installed to the Adobe installation directory.

Uninstalling the MediaCentral Panel for 3rd Party Creative Tools (Windows)

You have the following options to uninstall the MediaCentral Panel for 3rd Party Creative Tools:

- When you run the same version of the installer that was used to install the MediaCentral Panel for 3rd Party Creative Tools, the installer offers a Remove option.
- Remove the MediaCentral Panel for 3rd Party Creative Tools from the Control Panel.

To uninstall the MediaCentral Panel for 3rd Party Creative Tools from the control panel:

1. Click Start › Control Panel › Programs and Features.
2. Select Avid MediaCentral Panel for 3rd Party Creative Tools, and then select Uninstall.
3. Click Yes in the Programs and Features prompt that opens.
4. The MediaCentral Panel for 3rd Party Creative Tools is removed from your local workstation.

To uninstall the MediaCentral Panel for 3rd Party Creative Tools using the installer:

1. Double-click the MediaCentral_Panel_for_3rd_Party_Creative_Tools_setup.exe.

   The Avid MediaCentral Panel for 3rd Party Creative Tools window and then the Welcome window open.

2. Click Next.

The Program Maintenance window opens.

3. Select Remove and click Next.

   The Remove the Program window opens.

4. Click Remove.

   The Uninstalling the Avid MediaCentral Panel for 3rd Party Creative Tools window that displays the uninstallation progress opens. When the uninstallation is complete, the InstallShield Wizard Completed dialog opens.

5. Click Finish.

Installation Procedures - MediaCentral Panel for 3rd Party Creative Tools (macOS)

Perform the following procedures on each computer where you want to use the MediaCentral Panel for 3rd Party Creative Tools.

Before performing this procedure, make sure that Adobe Premiere Pro is already installed.

During the installation, the installer needs to connect to the Adobe website to verify the Adobe Premiere Pro software. Therefore, your computer needs to be connected to a network, which has Internet access. Offline installation is not supported by Adobe. When the installation is complete, you can disconnect, if your company policy requires a closed network environment.

See the following topics:

- "Installing or Updating the MediaCentral Panel for 3rd Party Creative Tools (macOS)" below
- "Uninstalling the MediaCentral Panel for 3rd Party Creative Tools (macOS)" on the next page

Installing or Updating the MediaCentral Panel for 3rd Party Creative Tools (macOS)

Run the MediaCentral Panel for 3rd Party Creative Tools installer on all required Adobe Premiere Pro workstations, as described in the following procedure.

To install or update the MediaCentral Panel for 3rd Party Creative Tools (macOS):

1. Locate the installer (MediaCentral_Panel_for_3rd_Party_Creative_Tools_‹*version*›_Mac.dmg), and download it to your computer.
2. Double-click MediaCentral_Panel_for_3rd_Party_Creative_Tools_‹*version*›_Mac.dmg.

   The MediaCentral Panel for 3rd Party Creative Tools installer opens.

3. Double-click MediaCentral Panel for 3rd Party Creative Tools.pkg.

   The Welcome to the MediaCentral Adobe Premiere Pro Installer window opens to the Introduction window.

4. Click Continue.

   The Software License window opens.

5. Select the language and click Continue.

   The Software License Agreement window opens.

6. Click Agree. If you disagree, the installation terminates.

   The Destination Select window opens.

7. (Optional) Click Change Install Location to select a installation location other than the preset default location. Otherwise, click Continue to accept the default location.

   The Installation Type window opens.

8. Click Install.

   A password confirmation prompt opens.

9. Type your password and click Install Software.

   During installation, the Installation windows shows information on the installation progress. When the installation is complete, the Summary window opens and shows “The installation was successful.”

10. Click Close.

    The MediaCentral Panel for 3rd Party Creative Tools is installed to the Adobe installation directory.

Uninstalling the MediaCentral Panel for 3rd Party Creative Tools (macOS)

Uninstall the MediaCentral Panel for 3rd Party Creative Tools, as described in the following procedure.

To uninstall the MediaCentral Panel for 3rd Party Creative Tools (macOS):

1. Open the Finder › Applications › Avid_Uninstallers.
2. Double-click MediaCentral Panel for 3rd Party Creative Tools Uninstaller.

   The Adobe Panel Uninstaller opens.

3. Click Uninstall.
4. Type your password in the Install Helper dialog box that opens and click Install Helper.

   Uninstallation starts. When uninstallation is finished, the “Uninstallation finished successfully” messages is shown.

5. Click Quit.

3 Configuring your System

This chapter provides information on configuring the MediaCentral Panel for 3rd Party Creative Tools, as well as configuring the MediaCentral Cloud UX Services for Adobe Premiere Pro.

For more information, see the following topics:

- "Configuring the MediaCentral Panel for 3rd Party Creative Tools" below
- "Configuring the MediaCentral Cloud UX Services for Adobe Premiere Pro" on page 52

Configuring the MediaCentral Panel for 3rd Party Creative Tools

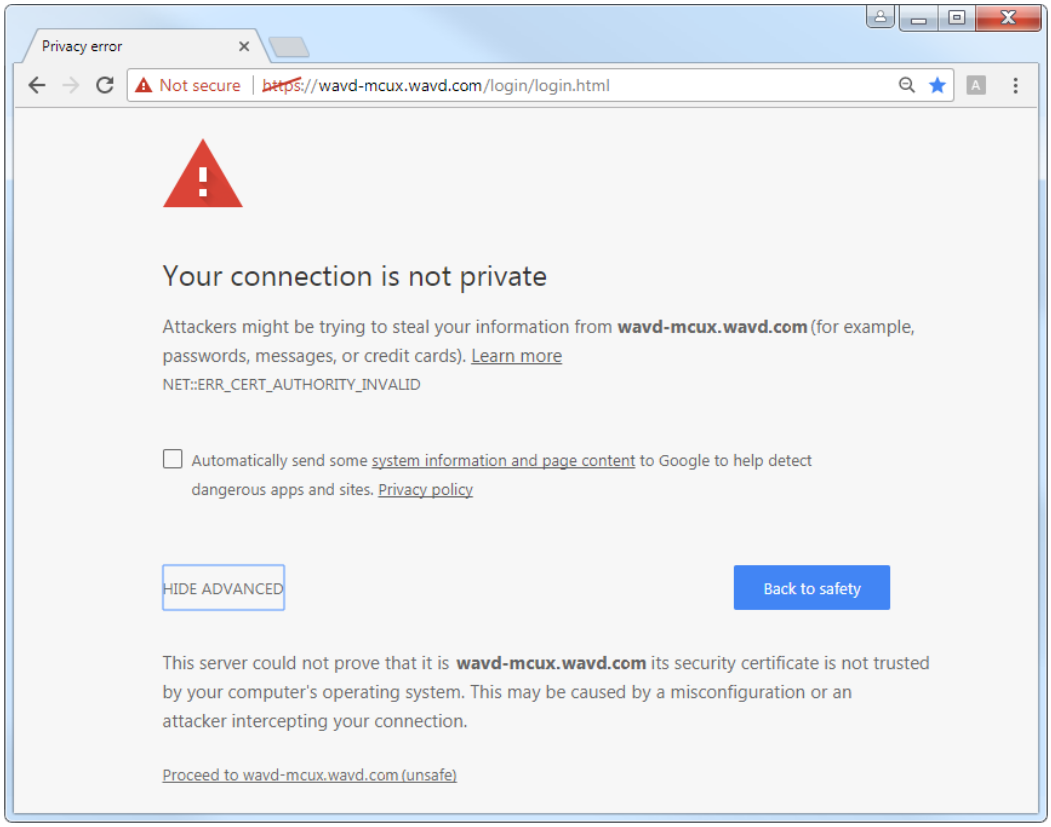
In order to configure your system, you must perform the following procedures on each computer or workstation where you want to use the MediaCentral Panel for 3rd Party Creative Tools:

- "Installing Certificates on Local Workstations" on the next page
- "Defining Path Mappings (macOS Only)" on page 38
- "Installing the MediaCentral Media Files Plugin" on page 40
- "Configuring the MediaCentral Asset Management and MediaCentral Ingest Settings" on page 40
- "Understanding the Local Configuration File" on page 40
- "Configuring Adobe Premiere Pro User Settings within Cloud UX" on page 42
- "Selecting Adobe Media Encoder Presets" on page 46
- "Mapping Metadata to and from an Adobe Premiere Pro Project" on page 48
- "Defining Path Mappings (macOS Only)" on page 38
- "Understanding Log Files" on page 50
- "Troubleshooting: Missing Premiere-Specific Actions" on page 51
- "Troubleshooting: Panel Installation" on page 51

Installing Certificates on Local Workstations

The following processes are required if you are using a self-signed certificate. If you are using a certificate signed by an internal CA, the following processes might or might not be required. Some IT departments might distribute the certificate to connected browsers and mobile devices automatically — eliminating the need to manually import the certificate. Check with your local IT department for more information on certificate policies.

When a user attempts to access MediaCentral Cloud UX, the browser might alert the user that the connection cannot be validated as shown in the following example illustration.



The section references the Google Chrome browser to assist in the certificate import process.

Chrome menus, operating system menus, and related applications are subject to change. As a result, the following processes might not reflect the options available in the latest Chrome browser or your operating system. For the latest information on importing a certificate, see the documentation for your operating system.

If you want to use a self-signed certificate or a certificate created by an internal CA, you can refer to the following processes to import the certificate into the client's local workstation:

This section is divided into different processes for Windows and macOS:

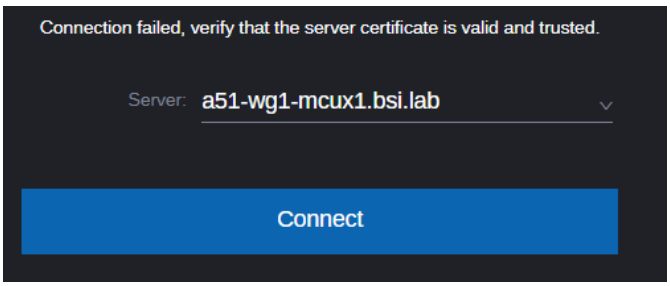
- "Installing Certificates on Local Workstations" above
- "Configuring Windows" on the next page
- "Configuring macOS" on page 35
- "Verifying the SSL Certificate" on page 37

Installing Trusted Certificates

The MediaCentral Panel for Cloud UX includes a version of *Chromium*, the source code used to create the Google Chrome browser. As a result, the panel works much like a web browser.

Certificates are small data files that web browsers use to verify the identity of a system for enhanced security. When you connect to a server that has a valid certificate, you are connected to the system immediately. If your client workstation does not have a valid certificate, you might be blocked from accessing the MediaCentral Cloud UX user interface from within the Adobe Panel.

Instead, you might see a "Login failed" message when you try to sign in to the Avid MediaCentral Cloud UX panel.



You can resolve this issue by installing a valid, trusted certificate into your local client workstation.

Configuring Windows

Trusting a certificate in Google Chrome is a two-step process. First, you export the certificate from a web browser. Second, you must import the certificate to the Trusted Root Certification Authorities store. Both of these procedures are performed through Chrome menus.

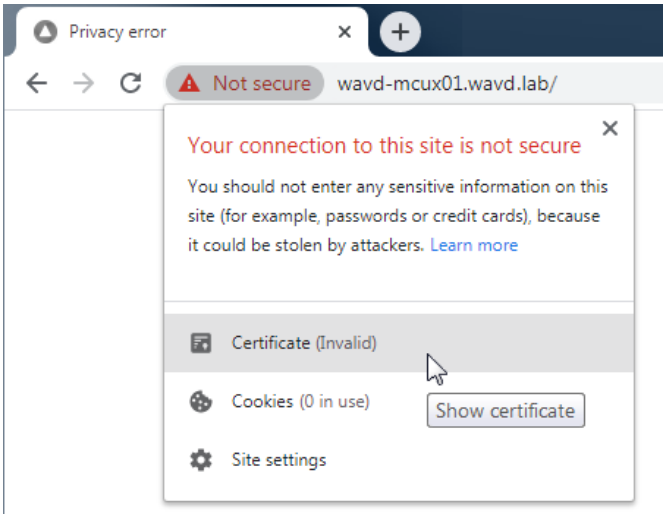
To export a certificate from your browser:

1. Launch Google Chrome and enter the URL of the MediaCentral server in the address bar.

   https://‹FQDN›, where *‹FQDN›* is the Fully Qualified Domain Name of the server.

2. Click on icon on the far-left of the browser address bar.

   As shown in this illustration, the icon shows a "Not secure" status. When you click on the icon, information about the connection appears in a new window.



3. Click on the Certificate link to obtain more information.
4. Use one of the following processes to access the certificate details window.

If you are using a self-signed certificate:

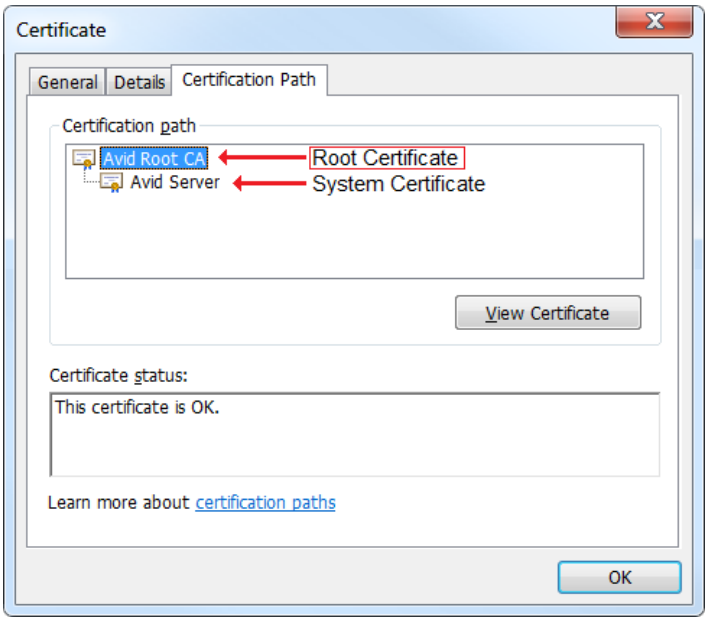
– Click the Details tab.

If you are using an internal CA signed certificate:

a. Click the Certificate Path tab.

b. Highlight the root certificate and click the View Certificate button.

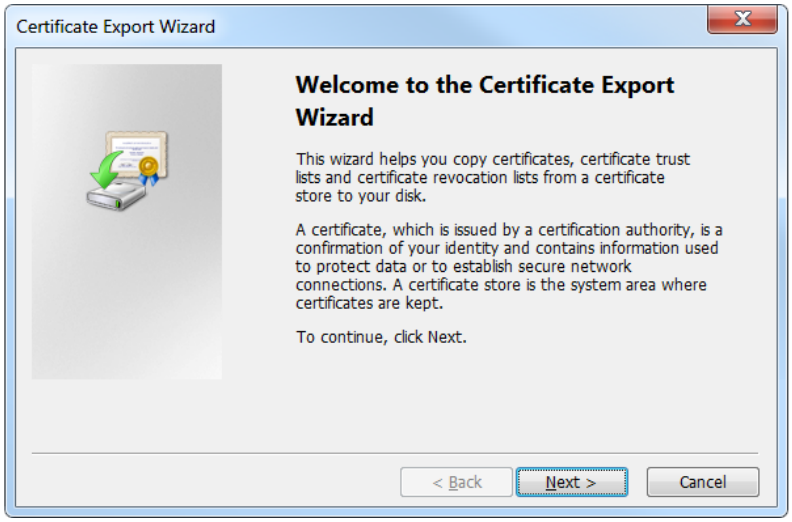
As shown in the following illustration, the root certificate is listed at the top of the tree.



c. Click the Details tab.

5. Click the "Copy to File..." button in the Details window.

This starts the Certificate Export wizard.

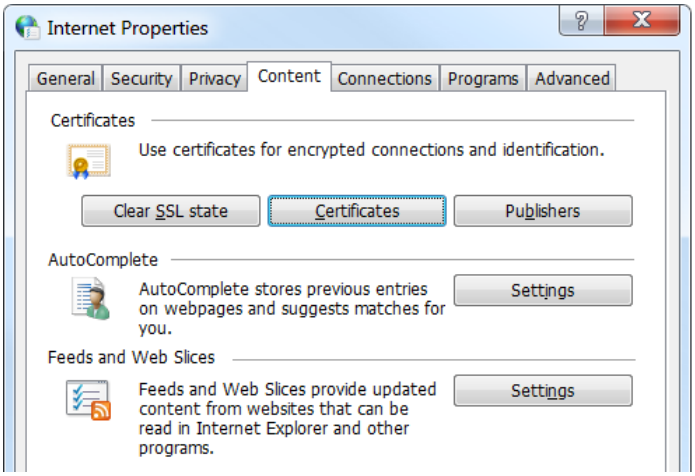


Use the default options in the wizard to export the certificate from the browser, saving it to a convenient temporary location, such as the local desktop.

Once you have exported the certificate, you must add it to the Trusted Root Certification Authorities store, as described in the following process.

To add the certificate to the trusted certificates store:

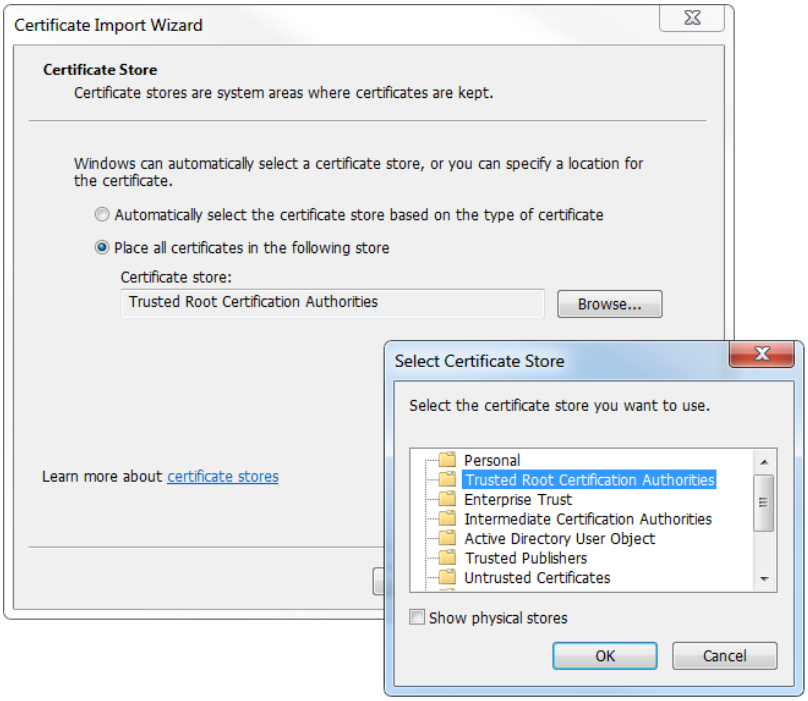
1. If you are recreating a MediaCentral certificate or if you are uncertain if a certificate has been created and imported in the past, it is good practice to verify that an existing certificate with the same name does not already exist. Multiple certificates with the same name might cause problems with certificate verification. **Note:** This process might vary, depending on your version of Windows. If necessary, see the Microsoft Windows documentation for additional information.
    a. Open the Windows Internet Properties Control Panel.
    b. Select the Content tab and click the Certificates button.



    c. In the Certificates window, click on the “Trusted Root Certification Authorities” tab.
    d. The list of trusted certificates is listed alphabetically.
    e. Search for the host name of your MediaCentral server in the list of certificates.
    f. If you find a certificate that matches your hostname, highlight the certificate and click the Remove button.

    Click Yes to the two warnings about removing a certificate and close the control panel.
2. Double-click on the certificate file that you created during the export process.

    A new Certification Information window appears.
3. Click the Install Certificate button to open the Certificate Import Wizard.
4. Click Next on the Import Wizard’s Welcome page.
5. In the File to Import dialog, click the Browse button to locate your certificate.
6. Select the certificate file that you exported in the previous procedure and click Open.
7. Click Next to proceed to the next window.
8. Click the Browse button in the Certificate Store window.
9. Browse to the “Trusted Root Certification Authorities” store and click OK to select the store.



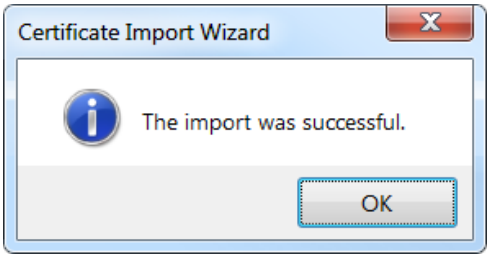
10. Click Next to proceed to the next window.

    The Certificate Import Wizard displays the information you have specified.

11. Click Finish to import the certificate to the browser.

12. A final security warning dialog appears, asking you to confirm installation of the certificate. Click the Yes button to confirm the import of the certificate.

    Successful import will result in the following window. Click OK to complete the process.



13. Restart Chrome and enter the FQDN of the MediaCentral server in the address bar.

    The browser should connect to MediaCentral Cloud UX without issuing a certificate warning.

Configuring macOS

Use the following process to save and import a certificate into your macOS workstation.

To add a certificate to the Keychain Access utility:

1. If you are recreating a MediaCentral Cloud UX certificate or if you are uncertain if a certificate has been created and imported in the past, it is good practice to verify that an existing certificate with the same name does not already exist. Multiple certificates with the same name might cause problems with certificate verification.
    a. Use the Finder's Go menu to access the Utilities folder.
    b. Double-click the Keychain Access utility to view the certificates.
    c. Select the "login" option from the list of keychains in the pane on the left.

d. Search for the hostname of your MediaCentral Cloud UX server in the list of certificates.

e. If you find a certificate that matches your hostname, highlight the certificate and select Delete from the Edit menu.

When prompted, click the Delete button on the screen to confirm the action.

f. Finally, enter your Administrator password to complete the removal process.

2. Launch Google Chrome and enter the URL of the MediaCentral Cloud UX server in the address bar: https://‹*FQDN*›

Where ‹*FQDN*› is the Fully Qualified Domain Name of the server or cluster.

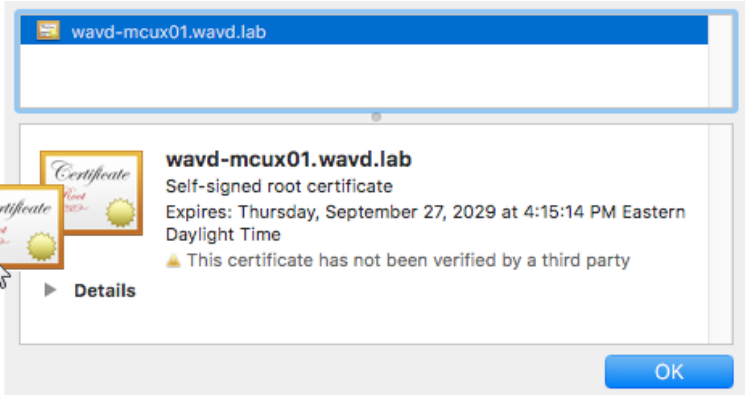
3. Click the warning (Not Secure) icon to the left of the URL in the browser's address bar.

A drop-down menu with a list of options appears.

4. Click on the **Certificate (invalid)** link in the menu.

A new window appears that shows more information about the certificate.

5. Click on the certificate icon and drag it to the desktop as shown in the following illustration.



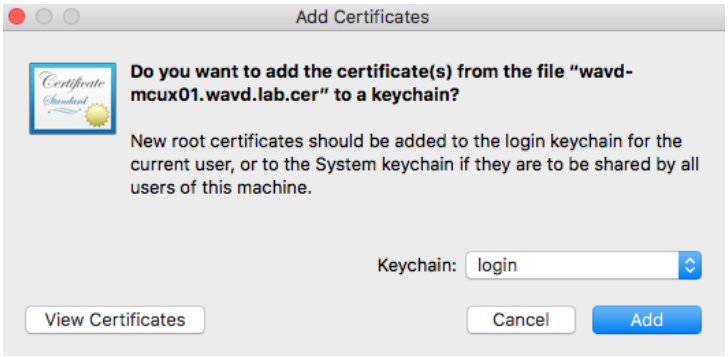
6. Click the OK button to close the certificate window.

7. Double-click on the certificate on your desktop.

The Keychain Access utility opens and prompts you with an Add Certificates window.

8. Click the Add button in the Add Certificates window.

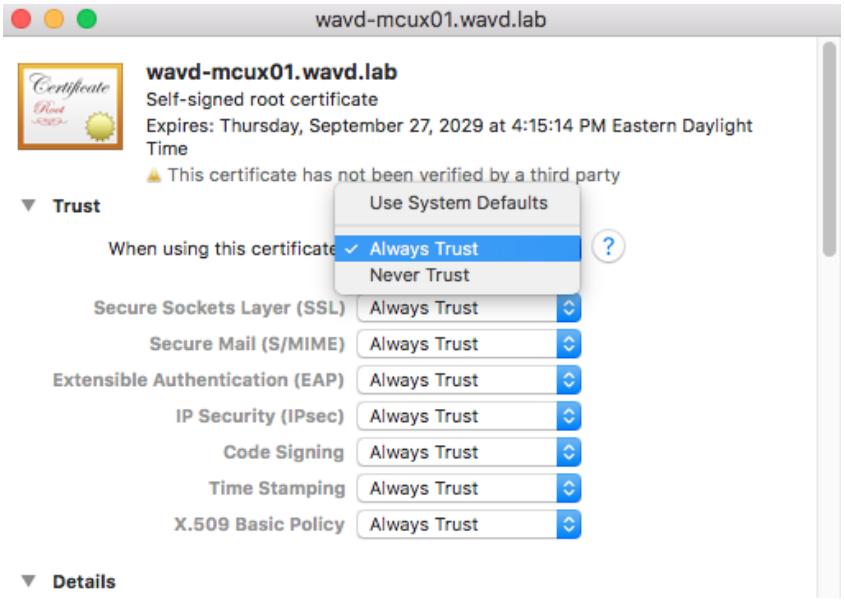
The window includes an option to specify a Keychain. You can leave this setting at the default selection for "login".



9. Double-click on the certificate in the Keychain Access utility to see more details.

If you are do not know where to find the certificate, you can use the application's built-in search capabilities to help locate it. The name of the certificate matches the name that you saw during the Chrome export process.

10. In the certificate details window, select "Always Trust" from the "When using this certificate" menu.



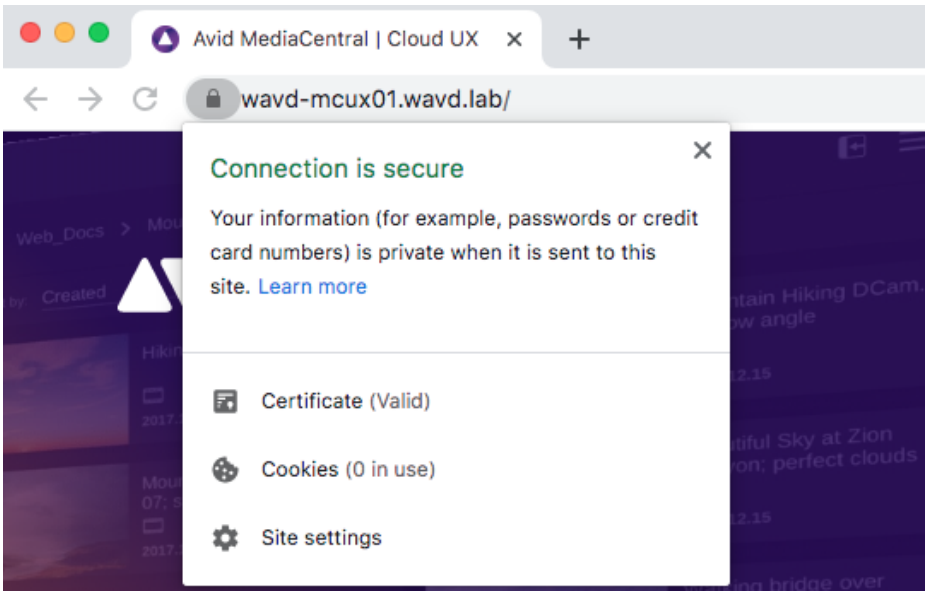
This updates all the other trust categories to reflect the Always Trust selection.

11. Close the details window to save your changes.

    A Certificate Trust Settings window appears.

12. Enter your Administrator password and click the Update Settings button.
13. Refresh your browser to update your connection the MediaCentral Cloud UX server.

    As shown in the following illustration, the warning symbol should be replaced with a lock icon in the address bar and you should be able to continue to the MediaCentral Cloud UX sign-in page with no further security warnings.



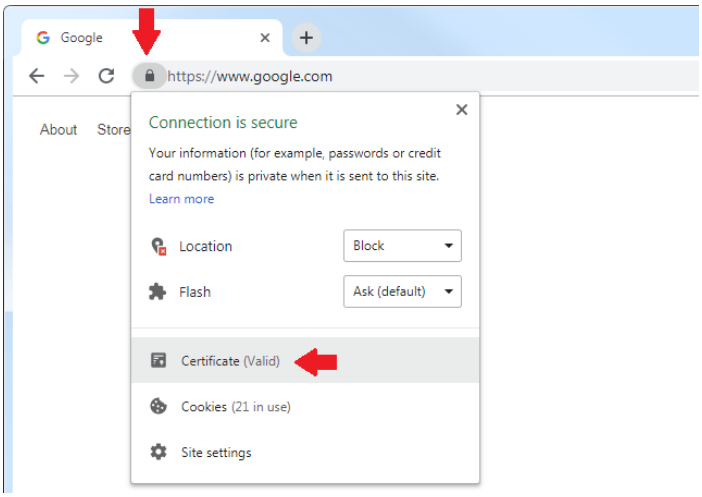
Verifying the SSL Certificate

After you install the certificate in your local browser, you can use the following process to verify the contents of the certificate. This process uses Google Chrome on Microsoft Windows as an example. You might need to follow alternative steps based on your browser, version of Chrome, or operating system.

Some browsers might cache certificate information. If you do not see a valid certificate, you might need to clear your browser's cache and reconnect to MediaCentral Cloud UX.

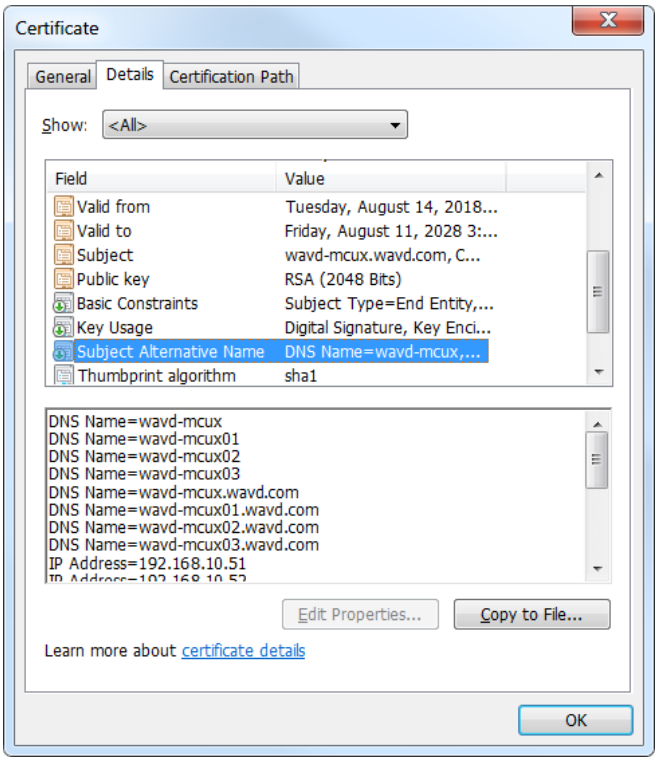
To verify the certificate files:

1. Click on the Site Information button and click the Certificate link to show more information about the certificate.



2. Click the Details tab to display additional information about the certificate.

   The following example illustration shows a certificate for a three node cluster.



3. (if applicable) Verify that the certificate includes all of the subject alternative names that you entered when creating the certificate.

Defining Path Mappings (macOS Only)

The current version of the MediaCentral Panel for 3rd Party Creative Tools supports simple path mappings. Path mapping is required on macOS workstations to load assets and sequences correctly. Path mappings are stored in the local configuration file that resides in your Adobe Premiere Pro profile folder.

The panel attempts to discover all relevant mount points and automatically update the path mapping configuration. This is done at runtime, meaning the panel will also find volumes that were mounted after the panel was started.

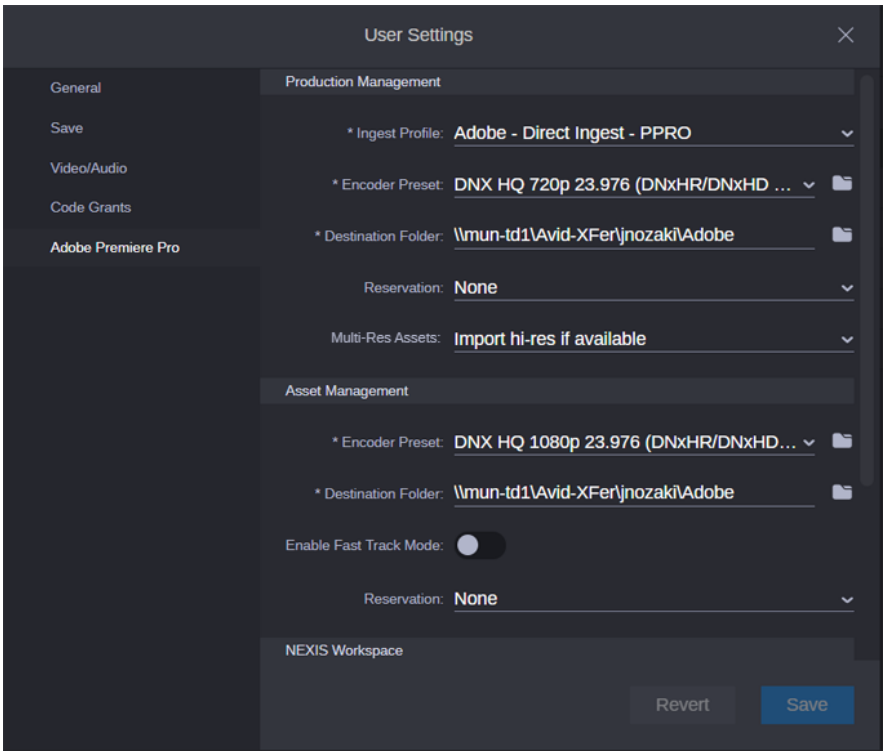
Should a path mapping be missing in the configuration, the steps below can be used to manually add additional path mappings.

The path mappings must comply with the local mount points.

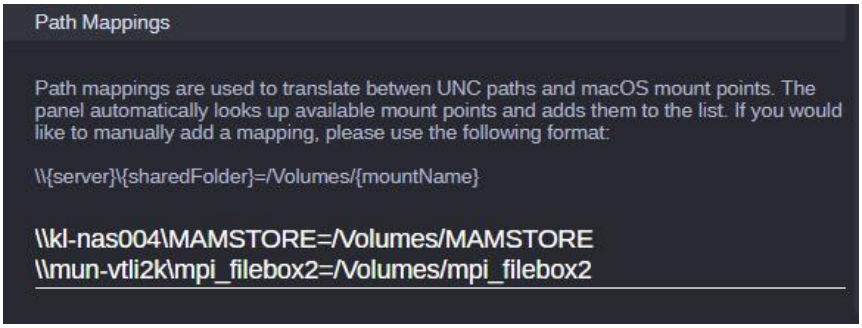
To manually create a path mapping:

1. Click the User Profile icon and open the User Settings dialog box.

   The User Settings dialog box opens.



2. Go to the Path Mappings group box and set an “original path=local path” entry in the following form as shown in the Path Mappings dialog box:



   \\(server)\(sharedFolder)=/Volumes/(mountName)

   Set an entry for Asset Management and another for Avid NEXIS shared storage.

   Example:

   \\kl-nas004\MAMSTORE=/Volumes/MAMSTORE

\\mun-vtli2k\mpi_filebox2=/Volumes/mpi_filebox2

If enabling the Fast Track mode in the Asset Management section, please ensure that the path mapping for the server where the HIRES carrier resides is correct, otherwise the import process will fail. As the exact case of the server's hostname is important, it is recommended to mount the share by connecting to the host name copied from the HIRES carrier location. For more information, see *"Enabling Fast Track Mode for MediaCentral Asset Management" on page 23.*

3. Click Save to update the path mapping.

Installing the MediaCentral Media Files Plugin

If you are using Production Management, and you want to be able to edit in place with all the various file types, you must install the Avid MediaCentral Media Files plugin. Installing the plugin allows you to use more OP-Atom formats in Adobe Premiere Pro from Production Management.

For information on installing the MediaCentral Media Files Plugin, see the *Avid MediaCentral | Media Files Plugin ReadMe*.

Configuring the MediaCentral Asset Management and MediaCentral Ingest Settings

You can export the active sequence that is open in Adobe Premiere Pro to MediaCentral. For Production Management, MediaCentral Ingest imports the encoded file. For Asset Management, a Import Folder process is triggered to import the encoded file.

To use the export feature, you must provide settings for MediaCentral Ingest and Asset Management connection, such as the preset file and destination folder, in a configuration settings dialog box.

The information provided in the Configuration Settings dialog box is written to the local configuration file "MediaCentralCloudUXPanel.json."

This procedure for configuring the Ingest settings is performed from within the MediaCentral Cloud UX interface. For more information, see "Configuring Adobe Premiere Pro User Settings within Cloud UX" on page 42.

Understanding the Local Configuration File

The MediaCentral Panel for 3rd Party Creative Tools creates a local configuration file "MediaCentralCloudUXPanel.json" that resides in your Adobe Premiere Pro profile folder.

- Windows: C:\Users\‹Username›\Documents\Adobe\Premiere Pro\‹version›\Profile-‹Username›
- macOS: /Users/‹Username›/Documents/Adobe/Premiere Pro/‹version›/Profile-‹Username›

The configuration file provides information on the last used connection and path mappings.

Element	Entry	Description
userSettings		Configuration information saved per user and host. Currently, the "userSettings" are not evaluated.
	hostName	Name of the host used for signing-in to MediaCentral Cloud UX.
	userName	User name used for signing-in to MediaCentral Cloud UX.
	mdConfig	currently "null"; placeholder for future enhancement
	mamConfig	currently "null"; placeholder for future enhancement
	pathMap	currently "null"; placeholder for future enhancement

Element	Entry	Description
lastUserName		The last entered user name used for signing-in to MediaCentral Cloud UX.
recentHostNames		The last entered host names (up to 5 entries) that are shown in the Server selection drop-down box on the MediaCentral Cloud UX sign-in screen.
pathMap		Lists the paths that are to be mapped. “from”: Specifies the UNC path to a UNC share “to”: Specifies the local path mapping See "Defining Path Mappings (macOS Only)" on page 38.
mdConfig	hostName	The MediaCentral Ingest host name. Obsolete since v2020.9.
	folder	Destination folder used for exporting sequences from Adobe Premiere Pro to Production Management folders in MediaCentral Cloud UX.
	profileId	ID of the MediaCentral Ingest profile used for checking in the sequence from Adobe Premiere Pro.
	profileTag	Type of the MediaCentral Ingest profile.
	presetPath	Path to the used Adobe Media Encoder preset file.
	captureRes	Preferred resolution for MediaCentral Capture clips, default is capture_hires.
	valid	Results of the configuration settings validation check. If “false,” you cannot check in the active sequence from Adobe Premiere Pro to MediaCentral.
	reservedHours	Time in hours for automatic reservation. For more information, see "Enabling Reservations for Production Management Assets" on page 21.
mamConfig	folder	Destination folder used for exporting sequences from Adobe Premiere Pro to Asset Management folders in MediaCentral Cloud UX.
	presetPath	Path to the used Adobe Media Encoder preset file.
	enableFTA	Defines if Fast Track mode is enabled or not.
	reservedHours	Time in hours for automatic reservation. For more information, see "Configuring a Fallback Duration for Asset Management Reservations" on page 22.

Configuring Adobe Premiere Pro User Settings within Cloud UX

You can access the User Settings dialog box from within the MediaCentral Cloud UX interface, and assign Adobe Premiere Pro user settings directly from there.

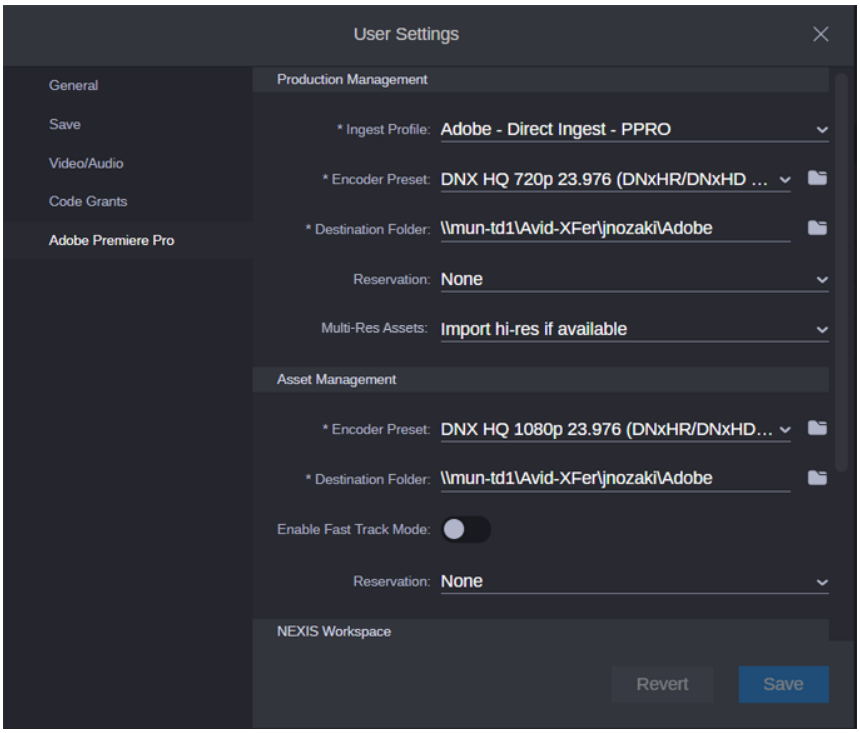
If you encounter issues with the MediaCentral Panel for 3rd Party Creative Tools (for example, issues with loading components, or if the User Settings dialog box is empty), clearing the extension's cache folder can help. To do so, please close the extension, then delete the following folder:

- For Windows: `%temp%\cep_cache\PPRO_<version>_com.avid.central.cloudux.Adobe.Main`
- For MacOS: `~/Library/Caches/CSXS/cep_cache/PPRO_<version>_com.avid.central.cloudux.Adobe.Main`

To configure Adobe Premiere Pro User settings within the Cloud UX interface:

1. Log into MediaCentral Cloud UX, and click the User Profile icon.
2. Click the User Settings option.
3. Click the Adobe Premiere Pro option.

   The User Settings dialog box opens.



4. In the Production Management section, do the following:
   a. Profile: Select the MediaCentral Ingest profile you want to use on your Adobe Premiere Pro workstation for exporting the active sequence through MediaCentral Cloud UX. The profile determines the format and the clip name that will be used when a rendered timeline is sent back to MediaCentral Production Management as a new master clip. The list shows all MediaCentral Ingest profiles that are configured by your MediaCentral Ingest administrator for use with the MediaCentral Panel for 3rd Party Creative Tools.

To enable ingesting while the render process is still ongoing, select the Adobe Premiere Pro “Edit While Capture” profile. By default, this profile is configured to ingest in the Edit While Capture mode into MediaCentral Ingest. To disable this feature, set the Edit While Capture mode for this profile to “disabled” using the Profile Editor of the MediaCentral Ingest Drop Utility.

b. Encoder Preset: Click the down arrow to open a Preset picker. Click the preset that you would like to use.

   For more information, see the topic "Selecting Adobe Media Encoder Presets" on page 46.

c. Destination Folder: Click the Open button. In the Choose Folder dialog box that opens, select the shared folder into which Adobe Media Encoder will write the encoded files and from which the encoded files will be ingested to Production Management in MediaCentral Cloud UX. The path needs to accessible from both the MediaCentral Ingest server and the Adobe Media Encoder client.

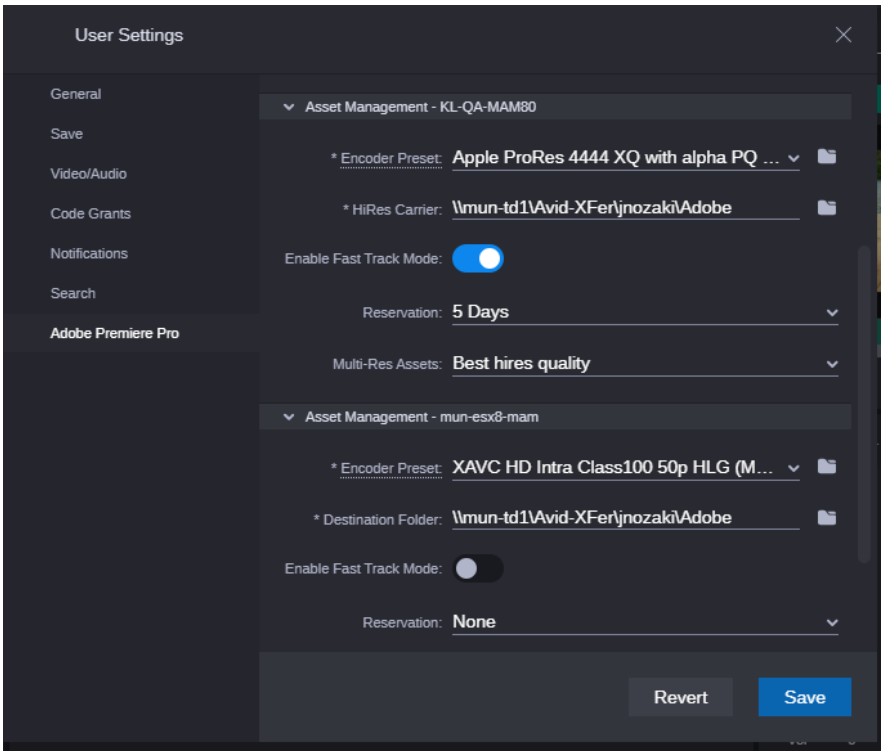
   - On Windows, it is recommended to use UNC path instead of drive letter mappings.
   - On MacOS, the path mapping takes care of converting the mount points to UNC paths.

d. Reservation: Select the duration that you want the Panel to automatically reserve assets for when importing them into Adobe Premiere Pro.

e. Multi-Res Assets: For assets created with MediaCentral Capture, select the option to determine whether the hi-res or proxy version of the material is imported.

   - Import hi-res if available (default). If this option is selected, the Panel will attempt to import the hi-res device clip, but will fall back to the proxy device clip.
   - Import lo-res if available. Similarly, if this option is selected as the preferred resolution, the Panel will attempt to import it first, and fall back to hi-res if the proxy is not available.

5. In the MediaCentral Asset Management section, for each Asset Management system you have, do the following:



a. Encoder Preset: Click the down arrow to open a Preset picker. Click the preset that you would like to use.

For Asset Management imports and STP jobs, Adobe Media Encoder presets that generate a complex folder structure are not supported. Please use a preset that results in a flat file in the destination directory.

For more information, see the topic "Selecting Adobe Media Encoder Presets" on page 46.

b. Destination Folder: Click the Open button. In the Choose Folder dialog box that opens, select the shared folder into which Adobe Media Encoder will write the encoded files and from which the encoded files will be exported to Asset Management folders in MediaCentral Cloud UX. The path needs to accessible from both the MediaCentral Asset Management Essence Management and the Adobe Media Encoder client.

- On Windows, it is recommended to use UNC path instead of drive letter mappings.
- On MacOS, the path mapping takes care of converting the mount points to UNC paths.

To work with Fast Track mode, the Destination folder must point to the HIRES carrier of the Asset Management system. See "Enabling Fast Track Mode for MediaCentral Asset Management" on page 23.

c. Reservation: Select the duration that you want the Panel to automatically reserve assets for when importing them into Adobe Premiere Pro.

d. Multi-Res Assets: Each Asset Management system can provide filters that control the check out behavior. These filters may have localized names and can be customized by the administrator. If no valid filter is selected, the Panel will fall back to requesting the hi-res EDIT version of the asset.

e. Enable Fast Track Mode: To enable checking in Asset Management sequences as soon as the encoding job has reached 5% progress, select the Enable Fast Track Mode check box. If Fast Track Mode is enabled, the Destination Folder field will be replaced with the HiRes Carrier field, and the destination folder must point to the HIRES carrier of the Asset Management system. Please enter the path to the HiRes Carrier location in this field.

For information on how to retrieve this path, see "Enabling Fast Track Mode for MediaCentral Asset Management" on page 23.

If the Enable Fast Track Mode check box is not selected, the check in is triggered when the encoding job is finished.

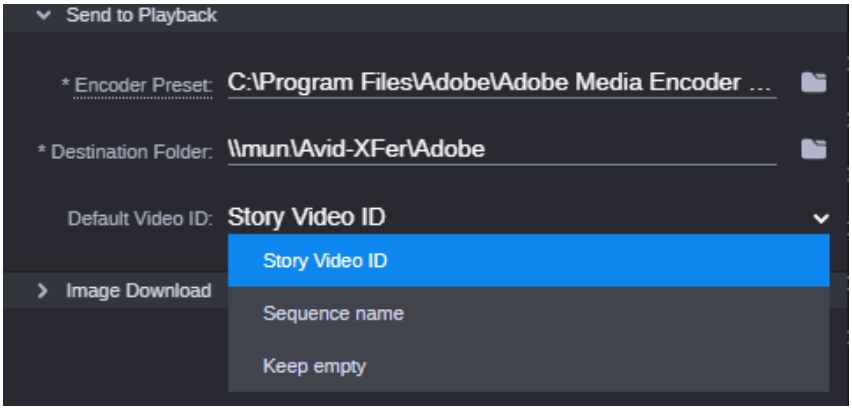
6. In the NEXIS Workspace section, do the following:

a. Encoder Preset: Click the down arrow to open a Preset picker.

b. Click the preset that you would like to use.

For more information, see the topic "Selecting Adobe Media Encoder Presets" on page 46.

7. In the Send to Playback section, do the following:



a. Encoder Preset: Click the down arrow to open a Preset picker. Click the preset that you would like to use.

When configuring the STP Encoder Preset, the required frame rate can vary by resolution and destination device. For example, a 59.94 Encoder Preset might need adjustment to 29.97 for some resolutions and devices to ensure successful STP.

For more information, see the topic "Selecting Adobe Media Encoder Presets" on the next page.

b. Destination Folder: Click the Open button. In the Choose Folder dialog box that opens, select the shared folder into which Adobe Media Encoder will write the encoded files and from which the encoded files will be further processed by the STP services.

c. Default Video ID: If a Video ID is already set in the Production Management database (e.g. a newsroom story ID), you have the choice of using the original Video ID, or using the Adobe Premiere Pro Sequence name as the Video ID.

Alternatively, if the Video ID is not already set, the Video ID field can be kept empty for manual entry in the Send to Playback dialog box.

8. In the Image Download section, do the following:

a. Destination Folder: Click the Open button.

b. In the Choose Folder dialog box that opens, select the folder into which the still images from the Cloud UX player will be downloaded to.

c. By default, the frame (image) will be downloaded into your Temporary items folder, and then imported from there. If you plan on sharing your projects with other users, setting the Destination folder to a shared folder location is recommended to that everybody will have access to the source image.

Please note that the Download will fail if the Destination folder does not exist or is inaccessible.

9. Click Save to save your changes and to close the User Settings dialog box.

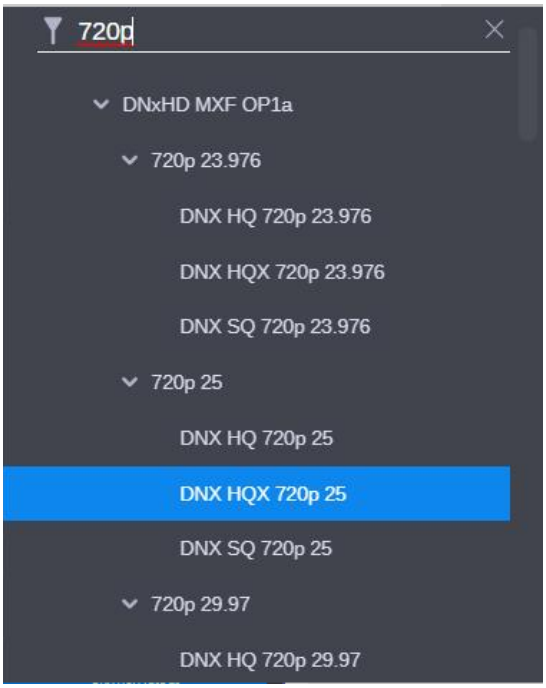
Selecting Adobe Media Encoder Presets

This topic contains information on how to select Adobe Media Encoder presets.

To select Adobe Media Encoder presets:

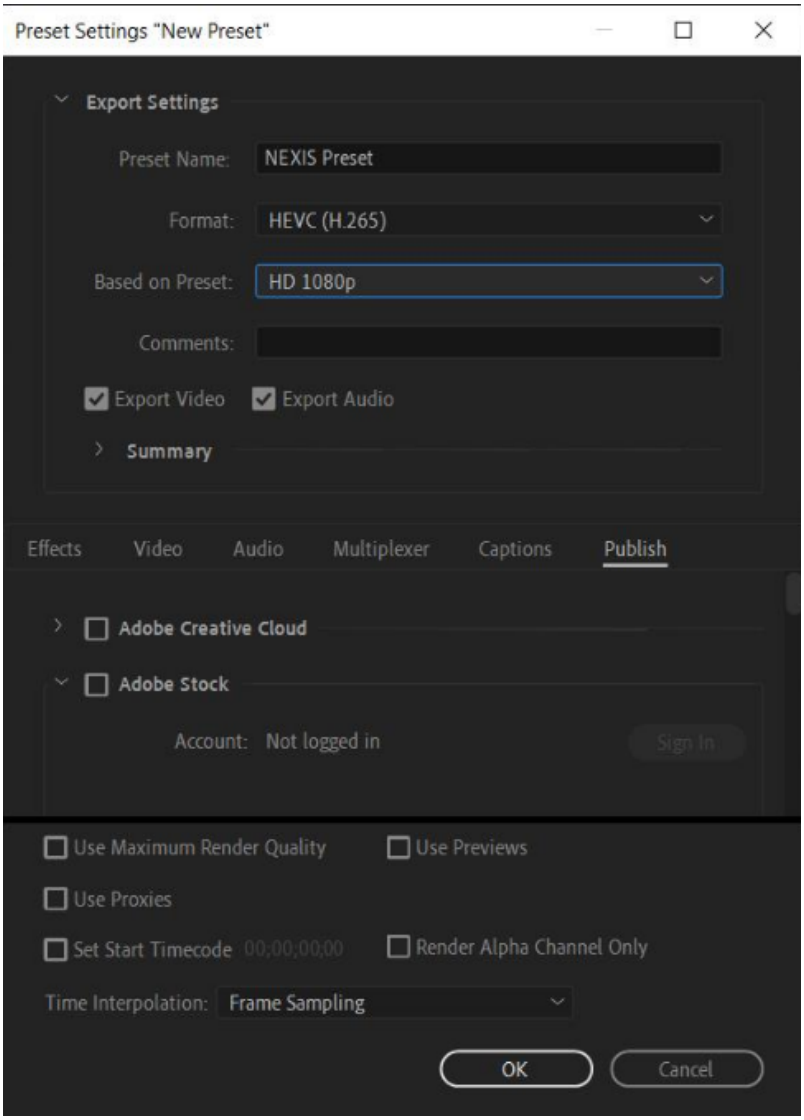
1. Open the User Settings dialog box, and do one of the following:
   a. Click the down arrow to open a Preset picker.

      In the Preset picker, you can browse and filter the presets that the Adobe Media Encoder has available. Then, select the preset that you would like to use.

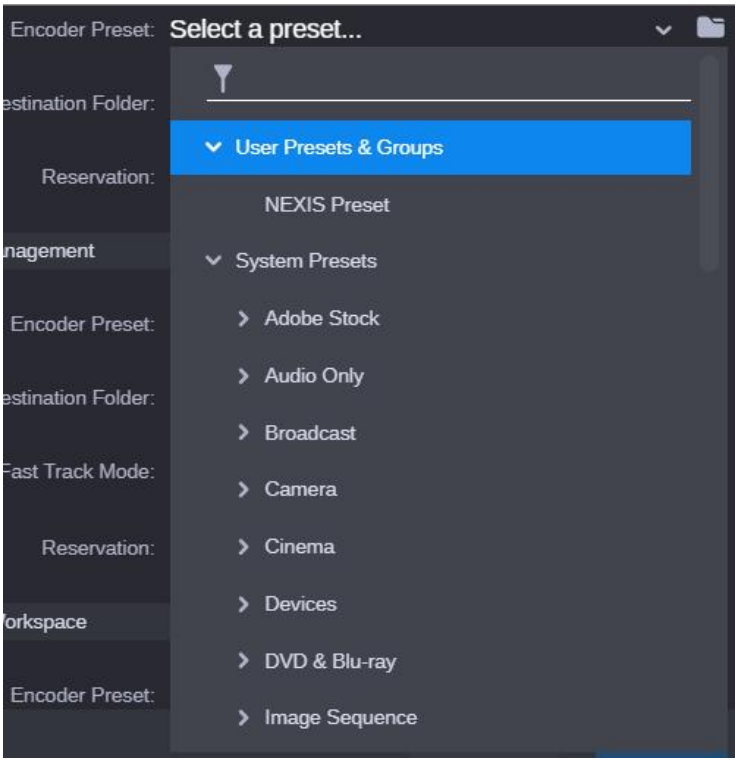


   If the down arrow is not present in the User Settings dialog box, it indicates that the preset information could not be retrieved from Adobe Media Encoder. Opening and closing Adobe Media Encoder might remedy this behavior. To manually verify if the necessary information is present, check if the 'PresetTree.xml' file is available in the 'Documents › Adobe › Adobe Media Encoder › [VersionNumber] › Presets' folder.

   b. Manually select the a preset encoder by clicking the folder icon, and in the Select Encoder Preset dialog box that opens by selecting the encoder preset file that is to be used for encoding the active sequence from Adobe Premiere Pro.
2. (Option) If you need to use a custom preset, open the Adobe Media Encoder to create a new preset according to your needs.



3. To create a new preset, do the following:
    a. In the Preset Name field, type the name of the new preset.
    b. In the Format field, select the video format for the new preset.
    c. In the Based on Preset field, select the format that this new preset is based on.
    d. (Option) Complete any of the remaining fields in accordance with your needs.
    e. Click OK to save your changes and close the Preset Settings dialog box.
4. Close Adobe Media Encoder.
5. Once closed, the new custom preset will be visible in the User Presets & Groups section of the Preset picker in the User Settings dialog box.



Mapping Metadata to and from an Adobe Premiere Pro Project

This topic contains information on how to map metadata to and from an Adobe Premiere Pro project and Production Management, or Asset Management system using the Metadata Mapping Management app.

The MediaCentral Cloud UX Administrator apps have an app called the Metadata Mapping Management tool that enables you to set up mappings that control which attributes from Cloud UX asset management systems map into which Adobe XMP properties and vice versa. These mappings are used during import and export to translate into the appropriate metadata format.

As a general requirement, while the MediaCentral Ingest jobs associated with “Export to MediaCentral” (Production Management) or “Convert Import” are running, the panel needs be kept open for clip metadata to be set properly.

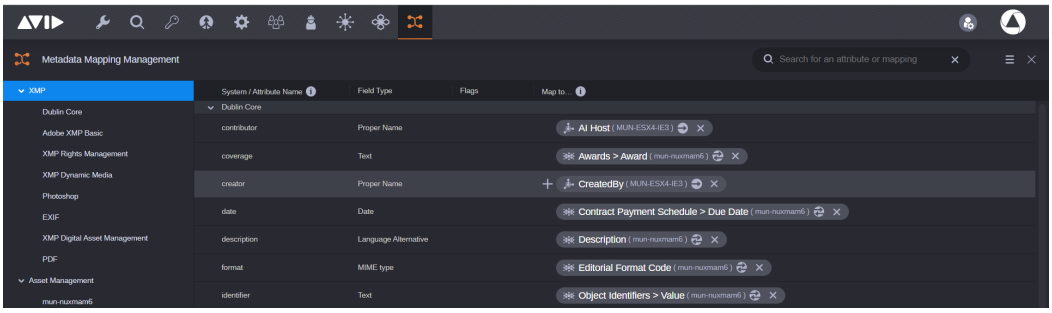
- For Export to MediaCentral, the panel updates the metadata of the new Production Management clip as soon as the system can determine that the transferred metadata can be safely written.
- For Convert Import, the panel updates the metadata of the new clip in Adobe Premiere Pro's bin after the associated MediaCentral Ingest rewrapping job is done and the job artifact (OP1A or FCPXML) is imported.

In the Metadata Mapping Management app, when mapping compound attributes (with more than one level of mapping), the sub-level does not map back to the source attribute.

To map metadata to and from Adobe Premiere Pro:

1. Log into the MediaCentral Cloud UX Administrator apps, and click on the Metadata Mapping Management icon.

   The Metadata Mapping Management window opens.

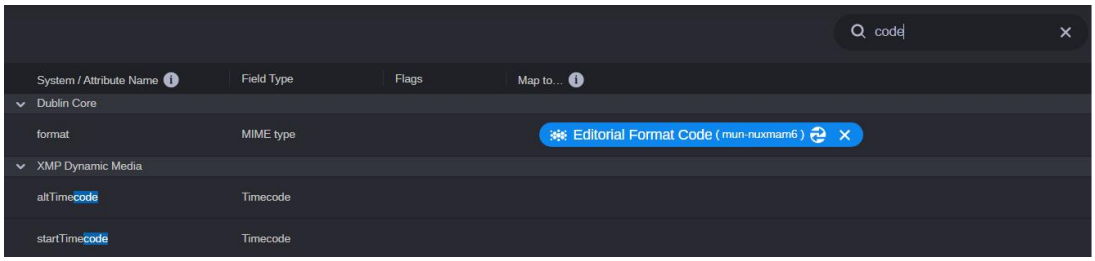


2. On the left hand side of the mapper, you can select which system you want to map from. Highlevel options are:
   - XMP
   - Production Management
   - Acquire
   - Asset Management
3. In the Map to... column, select the mapping you want.
4. Click the Add button in the row you would like to map to the selection.

   A menu will open.
5. From the menu, select mapping from Production Management, Acquire, or Asset Management.

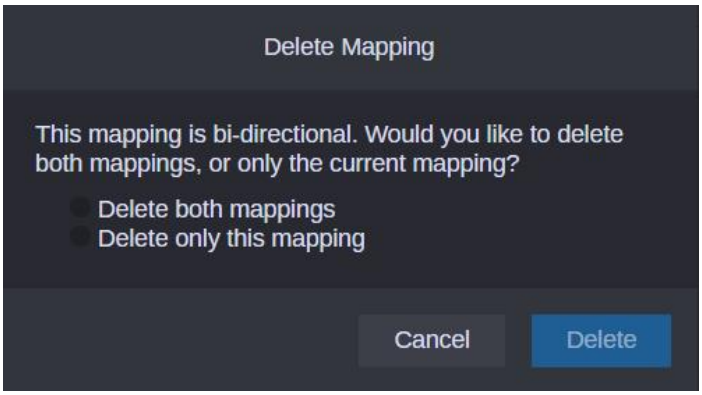
   There is a filter at the top of the selector which highlights the searched for items, so you can quickly and easily find the mapping you want.
6. As soon as a change is made, the system will automatically save.

   When you search for either an XMP attribute, or a mapping, the results are clearly filtered and highlighted to make it quicker and easier to find the results you want.



7. (Option) To delete a mapping, click the X next to the mapping pill. The mapping will be deleted.

   If the mapping is bidirectional, a dialog box will open and present you the option to delete the current mapping only, or also the opposite (bidirectional) mapping.



8. (Option) The entire mapping data can be downloaded through the menu action Download Mappings. This will save a .json file to your computer.

   You can also upload a .json file by using the Import Mappings menu action to restore the mappings to a previous state.

Understanding Log Files

You can check a number of log files if the installation is not successful, or if you want to verify that the installation was successful.

Installer Logs

You can examine the following log files for information about the MediaCentral Panel for 3rd Party Creative Tools installation.

- Is created by the installer and contains information about the installed MediaCentral File Connector for Avid NEXIS:
  - Windows: C:\Users\OSuser\AppData\Roaming\MediaCentral_Panel_for_3rd_Party_Creative_Tools_setup.log (formally MediaCentralPanelPlugin.log).
  - macOS: MediaCentralAdobeCloudUXPanel.log (formerly MediaCentralPremiereProCloudUX.log).

  If the installation was successful, the log file lists the installed extensions for all installed Adobe products. If the installation failed, the log file displays "Failed to install, status =" and an error code.

  For an explanation of the error codes, see https://helpx.adobe.com/exchange/kb/error-codes.html
- (Windows only) Avid_MediaCentral_UX_Connector_for_Adobe_Premiere_Pro.log:
  Is created by the Windows installer and contains information about the installation procedure.

  You can search for the following text string: "Installation success or error status:" If the returned error code is "0," then the installation was successful. If a different error code is returned then the installation failed.

Installer log files are saved in the following directory:

- Windows: %appdata%\
  (Usually: C:\Users\‹Username›\AppData\Roaming\)
- macOS: /Library/Application Support/Avid/MediaCentral Panel for 3rd Party Creative Tools/

Connector Log

The MediaCentral Panel for 3rd Party Creative Tools writes messages to a log file "com.avid.central.cloudux.adobe.log." A new version is created when the MediaCentral Panel for 3rd Party Creative Tools is opened, and the previous version is amended with a time stamp in its filename. The filename pattern for rotated log files is the following: com.avid.central.cloudux.adobe_‹year›‹month›‹day›_‹hours›‹minutes›‹seconds›.log
Example: com.avid.central.cloudux.adobe_20171214_124413.log

All log files are saved in the "Temp" directory:

- Windows: %TMP%\
  (Usually: C:\Users\‹Username›\AppData\Local\Temp\)
- macOS: ~/Library/Logs/Avid

Five rotated log files can be saved in the "Temp" directory at the same time. When you open the MediaCentral Panel for 3rd Party Creative Tools for the sixth time, the earliest log file is replaced.

Troubleshooting: Missing Premiere-Specific Actions

In some cases, the MediaCentral Panel for 3rd Party Creative Tools does not load the correct resources from the MediaCentral Cloud UX server, but from the Adobe extension's local cache. The cached files prevent the Adobe Panel from displaying the Premiere-specific actions, such as Import to Premiere and Import to Premiere (Convert), in the context menu.

To fix this issue, delete the corresponding cache folder "‹PremiereProVersion›_ com.avid.central.cloudux.Adobe.Main" from the "cep_cache" directory.

To delete the cache folder:

1. Navigate to the cep_cache directory. You can find it in the following location:
   - Windows: C:\Users\‹Username›\AppData\Local\Temp\cep_cache
   - macOS: /Users/USERNAME/Library/Caches/CSXS/cep_cache
2. Delete the folder "‹PremiereProVersion›_com.avid.central.cloudux.Adobe.Main."
3. Close and relaunch the Adobe Panel.

Troubleshooting: Panel Installation

If you encounter an issue during the installation of the MediaCentral Panel for 3rd Party Creative Tools, please check the following Adobe website:

https://helpx.adobe.com/creative-cloud/kb/troubleshoot-common-addon-installation-issues.html

The installation for the extension (ZXP package) might fail due to issues with Adobe Extension Manager's local database. Should you run into an issue with the installation, you can try to temporarily move the database file to a backup location to see if that resolves the issue.



Please note that moving the file will affect the visibility of all installed extensions for all Adobe products.

Once you have determined if moving the file resolves the installation issue, you could reinstall all other extensions for Adobe products that you had installed on your system, or follow the steps on Adobe's website referenced above to collect log files and open a support case with Adobe.

The local Adobe Extension Manager database file 'ExMan.db' is located here:

- Windows: C:\ProgramData\Adobe\Extension Manager CC\Configuration\DB
- macOS: /Library/Application Support/Adobe/Extension Manager CC/Configuration/DB

Configuring the MediaCentral Cloud UX Services for Adobe Premiere Pro

In order to use the MediaCentral File Connector for Avid NEXIS and the Send to Playback feature, you must configure the Cloud UX services as listed below:

- "Configuring Avid NEXIS API Services" below
- "Controlling Avid NEXIS Workspace Visibility" on the next page
- "Configuration Option for Large Sequences" on page 54
- "Installing and Configuring Adobe Premiere Pro Send To Playback Profile" on page 54 **(Required for upgrades)**
- "Configuring the Avid XFER Service" on page 56
- "Enabling Phonetic Search " on page 56
- "Working with the Adobe Integration Management Module" on page 56

Configuring Avid NEXIS API Services

When completing the process for connecting to Avid Shared storage, as detailed in the topic “Connecting to Avid Shared Storage” in the *Avid MediaCentral Cloud UX Installation Guide*, you enabled the MediaCentral Cloud UX servers to physically mount the shared storage workspaces to allow the system to read and write to the shared storage. In the following process, you configure Kubernetes managed, Avid API services to connect to the Avid NEXIS system. The following process is required only if you are using an Avid NEXIS system and you are integrating with one or more of the following products:

- Avid MediaCentral Panel for Media Composer
- Avid MediaCentral Panel for 3rd Party Creative Tools
- Avid Media Composer Distributed Processing

If you need more information about the script referenced in this process, you can use the script's help function by entering the following command: `sudo avidctl platform config nexis-api --help`

To configure the Avid NEXIS API services:

1. Enter the following command on your single server or primary node to execute the configuration script:

   ```
   sudo avidctl platform config nexis-api -i
   ```

2. The script prompts you with a series of questions. Provide an answer to each of the following questions and press Enter or Return to continue to the next field.
   - **System Name**: Type the System Name of your Avid NEXIS. This value is case sensitive.
   - **System Director**: Type the Fully Qualified Domain Name or IP address of your Avid NEXIS System Director.
   - **Port**: Type the network port number that is used to connect to the Avid NEXIS system. The standard port number used for this value is 80.\
   - **Username**: Type the name of your Avid NEXIS administrator account.
   - **Password**: Type the Avid NEXIS administrator password. After entering the password, you are asked to confirm the password.

- **Broker User**: Enter the name of the user associated with the RabbitMQ installation on your Avid NEXIS system. The default value is: **`avid`**. Only enter a different value for this question if directed to do so by Avid.
- **Broker Password**: Type the password for the Broker User. The default value is **`nexis`**.

  ⚠ **Only enter a different value for this question if directed to do so by Avid.**

  After entering the password, you are asked to confirm the password. Once confirmed, press Enter.

After you press Enter, the values are written to a `dp.yaml` file located at `/etc/avid/config`.

Controlling Avid NEXIS Workspace Visibility

By default, all of the Avid NEXIS workspaces that a user has access to will be visible in the Cloud UX environment, not just Adobe-specific workspaces. To determine which workspaces a user has access to, the Cloud UX user is matched to an Avid NEXIS user with the same name. For example, the Cloud UX user "User 1" will only see the workspaces that Avid NEXIS user "User 1" has access to.

Avid NEXIS includes a Whitelist feature to control which Avid NEXIS Workspaces are scanned and accessed by the MediaCentral File Connector for Avid NEXIS. This is to optimize performance when connected to an Avid NEXIS with a large number of workspaces, especially when not all media and workspaces are to be used by Adobe Premiere Pro users. This capability can greatly reduce the startup time of the MediaCentral File Connector for Avid NEXIS.

Most users do not necessarily need their MediaCentral File Connector for Avid NEXIS system to "see" or index 100% of their Avid NEXIS workspaces. Rather, a much smaller number of workspaces is needed in many workflows for which they hope to use with Adobe Premiere Pro.

To fix this problem, you have the ability to set which workspaces are visible to Adobe Premiere Pro users. To implement this capability, you can use the unique group (**EDGE_whitelist**) within Avid NEXIS that can be used to represent what the MediaCentral File Connector for Avid NEXIS "sees" and indexes for workspaces. Once activated, this process enables Administrators to "allow access" certain workspaces from Adobe Premiere Pro, freeing up the system to process only the workspaces in which that particular user has access to. The user "User 1" from the example above might have access to more workspaces in Avid NEXIS, but due to the restrictions imposed by the whitelist, the user will not be able to see them in the Cloud UX environment.

A whitelist must have at least one workspace with access enabled. If there are no workspaces with access enabled, the system will act as if there was no whitelist, and all workspaces will be exposed to your MediaCentral File Connector for Avid NEXIS system.

To control Avid NEXIS workspace visibility:

1. Log into the Avid NEXIS Management Console.

   The Avid NEXIS Management Console opens.
2. Click on Users, then click on Groups.
3. Look for the *EDGE_whitelist* group, and double-click it.

   If this group does not exist, you must create a group called *EDGE_whitelist*.
4. In the whitelist group Workspace Access list, for each listed Workspace, you can add Read/Write capabilities for what you want to expose to your MediaCentral File Connector for Avid NEXIS system. All workspaces with no access will be hidden from your MediaCentral File Connector for Avid NEXIS system. This is all done by going down the list and selecting one of the following access types

(Read/Write, Read-only, or No Access).



5. Click Save.

Configuration Option for Large Sequences

When you import a large or complex Media Composer sequence into Adobe Premiere Pro, MediaCentral Cloud UX might need to allocate a significant amount of system resources to the `avid-pam-services` Kubernetes pod. Avid sets the high-memory-limit of this pod to a value of 3GB by default. However, some complex sequences might require additional memory to successfully complete the import process.

MediaCentral Cloud UX includes a configuration option that allows you to increase the maximum memory allocation to this pod.

This process has no impact on working with large or complex sequence in the MediaCentral Cloud UX Asset Editor. For more information on that topic, see "Playback of Simple and Complex Sequences" and "Sequence Size and Complexity" in the Avid MediaCentral | Cloud UX User's Guide.

Depending on your workflow, you might want to complete the following process during a maintenance window to avoid any interruption of services to users of the MediaCentral Panel for 3rd Party Creative Tools.

To increase the memory allocated to the pod:

1. Open a terminal and connect to your single-server or primary node.
2. Enter the following command:

   `sudo avidctl platform config service-resources -n avid-pam-services --limits-memory "<value>"`

   Where *<value>* represents the maximum amount of memory that can be allocated to the avid-pam-services pod. For example, the following command allows for a maximum of 8GB.

   ```
   sudo avidctl platform config service-resources -n avid-pam-services --limits-memory "8Gi"
   ```

   As every organization's workflow is different, Avid cannot suggest a "correct" or maximum value. Avid recommends that you slowly increase the limits-memory value and re-test your workflow after every adjustment. By slowly adjusting your configuration, you can ensure a smooth import workflow without sacrificing resources that could be better used by other system processes.
3. Redeploy your system to apply the configuration changes.

   `sudo avidctl platform redeploy`

   For additional details on this command, see "Altering the Configuration" in the *Avid MediaCentral | Cloud UX Installation Guide*.

Installing and Configuring Adobe Premiere Pro Send To Playback Profile

If you are upgrading from a previous installation, you must complete this process.

After you have completed the installation process for your MediaCentral Cloud UX server, you must install the Adobe Premiere Pro Send To Playback feature pack onto the system. This app is no longer a separate app, and is now included in the MediaCentral Cloud UX Feature Pack ISO (mediacentral_feature_packs_‹*build*›.iso).

Installing the feature pack and configuring the Playback Profile:

1. Install the Adobe Premiere Pro Send To Playback feature pack onto the system. This app is included in the MediaCentral Cloud UX Feature Pack ISO (mediacentral_feature_packs_‹*build*›.iso).

   For more information on the MediaCentral Cloud UX installation process, see the topic "Running the Feature Pack Deployment Script" in the *Avid MediaCentral | Cloud UX Installation Guide*.

   Before the mediaservices feature pack is installed, the Avid XFER Service needs to be mapped to an existing user from LDAP or Active Directory. It is also possible to assign or reassign the user after installation, but that might require restarting the Avid XFER Service pods.

   For more information, see the topic "Managing Service Accounts" in the *Avid MediaCentral | Cloud UX Installation Guide*.

2. Create and configure the Adobe Premiere Pro Send to Playback Profile.

   For more information, see the topic "Creating a Send to Playback Profile" in the *Avid MediaCentral | Cloud UX Installation Guide*.

   It is important to note that in order to enable maximum compatibility with all Adobe Media Encoder presets, you must make sure your Send to Playback Profile includes a LONG_GOP -HD media option. You can add a LONG_GOP -HD option by doing the following:

   a. Open the AirSpeed 5000 5500 or FastServe Management Console, and click on the Inventory tab.

   b. In the LONG_GOP Editor Send to Playback format field, select one of the -HD options. You can select any one in the list. Once an -HD option is selected, it enables the HD workflow for Adobe Premiere Pro to account for the OP1A files that Adobe Premiere Pro creates for all media types.

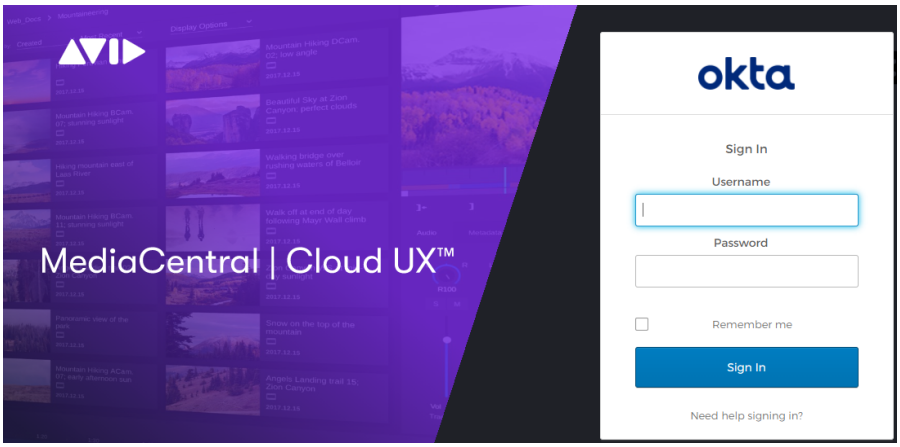
      If Sending to Playback from Transfer Engine, to the Panel for 3rd Party Creative Tools, you must send to an OP1A-Export Device (this enables the OP1A workflow).

3. Once configured, you can send Adobe Premiere Pro sequences to playback.

   For more information on Send To Playback, see "Sending Sequences to Playback (STP)" on page 96.

Configuring Okta Authentication

MediaCentral Cloud UX systems that are configured to use Okta as an authentication provider can use Okta to sign in through the Panel for 3rd Party Creative Tools. The following illustration shows the Okta Sign-In window as displayed in the Panel.



If your system is already configured to use Okta as an Authentication Provider, you are not required to make any changes to the MediaCentral Cloud UX configuration to enable integration between Okta and the Panel for 3rd Party Creative Tools.

For more information on configuring Okta and MediaCentral Cloud UX, see "Configuring an Authentication Provider" in the *Avid MediaCentral | Cloud UX Installation Guide*.

Configuring the Avid XFER Service

If you plan to use MediaCentral Cloud UX's Enterprise Editing features or if you plan to the Panel's Send to Playback workflow, you must run the following script to configure the Avid XFER service: `sudo avidctl platform config xfer --help`

If you need more information about the script referenced in this process, you can use the script's help function by entering the following command: `sudo avidctl platform config xfer --help`

For more information, see the topic "Configuring the Avid XFER Service" in the *Avid MediaCentral | Cloud UX Installation Guide*.

Enabling Phonetic Search

You can use Phonetic Indexing for items inside Adobe projects (such as sequences, etc).

If your MediaCentral Cloud UX system is already configured for Phonetic Index, you must rerun the Configuration tool to enable Phonetic search ability in the Panel for 3rd Party Creative Tools.

To enable Phonetic Search:

1. Log in to the single-server or primary node as the root user.

   For more information, see "Logging in to CentOS for the First Time" in the *Avid MediaCentral | Cloud UX Installation Guide*.

2. Run the configuration tool by typing the following command on your single server or primary node to execute the Phonetic Index configuration script:

   `sudo avidctl platform config phonetic -i`

3. Follow the prompts to enter the required information.

   For more information, refer to the topics "Configuring MediaCentral Phonetic Index" and "Altering the Configuration" in the *Avid MediaCentral | Cloud UX Installation Guide*.

Working with the Adobe Integration Management Module

When your workflow includes the MediaCentral Panel for 3rd Party Creative Tools, some software upgrades or other operations might require you to resynchronize the assets that are located on your shared storage. When you click the Resync Data button that is located in the Adobe Integration Management Module in the MediaCentral Cloud UX Configuration Settings app, the search connector polls the storage and updates the search index so that all available assets can be returned through MediaCentral Search.

Administrators are not required to allow the resync process to complete before releasing the system to the users. However in this case, the Search app might return only partial results until the indexing process is complete.

If you are performing a resync on an active Production system, you might want to schedule the process during a maintenance window to reduce the impact to the Search workflow.

To update your search index:

1. Click on the arrow to the left of Modules in the Configuration Settings sidebar and then select the Adobe Integration Management module.
2. Click the Resync Data button.

   For more information, refer to the "Configuration Settings" chapter in the *Avid MediaCentral | Cloud UX Installation Guide*.

4 Working with MediaCentral Cloud UX

This chapter provides information on how to work with MediaCentral Cloud UX inside the Panel for 3rd Party Creative Tools:

- "Opening MediaCentral Cloud UX" below
- "Understanding the MediaCentral Cloud UX Layout" on page 60
- "Importing Assets to Adobe Premiere Pro" on page 66
- "Importing Production Management Sequences from the Rundown App" on page 73
- "Setting Compatibility Options for Production Management Assets During Import" on page 76
- "Monitoring Import and Export Operations" on page 77
- "Exporting the Selected Sequence from Adobe Premiere Pro to MediaCentral Cloud UX" on page 85

Opening MediaCentral Cloud UX

Opening MediaCentral Cloud UX is a two-step procedure: calling the extension from within Adobe Premiere Pro and signing in to MediaCentral Cloud UX. Once opened, the MediaCentral Cloud UX sign-in page remembers the last five connected MediaCentral servers. For security reasons, auto-sign in is not supported.

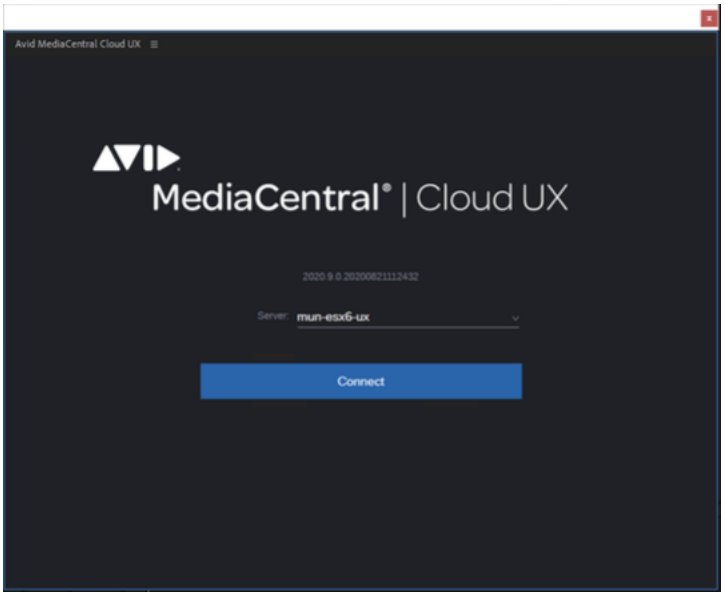
Although system administrators can configure a MediaCentral Cloud UX setting that automatically disconnects users after a period of inactivity, the MediaCentral Panel for 3rd Party Creative Tools intentionally disables this feature for users of the Panel.

To open MediaCentral Cloud UX:

1. In Adobe Premiere Pro, select Window › Extensions › Avid MediaCentral Cloud UX.

   The Avid MediaCentral Cloud UX Server Selection screen opens.

   Notice the Adobe Panel version is displayed.

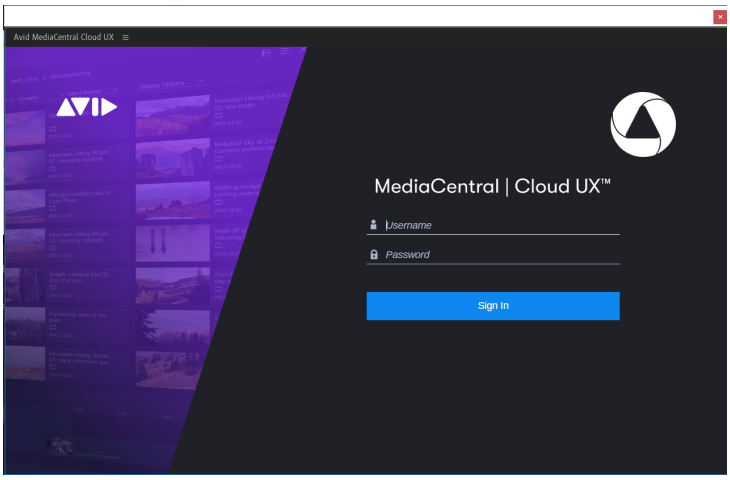


2. In the Media Central Cloud UX Server Selection screen, do the following:

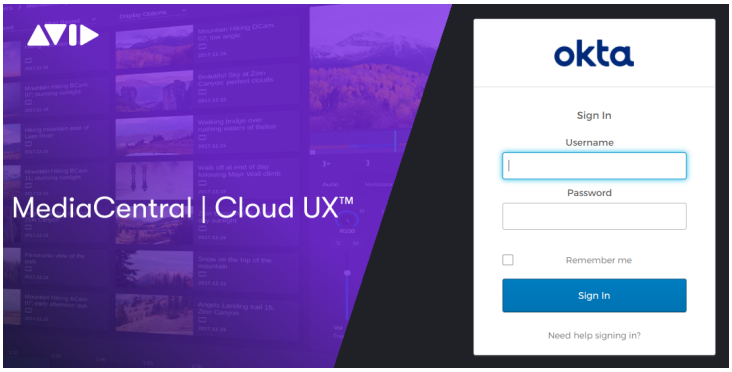
a. In the Server field, type the Fully Qualified Domain Name of the MediaCentral Cloud UX server or select a server from the list that you want to connect to from the dropdown menu.

b. Click Connect.

The Avid MediaCentral Cloud UX sign-in screen opens.



If you have Okta configured, the Okta authentication sign-in form is displayed directly on the MediaCentral Cloud UX login page as shown below:



The system clock must be in sync with the Okta server's time, or the Okta sign in form will display a spinner that will keep spinning indefinitely.

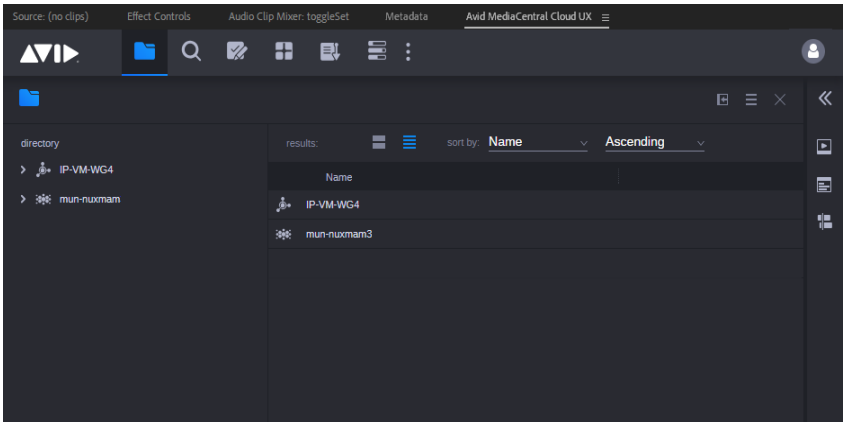
3. At the sign-in screen, do the following:

   a. Type your user name.

   b. Type your password.

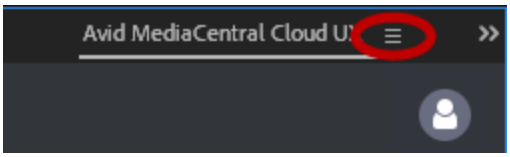
   c. Click the Sign In button.

After a few moments, the MediaCentral Cloud UX application opens and displays the Browse app.



To close MediaCentral Cloud UX:

- Click the Avid MediaCentral Cloud UX panel menu icon and select Close Panel.



Understanding the MediaCentral Cloud UX Layout

The following sections detail some of the basics of using and navigating through the MediaCentral Cloud UX user interface, including information on actions common to all apps.

There are also descriptions of Adobe Premiere Pro, Adobe After Effects, and Adobe Photoshop icons in the Adobe Workspace.

The following topics are covered:

- "Understanding the Fast Bar" below
- "Icons Found on the Adobe Workspace" on the next page
- "Opening and Closing Apps" on page 63
- "Docking Apps" on page 63
- "The Asset Editor" on page 63

Understanding the Fast Bar

The Fast Bar at the top of the screen provides easy access to available apps. When working with the MediaCentral Panel for 3rd Party Creative Tools, the following apps enable your round-trip workflow with MediaCentral Cloud UX and connected MediaCentral modules.

Button	Title	Description
	Browse	The Browse app gives you access to databases that are managed by MediaCentral modules, such as MediaCentral Production Management, MediaCentral Asset Management, or others. The app includes breadcrumbs, the navigation side bar (directory sidebar), and the results area. The Browse app is opened by default when you sign in to MediaCentral Cloud UX. Autosave folders are not shown in the Browse app. If your system is licensed for MediaCentral Hoverscrub, you cannot scrub assets

Button	Title	Description
		through the MediaCentral Cloud UX Panel. If you attempt to scrub an asset, the asset thumbnail is temporarily replaced with a warning icon.
	Search	The Search app enables you to quickly and easily locate assets across multiple MediaCentral modules. When you search for an asset, the system accesses an index of standard text-based metadata fields to return the desired assets.
	Project	The Project app enables you to interact with MediaCentral Cloud UX and Adobe Premiere Pro to transfer media between the two using drag and drop functionality. For more information, see "Using the Project App" on page 87.
	Rundown	The Rundown app enables you to work with sequences created in the Rundown app by enabling you to import the sequences, including the rush's used to make them, into the Adobe Premiere Pro by right clicking on the sequence, and selecting "Import to Adobe Premiere Pro". Once imported into the Panel for 3rd Party Creative Tools, you can edit the sequence, and then right-click and select "Update Sequence from Adobe Premiere Pro" to import the sequence back into the rundown and replace the old version. Save the project when you are done. For this action to work, there must be a pre-existing sequence in the rundown for the Adobe user to overwrite. The Panel for 3rd Party Creative Tools will then check the sequence into Production Management and associate it with the rundown. For more information on Importing Production Management sequences from the Rundown app, see the topic "Importing Production Management Sequences from the Rundown App" on page 73. For more information on the Rundown app, see the topic "The Rundown App" in the *Avid MediaCentral | Cloud UX User's Guide*.
	Process	The Process app lets you monitor all processes that you might create while working with MediaCentral assets. Use the Process app to monitor the Import folder process, which inserts a sequence from Adobe Premiere Pro to the selected Asset Management folder in MediaCentral Cloud UX.
	Layouts	The Layouts button allows you to customize the MediaCentral Cloud UX user interface, and then save those customizations for future sessions. For more information, see "Working with Layouts" in the *Avid MediaCentral | Cloud UX User's Guide*.
	User Profile	The User Profile menu includes the following entries. • About: Opens a screen with information about the product. • User Settings: Opens a screen with information about the various user settings, including Adobe Premiere Pro settings. • Help: Opens the MediaCentral Cloud UX Help system.

For more information, see the *Avid MediaCentral | Cloud UX User's Guide*.

Icons Found on the Adobe Workspace

This topic describes the Adobe Premiere Pro and Adobe After Effects icons found in the Adobe Workspace.

Icon	Name	Description
	Avid NEXIS System	The Avid NEXIS system containing the Adobe workspaces. This icon might appear different depending on your installation.
	Adobe Productions Folder	The Adobe Productions Folder icon indicates that this an Adobe Production. An Adobe Productions Folder can be though of as a show, and it would contain projects where each project can be an episode of the show. For more information, see "Creating Adobe Production Folders on the Avid NEXIS Workspace" on page 101.
	Adobe Premiere Pro Folder	The Adobe Premiere Pro Folder icon indicates that this is a bin inside an Adobe Premiere Pro project.
	Adobe Premiere Pro Project	Indicates an Adobe Premiere Pro project. For more information, see "Creating Adobe Production Folders on the Avid NEXIS Workspace" on page 101.
	Adobe Premiere Pro Project Locked (Read-only mode)	The Adobe Premiere Pro Project Locked (Read-only mode) icon indicates that the Adobe Premiere Pro Project is in Read-only mode, which means it is opened by another user. For more information, see "Project Locking (Protecting Projects Created in Adobe Applications)" on page 94.
	Adobe Premiere Pro Project Locked (to current user)	The Adobe Premiere Pro Project Locked (to current user) icon indicates that the Project is locked to the current user. For more information, see "Project Locking (Protecting Projects Created in Adobe Applications)" on page 94.
	Adobe Premiere Pro Sequence	The Adobe Premiere Pro Sequence icon indicates that this is an Adobe sequence. For more information, see "Saving Projects on Avid NEXIS" on page 100.
	Adobe After Effects Project	Indicates an Adobe After Effects project. For more information, see "Importing Assets to Adobe Premiere Pro" on page 66"Importing Assets to Adobe Premiere Pro" on page 66.

Opening and Closing Apps

When you click on any of the icons in the Fast Bar, the selected app opens and the icon is highlighted to indicate that the app is active. Unless docked, clicking on a different app switches the user interface to the newly selected app. If all apps are closed, the interface shows a black main area. When using the Docking feature, you can have two apps open at the same time.

Additionally, you can show the Asset Editor to the right of the core or focused app. See "The Asset Editor" below.

To open an app:

- Click the app button on the Fast Bar.

To close an app:

- Click the X in the app's upper right corner.

Docking Apps

The left side of the MediaCentral Cloud UX window is the place where you can *dock* an app. When an app is docked, the app is reduced in size and shifted to the left. You can then use the docked app alongside other apps. Apps that support docking provide a Dock/Undock toggle button in its upper right corner. You can dock any core app, but you can only dock one app at the same time. If you have one app docked and dock another app, the first app is hidden.

To dock an app, do one of the following:



- Click the app's Dock button.
- Place your cursor over the icon of a core app in the Fast Bar and drag and drop it downward to the left side of the user interface that will be highlighted as drop area (shown dimmed and marked with a blue frame).

To undock an app:



- To restore the app to take up the initial width, click the Dock button again.

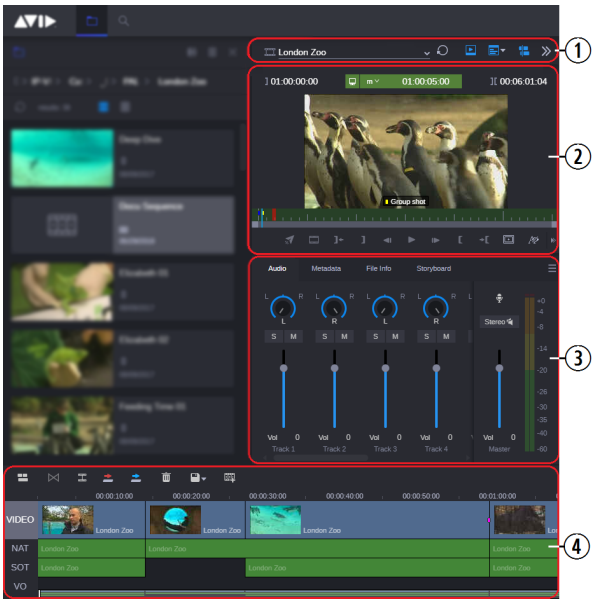
The Asset Editor

The Asset Editor is a utility view that is available in core apps as a way to view information about an active asset. The upper area of the Asset Editor provides a preview of most asset types — such as video clips, a still images, or others — in the Media Viewer. This area also provides the appropriate shuttle controls and timecode displays to interact with loaded assets. The Media Viewer includes a Source Monitor and Record Monitor toggle button that allows you to switch between individual media assets and any sequence that is loaded into the Sequence Timeline.

In the middle part of the Asset Editor, there is an area that displays several tabs to show different categories of metadata for the asset. By default, these are the Audio, Metadata, File Info, and Storyboard tabs. Additional tabs can be added in context when appropriate. For instance the Hits tab appears when you load an asset from the Results area of the Search app.

The Sequence Timeline at the bottom of the Asset Editor allows you view and edit a sequence. A portion of media that is contained on a track in a sequence is called a *segment*. You can use the trim controls on the timeline to adjust segments already contained in the sequence or you can use the Browse or Search apps to add new content to the sequence.

The following illustration and table describe the different areas of the Asset Editor.



1	Asset Editor header	3	Tabs
2	Media Viewer	4	Sequence Timeline

The Asset Editor is always positioned on the right side of the user interface and is collapsed by default when you first sign in to MediaCentral Cloud UX. When collapsed, the Asset Editor includes buttons to quickly access different areas of the tool. These buttons include:

Button Image			Button Name
			Expand / Collapse Asset Editor
			Media Viewer
	or		Tabs: Enables / disables the tabs area as well as toggles the single and dual column view of the Asset Editor.
			Sequence Timeline

Once the Asset Editor is expanded, the Media Viewer, Tabs, and Timeline buttons appear at the top of the tool and are colored blue to indicate that they are open and active. You can click on any of the buttons to show or hide different areas of the Asset Editor.

To show and hide the Asset Editor:

- Click the Expand icon on the upper right corner of an app.
- To hide the Asset Editor, click the Asset Editor's Collapse icon.

To open an asset in the Asset Editor:

- Double-click an asset in the Browse or Search app's Results area.

Importing Assets from MediaCentral Cloud UX

Before you begin, you must select Windows › Extensions › Avid MediaCentral Cloud UX, and opens the panel extension.

Once MediaCentral Cloud UX is open, you can search or browse to your desired content on either Media Central Asset Management, Media Central Production Management, or the Adobe workspace on Avid NEXIS.

You can import the following media from the MediaCentral Cloud UX Browse app:

- Asset Management assets and sequences
- Production Management assets and sequences
- Avid NEXIS items, including:
  - Adobe Premiere Pro projects or files
  - Adobe After Effects projects or files
  - Adobe Photoshop projects or files

Avid NEXIS will show all workspaces that a user has access to, not just Adobe workspaces or projects. To determine which workspaces a user has access to, the Cloud UX user is matched to an Avid NEXIS user with the same name. In other words, Cloud UX users will not see the Avid NEXIS workspaces in the Browse app unless an Avid NEXIS user with the same name exists.

When importing media from Media Central Cloud UX, we do not import the data track as it cannot be utilized by Adobe Premiere Pro at this time.

Autosave folders are not shown in the Browse app.

For triggering the import, you have the following options:

- Import to Adobe Premiere Pro: Imports media natively to Adobe Premiere Pro.

  This option is available for Production Management and Asset Management media.

  If the format of the selected assets is incompatible with Adobe Premiere Pro, or the MediaCentral Panel for 3rd Party Creative Tools cannot determine the format of the selected asset, you can set compatibility options (Production Management media only). See "Setting Compatibility Options for Production Management Assets During Import" on page 76.
- Import to Adobe Premiere Pro (Convert): Converts Avid AAF metadata to a simple XML representation that is handed to Adobe Premiere Pro. Media is converted to the MXF OP-1a container format.

  This option is available only for Production Management media. You can monitor the progress of “Convert” import jobs. See "Monitoring Import and Export Operations" on page 77.
- Import to Adobe After Effects (Convert): Media is converted from Op-Atom to MXF OP-1a and imported.

  This option is available only for Production Management media. You can monitor the progress of “Convert” import jobs. See "Monitoring Import and Export Operations" on page 77.
- Import to Adobe Photoshop: Imports media from Avid NEXIS workspaces to Adobe Photoshop.
- Importing still images from the MediaCentral Cloud UX player: For customizing the download location, see Step 8 (Image download) of the topic "Configuring Adobe Premiere Pro User Settings within Cloud UX" on page 42 .

For more information on importing different types of Adobe assets, see the following topics:

- "Importing Assets to Adobe Premiere Pro" below
- "Importing Assets to Adobe After Effects" on page 69
- "Importing Assets to Adobe Photoshop" on page 70

Importing Assets to Adobe Premiere Pro

This topic contains information on how to import MediaCentral Cloud UX assets to Adobe Premiere Pro.

When importing assets from MediaCentral Cloud UX, markers and spans will transfer. However, the Mark Out points are displayed differently. In Adobe Premiere Pro, the timecode is treated as Exclusive, meaning it will be one frame larger than the Storyboard view.

To import assets from the Browse app to Adobe Premiere Pro:

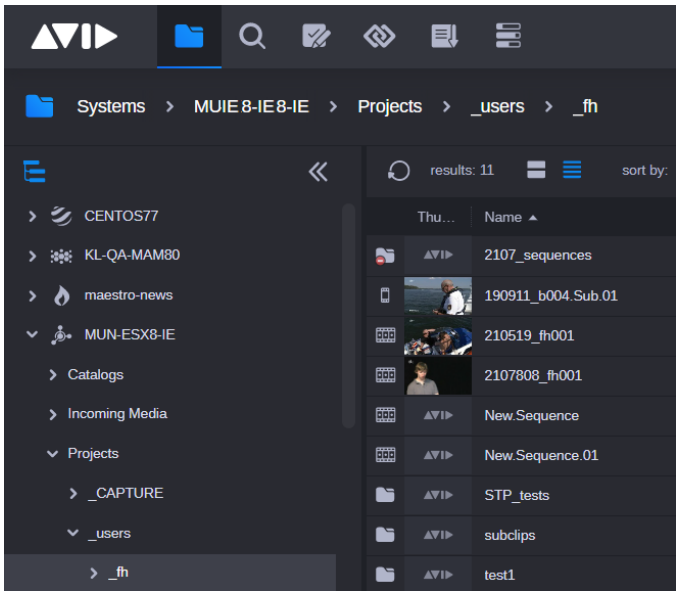
1. To open folders in the Browse app, do one of the following:
   - Click the turn-down arrow to the left of the folder in the Browse app's directory.

     This action expands the directory to show its sub-folders while still retaining a view of the rest of the Workspace file structure.
   - Select the folder in the Browse app's directory.

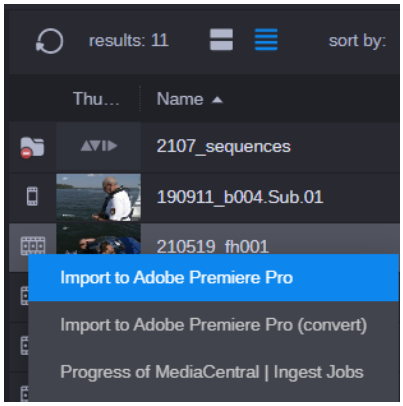
     This action opens the folder's contents in the Browse app's Results area.
   - Double-click the folder in the Browse app's directory.

     This action expands the directory to show its sub-folders in the directory and opens the folder's contents in the Results area.
   - Double-click the folder in the Browse app's Results area.

     This action opens the folder's contents in the Results area.

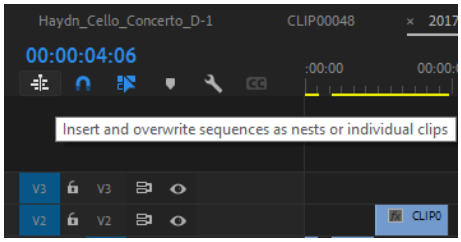


2. Right-click an asset in the Browse app's Results area and select Import to Adobe Premiere Pro or Import to Adobe Premiere Pro (Convert).



When importing sequences of raw footage, it may be imported into Adobe Premiere Pro as a nested sequence. In that case, placing material from that nested sequence into your Adobe Premiere Pro sequence will prevent it from being checked into MediaCentral Production Management, as nested sequences are not supported.

To avoid this situation, toggle “Insert and overwrite sequences as nests or individual clips” to the OFF position as shown in the following graphic.

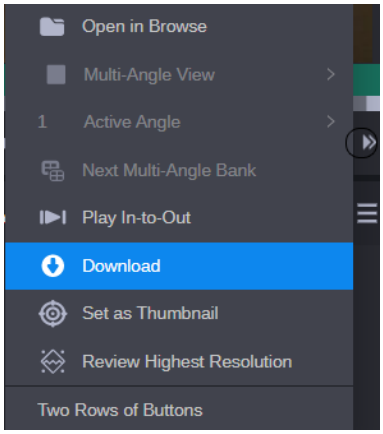


If you are using macOS, and importing XAVC 300 Native media in Adobe Premiere Pro, you must first uncheck the "Import sequences natively" check box in the Adobe Media Encoder General preferences.

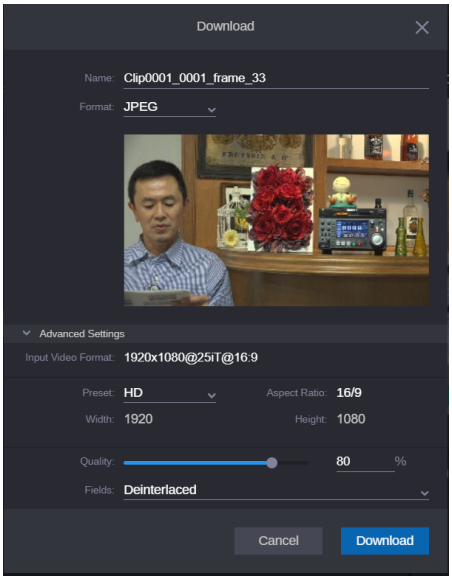
In Adobe Premiere Pro, the asset is added to the active bin in the Projects panel.

For more information, see "How the Panel Stores Cloud UX Asset IDs on Imported Items" on page 72.

3. (Option) If you want to import a still image from any video asset do the following:
    a. Locate the material you want to use.
    b. Open it in the Asset Editor by double-clicking on the asset.
    c. Once you have the asset open, navigate to the frame you want to work with by either playing or scrubbing, and then pausing on the desired frame.
    d. Go to the extra menu items on the far right of the player buttons, and use the Download menu to select a single frame to work on.



e. Press the Download button. The file will be added to the current project inside Adobe Premiere Pro.



Best Practices for Importing Sequences into Adobe Premiere Pro

To optimize the import process of sequences into Adobe Premiere Pro and help prevent potential issues, Avid suggests the following best practices:

- Use Universal Naming Convention (UNC) paths when mounting Avid NEXIS workspaces in Media Composer editing clients.

  This streamlines the relink process when importing sequences from Media Composer to Adobe Premiere Pro. This allows the assets to be referenced in the same path for both systems so they can be accessed seamlessly, therefore eliminating the need to relink the sequence as it is being opened in Adobe Premiere Pro.

- Perform Commit Multicam Edits in Media Composer before checking-in sequences.

  When working on sequences containing group clips, performing “Commit Multicam Edits” allows Media Composer to create a copy of the sequence where only the used clips are retained in the timeline. Importing this sequence instead reduces the amount of referenced assets that might affect the duration of the import in Adobe Premiere Pro due to the complexity of the sequence.

- Minimize the number of times that you exchange sequences between Avid Media Composer and Adobe Premiere Pro

Constantly doing this may pose risks such as lost changes or mismatched edits. Ideally, it would be best to start a sequence on one editor for rough cut editing to make the necessary changes before sending it over to the other editor for finishing and creating the final edit.

Importing Assets to Adobe After Effects

This topic contains information on how to import MediaCentral Cloud UX assets to Adobe After Effects.

As with Adobe Premiere Pro, any Adobe After Effect project files (.aep) stored on Avid NEXIS can be opened by right-clicking and selecting “Open Project in Adobe After Effects”.

You cannot create a project on Avid NEXIS from a template like you can for Adobe Premiere Pro.

To import assets from the Browse app to Adobe After Effects:

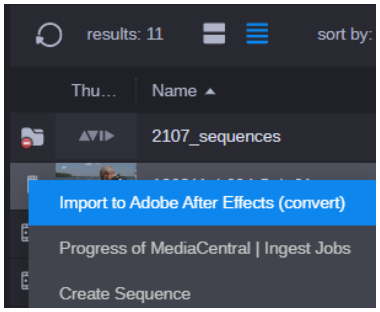
1. To open folders in the Browse app, do one of the following:
   - Click the turn-down arrow to the left of the folder in the Browse app’s directory.

     This action expands the directory to show its sub-folders while still retaining a view of the rest of the Workspace file structure.
   - Select the folder in the Browse app’s directory.

     This action opens the folder's contents in the Browse app’s Results area.
   - Double-click the folder in the Browse app’s directory.

     This action expands the directory to show its sub-folders in the directory and opens the folder's contents in the Results area.
   - Double-click the folder in the Browse app’s Results area.

     This action opens the folder's contents in the Results area.
2. Right-click an asset in the Browse app’s Results area, and select Import to Adobe After Effects, or Import to Adobe After Effects (Convert).



In Adobe After Effects, the asset is added to the active bin in the Projects panel.

The Media Files plugin has not been enhanced for this workflow, so you will need to transcode OP-Atom files.

Adobe After Effects projects can be saved onto the Avid NEXIS workspace just like Adobe Premiere Pro projects.

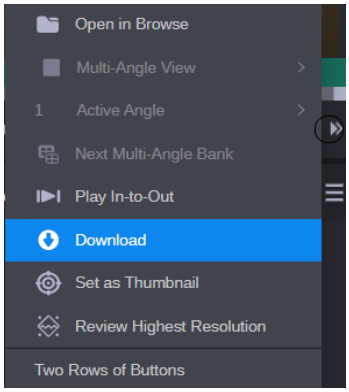
The composition can also be exported with alpha information intact by installing the DNxGX plugin for Adobe Media Encoder. You can obtain the plugin (Windows only, for now) from the following web page:

https://kb.avid.com/articles/en_US/Download/Avid-DNxGX-Exporter-for-Adobe-Media-Encoder-Download

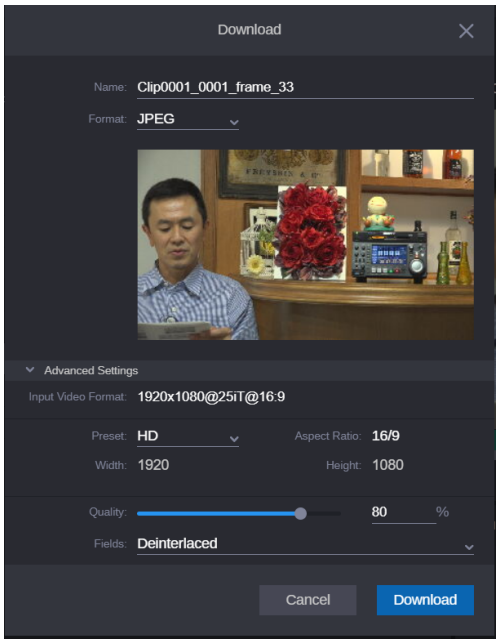
To do so, locate the appropriate folder on the Avid NEXIS workspace, right-click and select Export Composition to MediaCentral. From here, Media Composer users are able to pick up the DNxGX MXF file and work with it.

For previewing the composition, an h.264 preview proxy will also be generated by the render process, and work with it and the alpha channel.

3. (Option) If you want to import a still image from any video asset, do the following:
    a. Locate the material you want to use.
    b. Open it in the Asset Editor by double-clicking on the asset.
    c. Once you have the asset open, navigate to the frame you want to work with by either playing or scrubbing, and then pausing on the desired frame.
    d. Go to the extra menu items on the far right of the player buttons, and use the Download menu to select a single frame to work on.



    e. Press the Download button. The file is added to the current project inside Adobe After Effects.



Importing Assets to Adobe Photoshop

This topic contains information on how to import MediaCentral Cloud UX assets to Adobe Photoshop.

To import assets from the Browse app to Adobe Photoshop:

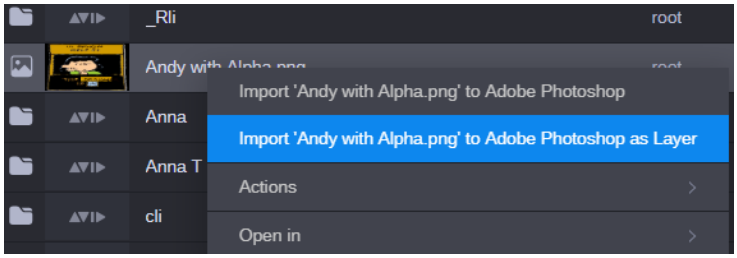
1. To open folders in the Browse app, do one of the following:
   - Click the turn-down arrow to the left of the folder in the Browse app's directory.

     This action expands the directory to show its sub-folders while still retaining a view of the rest of the Workspace file structure.
   - Select the folder in the Browse app's directory.

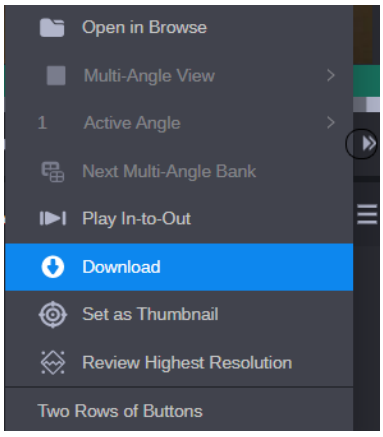
     This action opens the folder's contents in the Browse app's Results area.
   - Double-click the folder in the Browse app's directory.

     This action expands the directory to show its sub-folders in the directory and opens the folder's contents in the Results area.
   - Double-click the folder in the Browse app's Results area.

     This action opens the folder's contents in the Results area.
2. For material stored on Avid NEXIS, any file type supported by Adobe Photoshop can be imported by right-clicking and selecting Import to Adobe Photoshop. This will open the file in a new tab. Alternatively, you can import image assets directly as a layer into the current project.

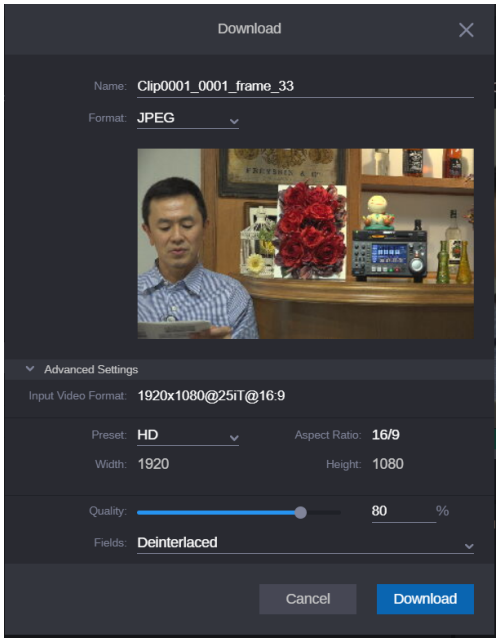


3. (Option) If you want to import a still image from any video asset, do the following:
   a. Locate the material you want to use.
   b. Open it in the Asset Editor by double-clicking on the asset.
   c. Once you have the asset open, navigate to the frame you want to work with by either playing or scrubbing, and then pausing on the desired frame.
   d. Go to the extra menu items on the far right of the player buttons, and use the Download menu to select a single frame to work on.



   e. Press the Download button. The file will be added as another tab inside Adobe Photoshop

which can be added to the existing project easily by dragging and dropping it.



4. Once you have finished working with your material, you can export a flattened JPEG or PNG, or save your entire Adobe Photoshop (.PSD) project back to Avid NEXIS, just like you can with an Adobe Premiere Pro project.

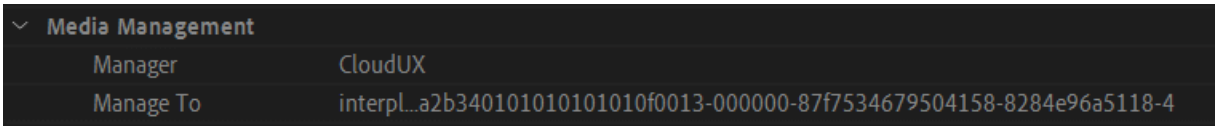
   Navigate to the folder on the Adobe workspace where you want to save your work, and either of the following (or both):

   - To export a flattened JPEG or PNG file to the Avid NEXIS workspace, right-click, and select Export Image to MediaCentral.
   - To save your entire PSD project back to Avid NEXIS, right-click or use the hamburger menu in the top right. Then select Save Project Here" to save the .PSD file.

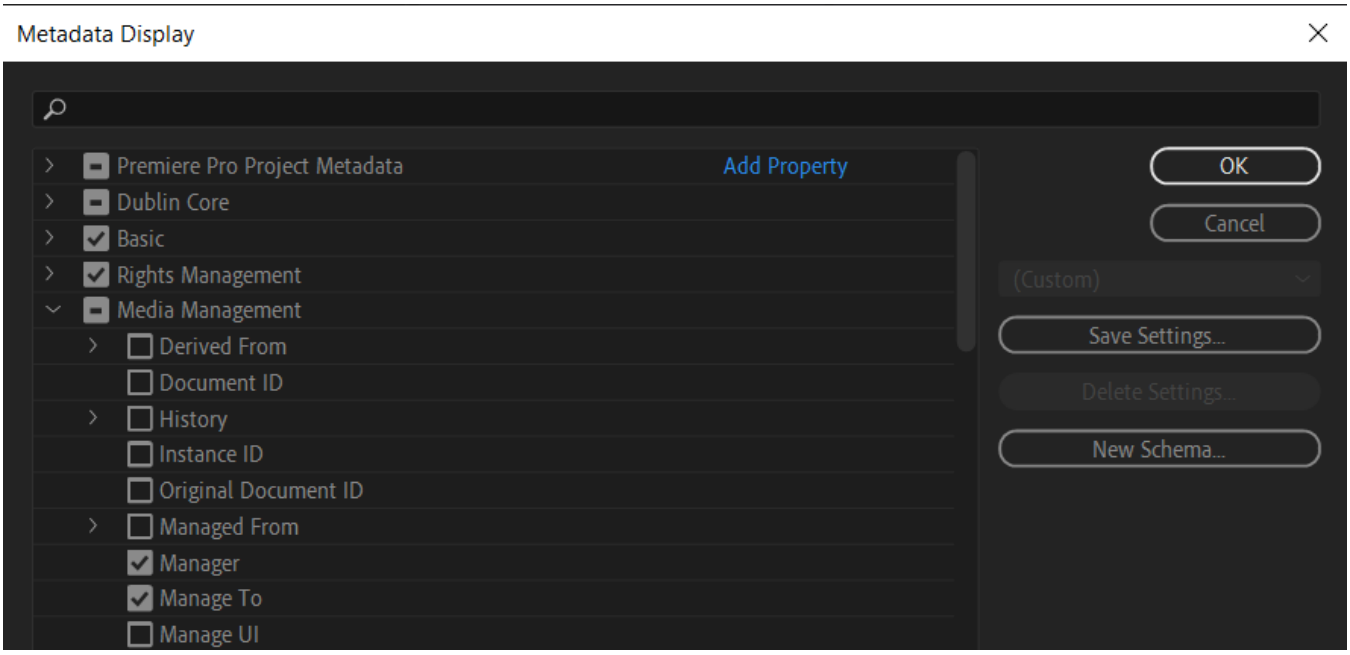
If you want to overwrite the previous .PSD, keep the name the same, and it will overwrite the old version.

How the Panel Stores Cloud UX Asset IDs on Imported Items

When items are imported from Cloud UX through the Panel, the Panel stores the original document ID on the item in the Adobe Premiere Project's metadata. The values "Manager" and "Manage To" properties of the XMP namespace "Media Management" are set to "Cloud UX" and "‹asset identifier›". By tagging the Adobe Premiere Pro items with the Cloud UX ID, the Panel offers the ability to overwrite existing sequences. The value may appear cut off in the Metadata Pane, but this will not affect the functionality.



If the Metadata Pane in Adobe Premiere Pro does not show those values, you can enable them manually with the Metadata Display dialog box found in the Metadata Pane's flyout menu:



Importing Production Management Sequences from the Rundown App

You can import Production Management, Newsroom (NRCS), and Asset Management sequences associated with a story in the Rundown App.

For this action to work, there must be a pre-existing sequence in the rundown for the Adobe user to overwrite. The Panel for 3rd Party Creative Tools will then check the sequence into Production Management and associate it with the rundown.

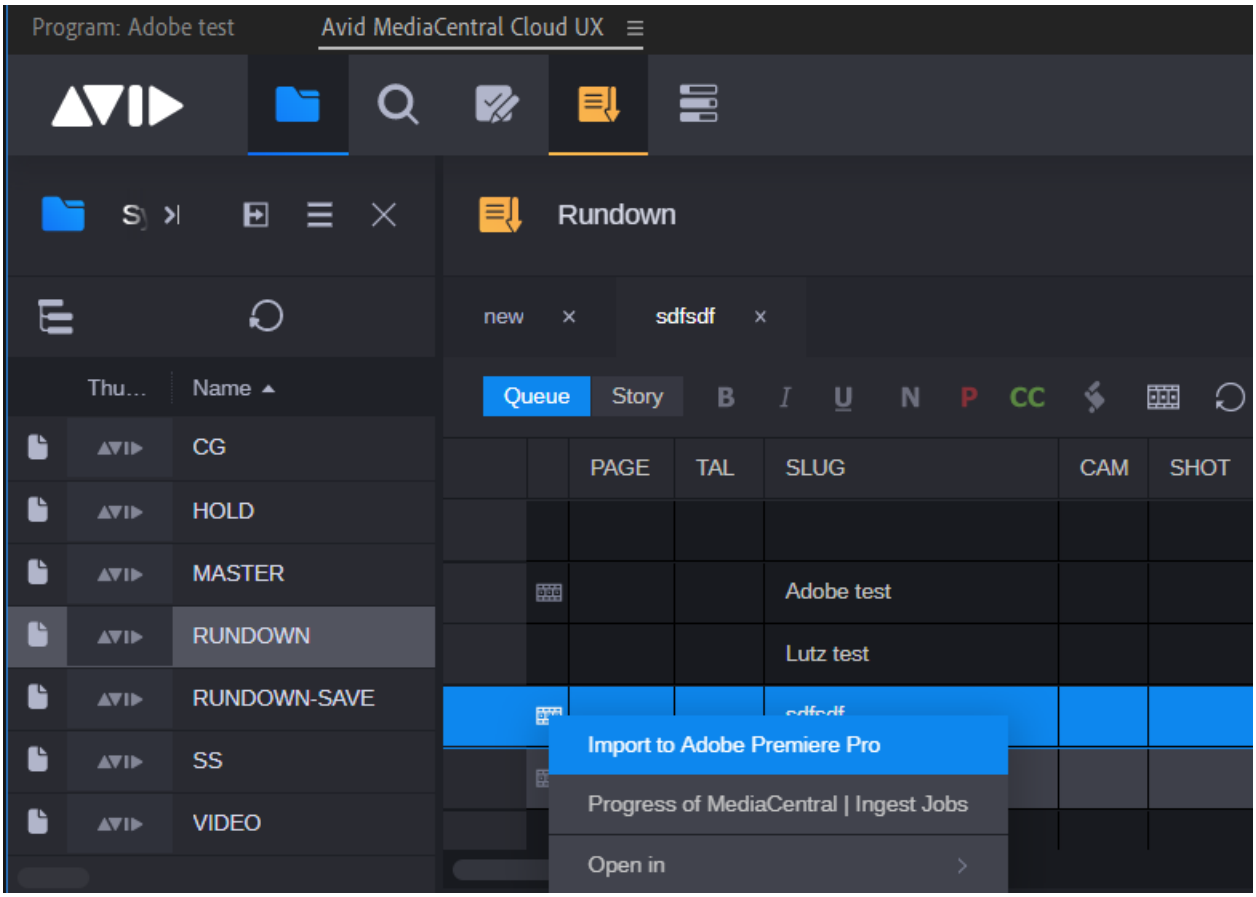
For triggering the import, select Import to Adobe Premiere Pro. This will import media natively to Adobe Premiere Pro.

This option is available for Production Management and Asset Management media.

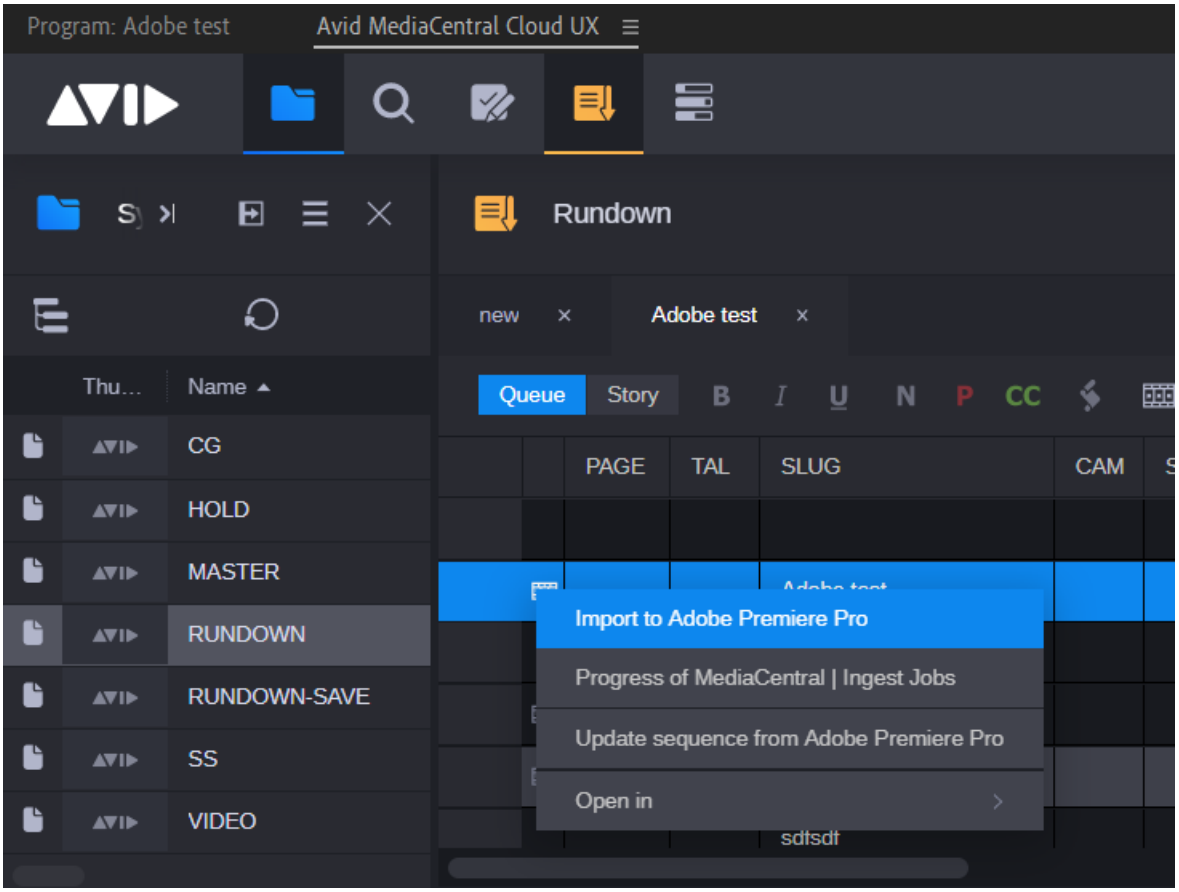
If the format of the selected assets is incompatible with Adobe Premiere Pro, or the MediaCentral Panel for 3rd Party Creative Tools cannot determine the format of the selected asset, you can set compatibility options (Production Management media only). See "Setting Compatibility Options for Production Management Assets During Import" on page 76.

To import Production Management sequences from the Rundown app:

1. Click the Rundown app icon, and select a story that contains content you want to edit.

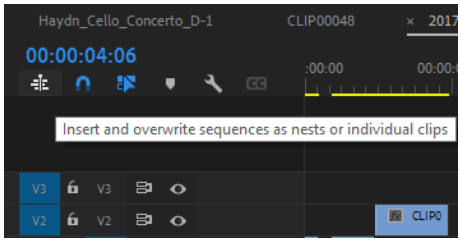


2. Right-click the sequence icon of the story, and select Import to Adobe Premiere Pro.



When importing sequences of raw footage, it may be imported into Adobe Premiere Pro as a nested sequence. In that case, placing material from that nested sequence into your Adobe Premiere Pro sequence will prevent it from being checked into MediaCentral Production Management, as nested sequences are not supported.

To avoid this situation, toggle “Insert and overwrite sequences as nests or individual clips” to the OFF position as shown in the following graphic.



In Adobe Premiere Pro, the sequence is added to the Adobe Premiere Pro bin.

3. Edit the sequence as usual in Adobe Premiere Pro.

   Checking the sequence back to Production Management requires you to exclusively use material from the Production Management system, and that most advanced effects and transitions cannot be used. For more information, see the topic "MediaCentral Production Management Compatibility Validation and Limitations" on page 25.

4. Once you have completed your edit, you can check the updated sequence back in by right-clicking the sequence icon again and selecting Update sequence from Adobe Premiere Pro.

Setting Compatibility Options for Production Management Assets During Import

When importing clips or sequences from Production Management, the MediaCentral Panel for 3rd Party Creative Tools attempts to check the asset for compatibility with Adobe Premiere Pro.

If the MediaCentral Media Files Plugin is installed, the check will be skipped and the asset will be imported natively.

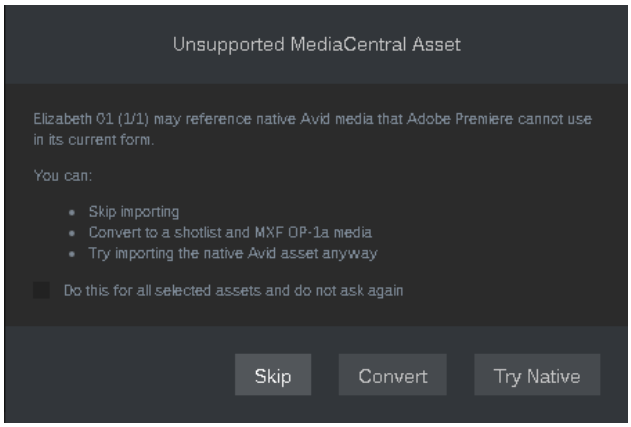
When importing media from Media Central Cloud UX, we do not import the data track as it cannot be utilized by Adobe Premiere Pro at this time.

If the format of the selected assets is incompatible with Adobe Premiere Pro, or the MediaCentral Panel for 3rd Party Creative Tools cannot determine the format of the selected asset, you can set compatibility options, as described in the following procedure. For limitations, see "MediaCentral Production Management Compatibility Validation and Limitations" on page 25.

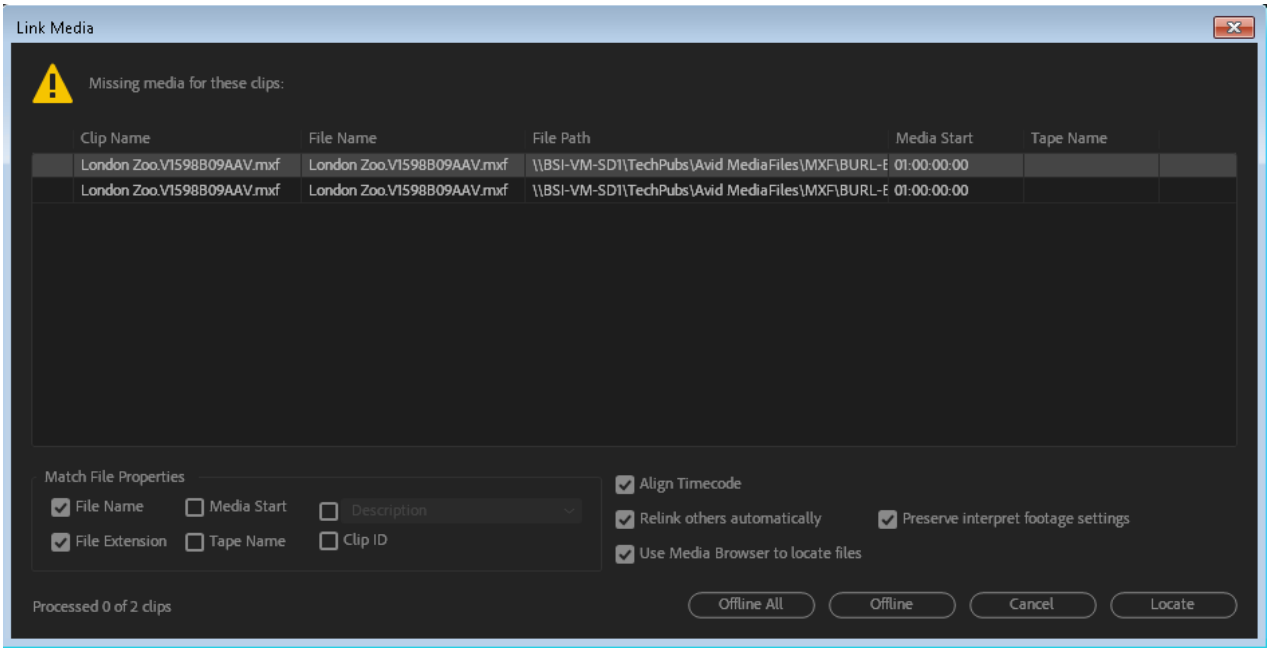
To set compatibility options during import:

1. Import Production Management media, as described in "Importing Assets to Adobe Premiere Pro" on page 66.

   If the format of the selected assets is incompatible with Adobe Premiere Pro, or if the MediaCentral Panel for 3rd Party Creative Tools cannot determine the format of the selected asset, the Unsupported MediaCentral Asset dialog box opens.



2. Do one of the following:
   - Click Skip to cancel the import to Adobe Premiere Pro.
   - Click Convert to convert Avid AAF metadata to a simple XML representation that is handed to Adobe Premiere Pro. Media is converted to the MXF OP-1a container format.
   - Click Try Native to directly import Avid metadata (AAF) to Adobe Premiere Pro. Adobe Premiere Pro directly accesses the Avid (OP-Atom) media on Avid NEXIS shared storage. If Adobe Premiere Pro detects not supported native Avid formats during import, the Link Media dialog box opens.
3. (Optional) If the Link Media dialog box opens during the import, do one of the following:



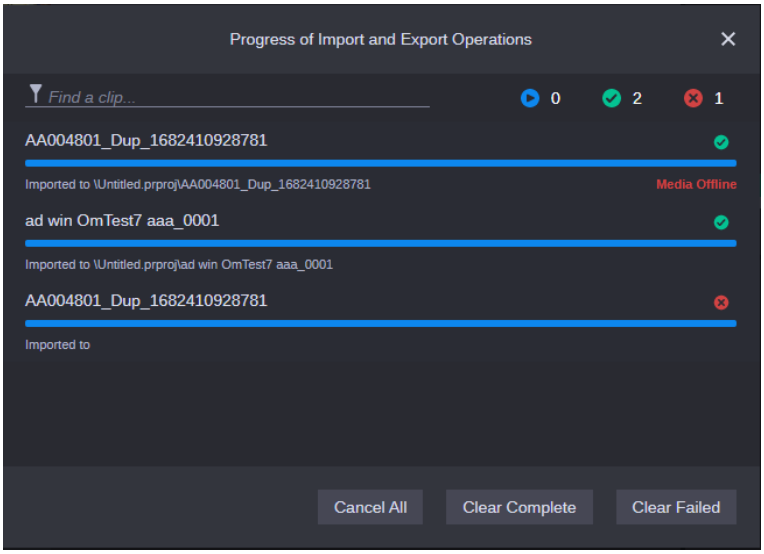
4. Set the missing media offline.
5. Cancel the import.

Monitoring Import and Export Operations

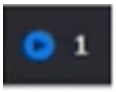
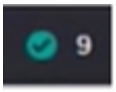
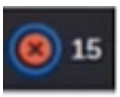
The Progress of Import and Export Operations dialog box is used to monitor import jobs that are triggered by the “Convert” option. If necessary, you can also cancel an individual or all conversion jobs directly from the dialog box. The dialog box shows a list of running, completed, canceled, or failed conversion jobs. The job list persists from one session to another. It is cleared when you close the Avid MediaCentral Cloud UX extension from within Adobe Premiere Pro.

When importing media from Media Central Cloud UX, we do not import the data track as it cannot be utilized by Adobe Premiere Pro at this time.

The following illustration shows several examples of what you might encounter when monitoring conversion jobs with the Progress of Import and Export Operations dialog box.



The following table describes the buttons on the screen.

Button	Title	Description
	Jobs in Progress	Shows the operations that are in progress.
	Completed Jobs	Shows a list of Completed operations.
	Failed Jobs	Shows a list of failed operations, with an explanation of why they failed (e.g., file copy, ingest process, etc.)

To monitor and cancel import / export operations:

1. Do one of the following:
   - Select a folder in the Browse app, click the Browse app Menu button, and select Progress of Import and Export Operations.
   - Right-click a folder in the Browse app and select Progress of Import and Export Operations.
   - Right-click in the Results area of a folder in the Browse app and select Progress of Import and Export Operations.
   - In the Project app, to the right of the Search bar, click the Progress button. For more information, see "Using the Project App" on page 87.
   - If you have enabled it in the user settings, the dialog will automatically open when an import operation fails.

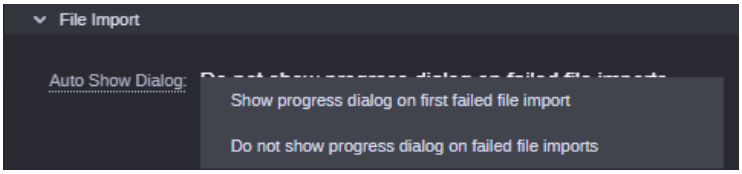
   The Progress of Import and Export Operations dialog box opens.
2. To cancel running conversion jobs, do one of the following:
   - To cancel an individual conversion job, click the Cancel button located to the right of the active job.
   - To cancel all conversion jobs, click Cancel All.

     For a canceled job, the Cancel button is replaced by a warning icon, and an “Import cancelled by user” message is shown.
3. To clear the list, do one of the following:
   - To remove completed conversion jobs from the dialog box, click Clear Complete.
   - To remove failed and canceled conversion jobs from the dialog box, click Clear Failed.

     The jobs are removed from the Progress of Import and Export Operations dialog box.
4. To close the dialog box, click outside the dialog box.

When importing, you can choose to have the Progress dialog open automatically when any import fails. This behavior can be controlled in the User Settings. In case of multiple imports, you can then abort the remaining operations that would fail for the same reason.

Following is an example of the File Import section of the dialog box.



Ingesting the Selected Sequence from Adobe Premiere Pro to Production Management

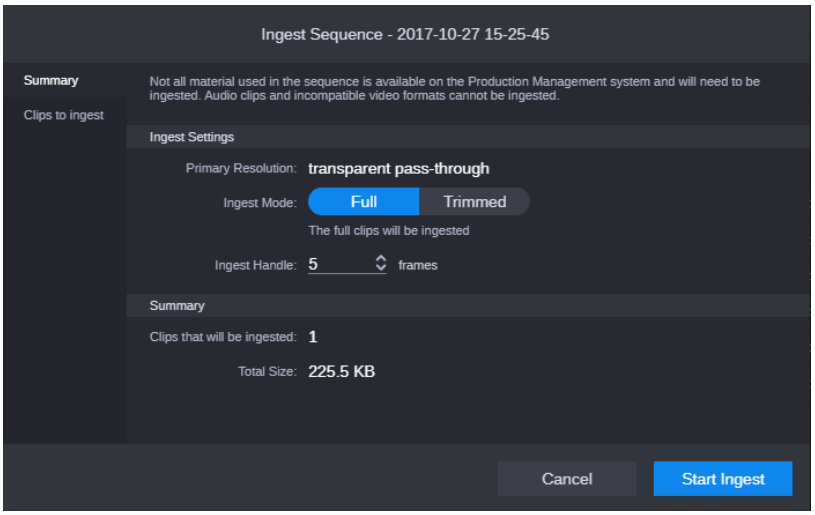
You can ingest the selected sequence that is open in Adobe Premiere Pro to Production Management.

The "Ingest Sequence" action only appears if at least one sequence is selected in the active project panel.

To ingest the selected sequence from Adobe Premiere Pro to Production Management:

1. In Adobe Premiere Pro, open or create a sequence.
2. In MediaCentral Cloud UX, select the folder in the Browse app in which you want to export the sequence from Adobe Premiere Pro.
3. Do one of the following:
   - Click the Browse App Menu button and select Ingest Sequence.
   - Right-click the folder and select Ingest Sequence.

   The Ingest Sequence dialog box opens. If there is nothing to ingest, this dialog does not appear.

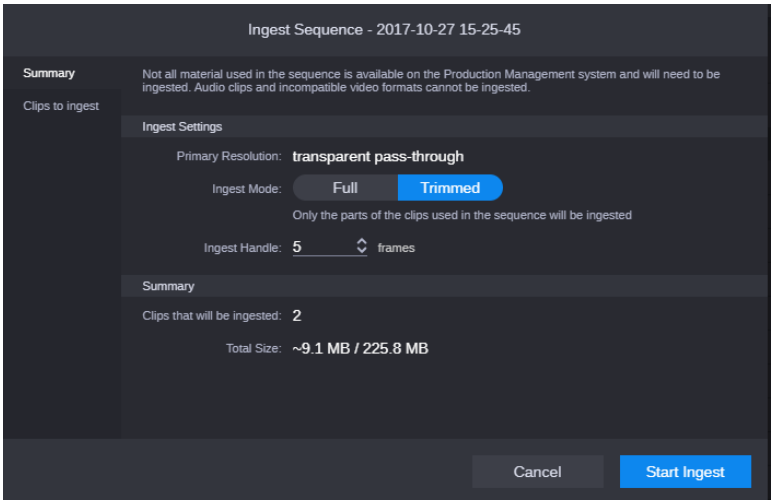


The following information is displayed on the screen:

- The Summary section shows the total size of the media to be ingested, and the ingest settings, which include the selected ingest profile, the ingest mode (Full or Trimmed), and the ingest handle.
- The Clips to ingest section shows the list of the clips that are to be ingested.
- The Warnings section displays the list of assets that cannot be ingested. Only .mov, .mxf, and .mp4 media can be ingested. Therefore, still images and audio clips are not supported. Please see the MediaCentral Ingest documentation for further details.

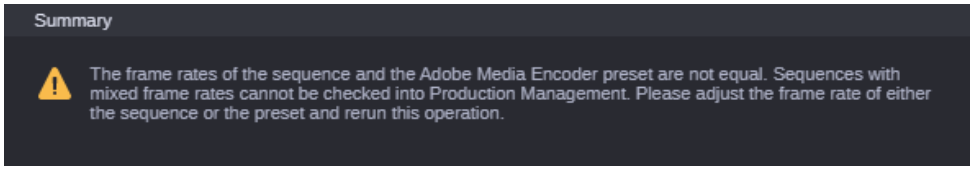
4. Select the preferred ingest mode for this operation. Options are:

- Full - Select this option to ingest the entire clips that are used in the sequence.
- Trimmed - Select this option to only ingest the segments of the clips that are used in the sequence. The segments will be rendered on your local workstation using Adobe Media Encoder and then used for the ingest operation. The Ingest Handle option will add the specified number of frames to the beginning and end of your segments. See the following screen example:



The minimum duration of the segments is 10 frames. Any segments shorter than 10 frames (including the handle) will be extended to 10 frames.

If the Adobe Media Encoder Preset selected in the User Settings for Production Management has a different frame rate than the sequence you're about to ingest, the dialog will show a warning because sequence with mixed frame rates cannot be checked in.

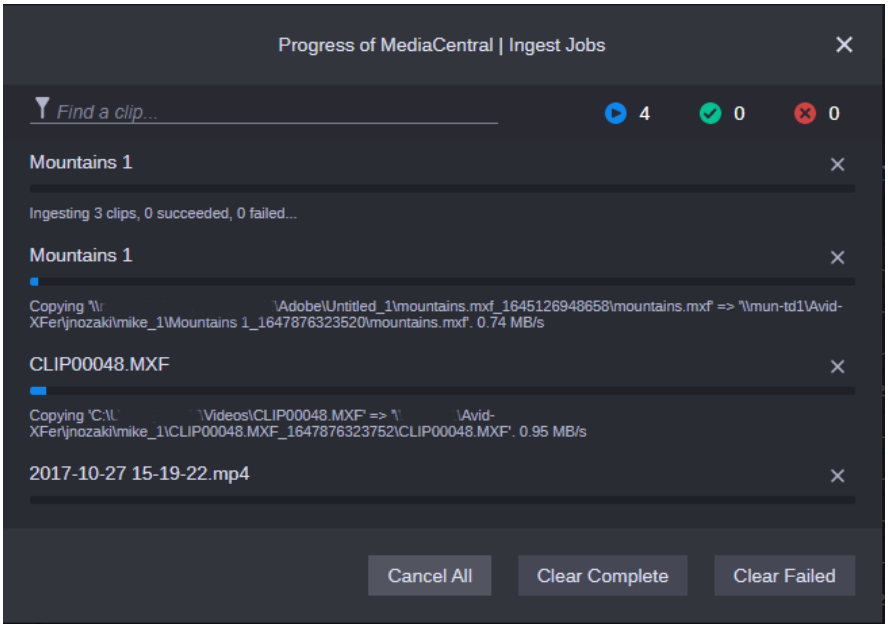


To remedy this, please adjust either the frame rate of the sequence or select a preset that matches the sequence frame rate.

Determining the frame rate of the preset depends on a file generated by Adobe Media Encoder that is only created after Adobe Media Encoder has been launched and closed at least one time. Furthermore, some presets do not have a numerical value for Frame rate, and in those cases, the dialog will not warn the user.

5. Click Start Ingest.

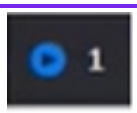
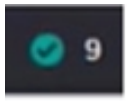
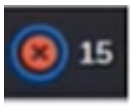
   The clips are ingested, and the Progress of Import and Export Operations dialog box opens. A notification appears, showing that the process has started. Clicking on the link in the notification will open the Progress dialog box.



The check-in includes the following:

- The sequence ingest job will be displayed at the top and track the progress of the sub-processes.
- The individual sub-processes will first display the progress of the file being copied to the Destination Folder set in the User Settings, and then the progress of the ingest job.

You can click on the following icons to view more information:

Button	Title	Description
	Jobs in Progress	Shows the assets that are being ingested or converted.
	Completed Jobs	Shows a list of Completed jobs.
	Failed Jobs	Shows a list of failed jobs, with an explanation of why they failed (e.g., file copy, ingest process, etc.)

The copied files are not automatically removed after the ingest to Production Management has finished. Avid recommends that an administrator periodically cleans up the export folder and removes media that has already been imported to MediaCentral.

You can do any of the following:

- Click the Cancel All button to cancel all jobs.
- Click the Clear Complete button to clear the list of Completed jobs.
- Click the Clear Failed button to clear the list of Failed jobs.

Adding Markers And Spans Roundtrip

If there is a clip in either MediaCentral Production Management or MediaCentral Asset Management which has markers or spans on it, the Adobe Premiere Pro user can pick up these clips and import or edit-in-place with them in their normal workflow. These clips are enhanced with the markers coming across from Production Management and/or Asset Management into the Adobe Premiere Pro workspace.

When using the Export to MediaCentral function, there are some limitations regarding markers:

- When exporting to MediaCentral, only the “Comment Marker” is supported. All other types of markers (e.g., Chapter Marker, Segmentation Marker”, etc.) will be changed to “Comment Marker”.
- When exporting to MediaCentral, the marker duration does not transfer. All marker's duration will be set to 00:00:00:00.

For more information, see the *Avid MediaCentral Cloud UX User's Guide*.

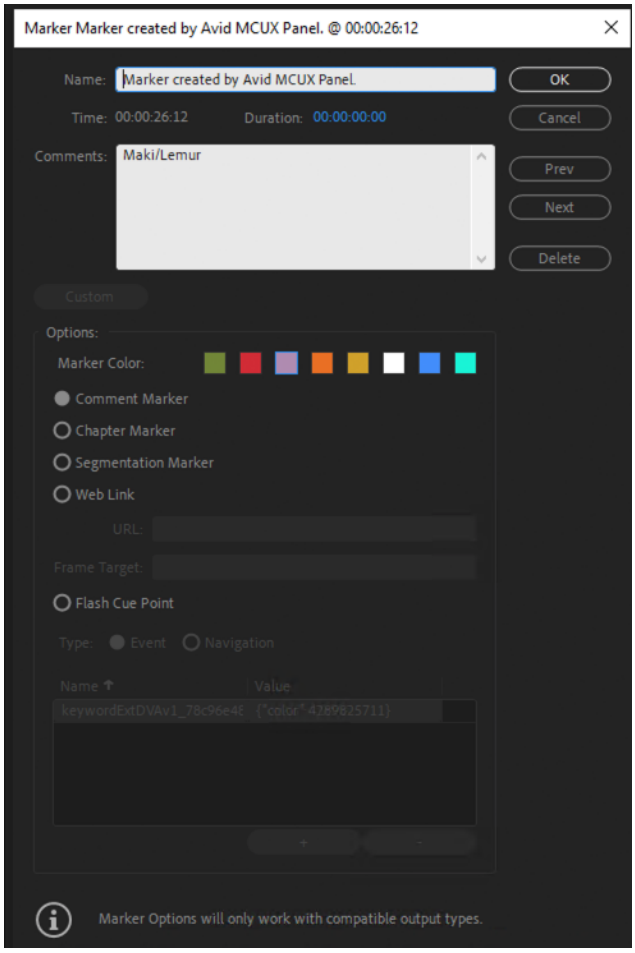
The table below shows the markers for MediaCentral Cloud UX compared to the markers for Adobe Premiere Pro that they are mapped to.

There are two markers that do not match their counterparts:

- The Cloud UX marker for Magenta maps to the Adobe Premiere Pro Purple marker.
- The Cloud UX marker for Black maps to the Adobe Premiere Pro Orange marker.

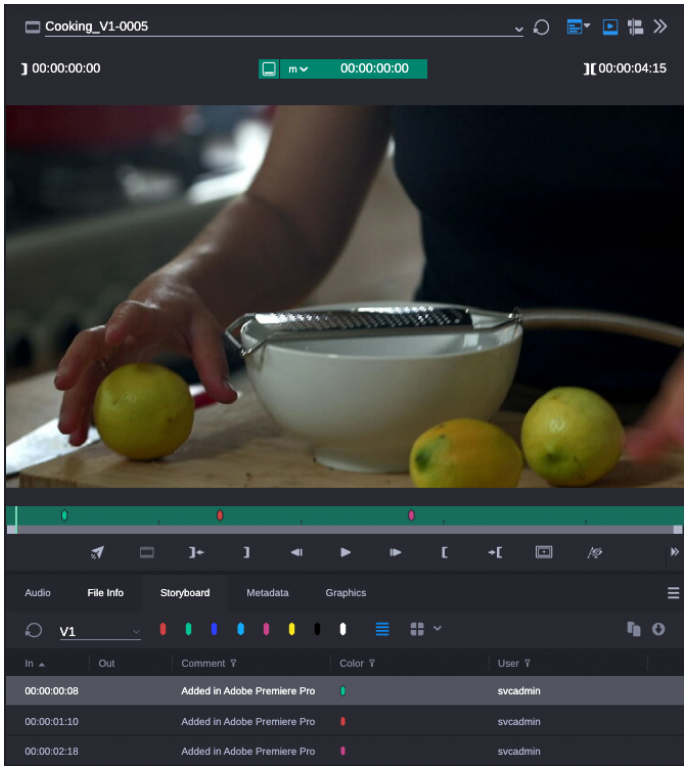
Cloud UX Color	Cloud UX Color Name	Adobe Premiere Pro Color	Adobe Premiere Pro Color Name (HexCode)
	Green		Green (#718637)
	Red		Red (#D22C36)
	Magenta		Purple (#AF8BB1)
	Black		Orange (#E96F24)
	Yellow		Yellow (#D0A12B)
	White		White (#FFFFFF)
	Blue		Blue (#482DFCV)
	Cyan		Cyan (#19F4D6)

The following illustration provides an example of markers that were created in MediaCentral Cloud UX and how they would appear in Adobe Premiere Pro.



To add markers and spans:

1. In Adobe Premiere Pro, do the following:
    a. Add markers or spans, and any information associated with the markers in the Name and Comments fields.
    b. Export the sequence back to your Production Management system. These markers will also be visible in Cloud UX, in the Markers section, including the name and the comment of the marker. They will both be mapped into the comments section in Cloud UX.



2. If the markers are then imported back into Adobe Premiere Pro, the content is displayed in the Comments section.

Updating Markers of an Asset Imported From MediaCentral Cloud UX

This procedure describes how to synchronize updates to markers made in either MediaCentral Cloud UX or Adobe Premiere Pro.

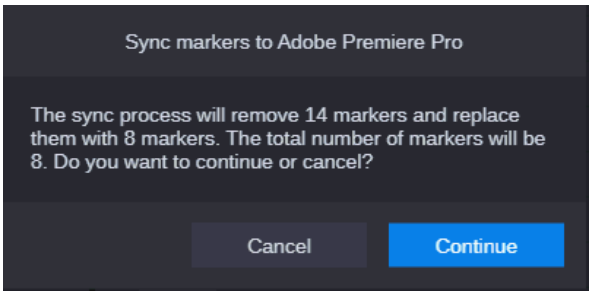
This function only works on assets that were originally imported from MediaCentral Cloud UX.

To update markers:

1. Locate the asset in MediaCentral Cloud UX.
2. Do one of the following:
   - From the Project app, click the Sync Markers action.
   - From MediaCentral Cloud UX, right-click the asset, and select one of the following options:
     - Sync Markers from Adobe Premiere Pro option to set or overwrite the markers on the MediaCentral Cloud UX asset with the markers that were updated in Adobe Premiere Pro.
     - Sync Markers to Adobe Premiere Pro option to set or overwrite the markers on the Adobe Premiere Pro item that were updated in MediaCentral Cloud UX.

When updating markers, a confirmation dialog box is shown if the operation results in the

deletion of six or more markers in the target system.



Exporting the Selected Sequence from Adobe Premiere Pro to MediaCentral Cloud UX

You can export the selected sequence that is open in Adobe Premiere Pro to MediaCentral Cloud UX.

To export the selected sequence from Adobe Premiere Pro:

1. In Adobe Premiere Pro, open or create a sequence.
2. In MediaCentral Cloud UX, select the folder in the Browse app in which you want to export the sequence from Adobe Premiere Pro.
3. Do one of the following:
   - Click the Browse App Menu button and select Export to MediaCentral.
   - Right-click the folder and select Export to MediaCentral.
   - Right-click in the Results area of the folder and select Export to MediaCentral.

   Note that the Export to MediaCentral menu item is shown only if you have selected a sequence in Adobe Premiere Pro. Sequences selected in the bin are used as the sequences to export. This allows you to export multiple sequences at once. The active sequence is the 'fallback' if no sequence is selected.

   The Adobe Media Encoder opens.

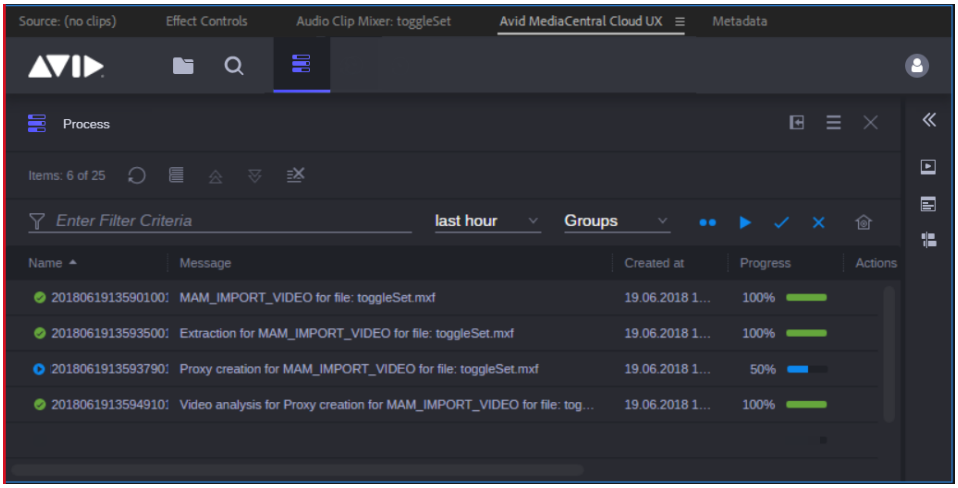
   You can monitor the progress of the encoding job in Media Encoder.

   In MediaCentral, the MediaCentral Panel for 3rd Party Creative Tools triggers the check in.

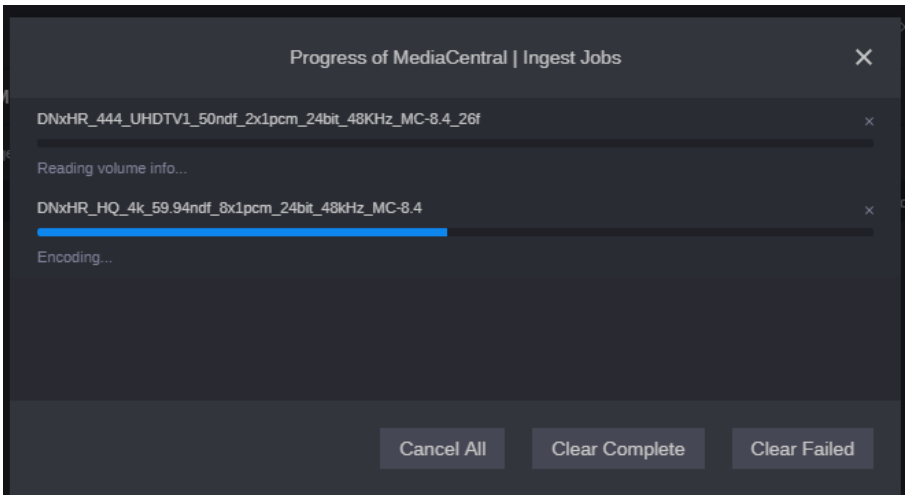
   - If the Fast Track feature is not enabled, the check in is triggered when the encoding job is finished.
   - If the Fast Track feature is enabled, the check in for Production Management and Asset Management sequences is triggered as soon as the encoding job has reached 5% progress.
   - If checking in fails, a message opens. Click the message or the warning icon below the message to open the Premiere Events view and clear the failed job.

   The check in includes the following:

– For Asset Management, the Import Folder process starts and imports the sequence to MediaCentral Cloud UX. You can open the Process app and monitor the Import Folder process.



– For Production Management, if the MediaCentral Ingest option is installed, MediaCentral Ingest imports the rendered timeline to MediaCentral Cloud UX using the selected Adobe import profile. Once an import has started, you can right-click and select "Progress of Import and Export Operations" to view the progress of the imports in the dialog that opens.



From this panel, you can cancel a job once it has begun rendering. After 5% of the job is complete, the system will trigger a MediaCentral Ingest job. You can also cancel the MediaCentral Ingest job as well from this panel.

The format of the clip exported to MediaCentral Cloud UX depends on the resolution set in the profile. Your MediaCentral Ingest administrator can define whether the clip or timeline is imported as a specific High Res format, as proxy, or both.

Each encoding job results in a unique folder within the export folder, which contains the rendered file.

– For Avid NEXIS folders, the active sequence(s) can be exported as a flattened file, or as .AAF.

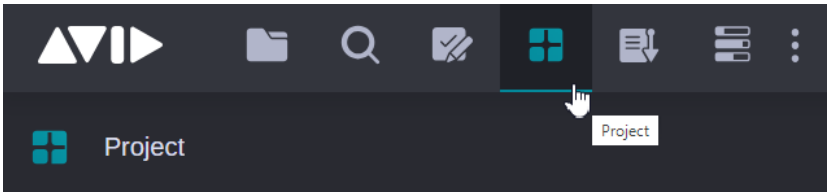
For Avid NEXIS, the cleanup described below is not applicable.

The exported MXF files are not automatically removed after the import to MediaCentral Cloud UX has finished. Avid recommends that an administrator periodically cleans up the export folder and removes MXF media that has already been imported to MediaCentral.

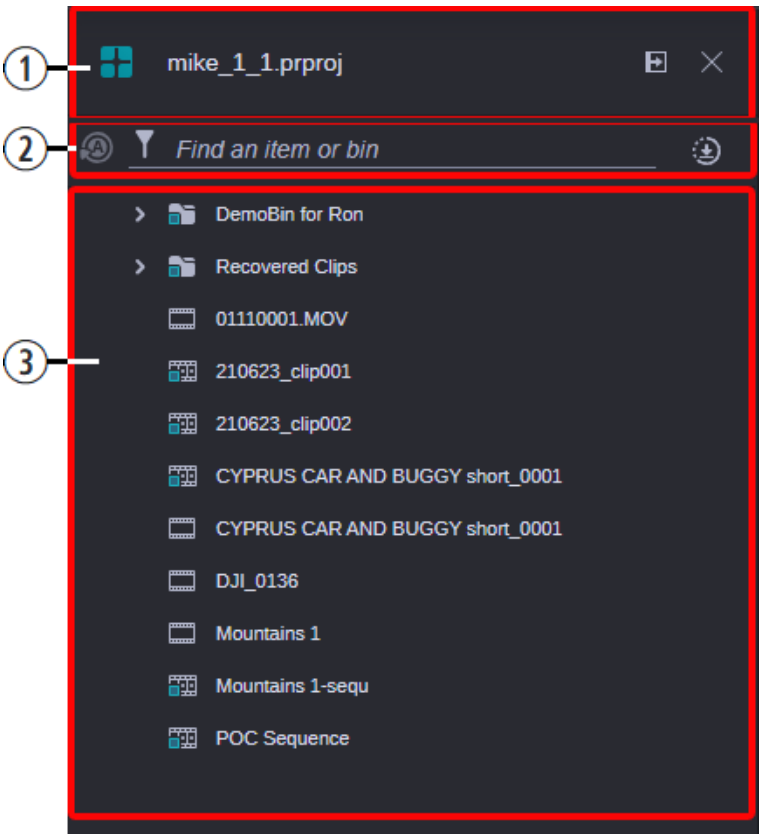
Using the Project App

The Project app enables you to interact with MediaCentral Cloud UX and Adobe Premiere Pro to transfer media between the two using drag and drop functionality.

Below is an example of the MediaCentral Cloud UX toolbar with the Project app.



Once you click on the Project app icon, the app opens. The following illustration and table describe the different areas of the Project app.



Section	Title	Description
1	Header	Shows the App Icon and the Project Name. Controls to dock, undock, or close the app are displayed to the far right.
2	Search Bar	You can use the Search bar to find items or bins regardless of how deeply nested they are. This section also includes the following functionality: • (left) The Refresh button allows you to control how the panel displays information about the project. For details, see "Using Auto-Refresh" on page 89. • (right) The Progress button opens the "Progress of Import and Export Operations" dialog.

Section	Title	Description
3	Adobe Premiere Pro Project	The bottom section contains a Tree view of the current Adobe Premiere Pro project. Bins are targets for drag and drop import from MediaCentral Cloud UX. The empty space at the bottom of the view is always present for importing into the root of the project. However, dropping onto an asset or sequence is the same as dropping the item onto its parent bin (e.g., dropping an item onto a sequence that is located inside Bin A, will also import the new item into Bin A.) The highlighting on drag-over shows you exactly where the item will be imported into.

Getting Started with the Project App

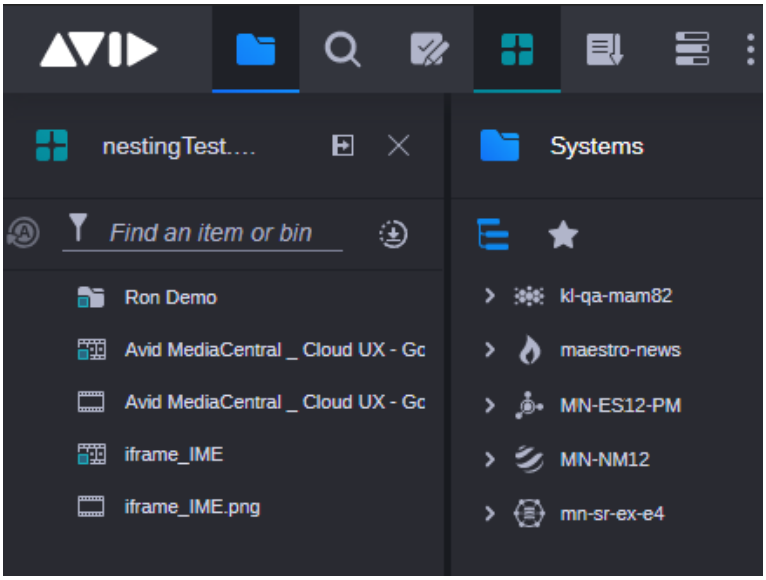
This topic contains information on how to get started using the Project app for drag and drop operations to and from Adobe Premiere Pro and MediaCentral Cloud UX.

To get started using the Project app:



1. Click on the Project app icon in the Fast Bar at the top of the screen.

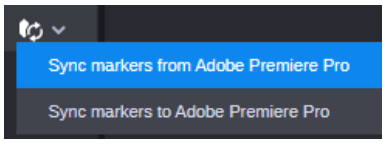
   The app displays the contents of your **currently active** Adobe Premiere Pro project. When you switch projects in Adobe Premiere Pro, the Project App updates and displays the new contents.



2. Hover over a sequence that has been imported from MediaCentral Cloud UX, and you will see some shortcut icons display to the right of the selected sequence.

The following table describes the shortcut icons available when hovering over a Project item.

Icon	Title	Description
	Send to Playback (STP)	Send this Adobe Premiere Pro sequence to Playback. This action is always available for all sequences.
	Update Sequence from Adobe Premiere Pro	Update the associated MediaCentral Cloud UX sequence with the edits made in Adobe Premiere Pro. This action is only available if the sequence was imported from Cloud UX.

Icon	Title	Description
	Open Location of Cloud UX Asset	Opens the Browse app at the location of the associated MediaCentral Cloud UX asset and loads it into the Player. If multiple items match the asset identifier, a picker is presented for picking the folder to open. This action is only available if the asset / sequence was imported from Cloud UX.
	Sync Markers	Updates markers. There are two choices selectable from the menu: • Sync markers from Adobe Premiere Pro. • Sync markers to Adobe Premiere Pro.  These actions are only available if the asset or sequence was imported from MediaCentral Cloud UX.

Using Auto-Refresh

The Project app provides you with controls to control the Project app's refresh functionality. If you hover your cursor over the Refresh/Auto-Refresh toggle button, you are presented with the ability to enable or disable the Auto-Refresh option.

The following table describes the different states of the Refresh icon.

Icon	State	Description
	Auto-refresh	All modifications to the project are automatically loaded and displayed.
	Manual refresh	If Auto-Refresh is disabled, the project view is not automatically updated when the project is modified. Instead, the manual refresh button becomes active. When the project view is up to date, the refresh button turns gray.
	Manual refresh	Grayed-out icon indicates that no project modifications are currently detected.
	Spinner	Data is currently being loaded.

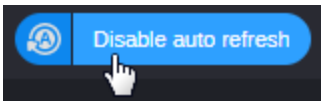
Auto-Refresh is enabled by default. The status of the Refresh/Auto-Refresh toggle button is stored in the user's Settings file and persists from session to session.

To disable auto-refresh:

If you are working with a large project, you might want to disable the auto-refresh feature. This can dramatically improve the responsiveness of the Panel. Additionally, disabling auto-refresh puts you in control of when to refresh and prevents slowdowns when importing and exporting many items in a short time frame.

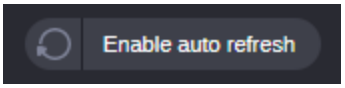
1. Place your cursor over the Auto Refresh button.

   The Disable auto refresh menu appears to the right of the button.

2. Click the Disable auto refresh menu to disable the feature.

   The menu turns gray to provide you with a visual confirmation of the change and the look of the Refresh icon changes.

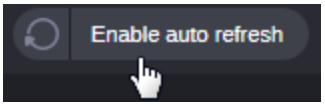
   

   When you move your cursor away from the menu, the menu disappears, but the Refresh icon maintains the updated look. The Project view will not automatically update in this mode. The Manual Refresh button will remain grayed out until a modification to the project is detected.

To enable auto-refresh:

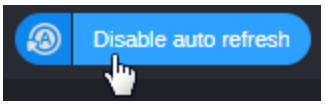
1. Place your cursor over the Refresh button.

   The Auto Refresh menu appear to the right of the button.

2. Click the Enable auto refresh menu to enable the feature.

   The menu turns blue to provide you with a visual confirmation of the change and the look of the Refresh icon changes.

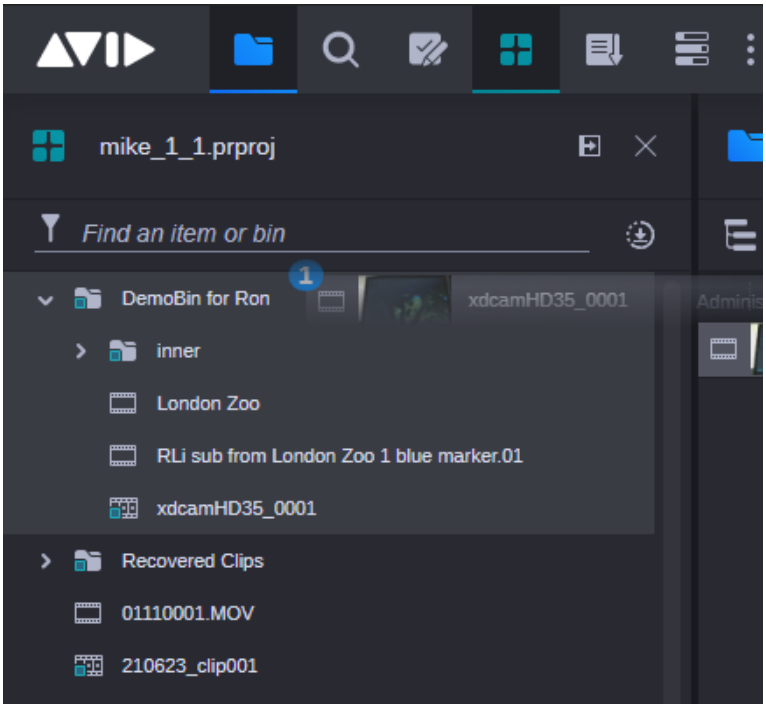
   When you move your cursor away from the menu, the menu disappears, but the Auto Refresh icon maintains the updated look. In this mode, any modification to the project will trigger a refresh of the data. It is not recommended for very large projects with several hundred items or more.

Using Drag and Drop to Import MediaCentral Cloud UX Assets

With the Project app, you can import MediaCentral CloudUX assets with drag and drop operations.

To import MediaCentral Cloud UX assets using drag and drop:

1. Locate the asset you wish to import.
2. Click and drag the asset into the Project app and drop it onto the bin you wish to import the item into.
3. When dragging a MediaCentral Cloud UX asset over the bin, the entire bin and its contents are highlighted to quickly show where the asset will be imported into as shown in the following example:



4. Dragging an item over a closed bin will automatically expand the bin to reveal the items it contains to allow a seamless operation even when the desired target bin is not yet visible.

   For Production Management assets only, holding the Alt key while dropping the item will initiate an import with the convert option through MediaCentral Ingest.

Using Drag and Drop to Export Adobe Premiere Pro Sequences

With the Project app, you can export Adobe Premiere Pro sequences to MediaCentral Cloud UX with drag and drop operations.

To export Adobe Premiere Pro sequences using drag and drop:

1. Locate the sequence you wish to export to MediaCentral Cloud UX.
2. Navigate to the target destination in the Browse app.
3. Drag the sequence into the Browse app to and drop onto either:
   - an empty spot in the list view to import it into the current folder
   - a folder to import into that subfolder
4. (Optional) Hold the modifier keys while dragging to perform different operations:
   - Press and hold the Alt key for Production Management only: Ingest Sequence
   - Press and hold the Shift key for Production Management: Check in Sequence
   - Press and hold the Shift key for Avid NEXIS: Export sequence as AAF

5 Working with MediaCentral Panel for 3rd Party Creative Tools

Using the MediaCentral Panel for 3rd Party Creative Tools, Adobe users can work with the latest additions to the Avid and Adobe Premiere Pro workflow. And, with the MediaCentral File Connector for Avid NEXIS, Adobe users can enjoy enhanced features in the MediaCentral Panel for 3rd Party Creative Tools.

Avid NEXIS will show all workspaces that a user has access to, not just Adobe workspaces or projects. To determine which workspaces a user has access to, the Cloud UX user is matched to an Avid NEXIS user with the same name. In other words, Cloud UX users will not see the Avid NEXIS workspaces in the Browse app unless an Avid NEXIS user with the same name exists.

The following topics are covered in this section:

- "Importing Content Using the Panel for 3rd Party Creative Tools" below
- "Project Locking (Protecting Projects Created in Adobe Applications)" on page 94
- "Protecting Sequences Created in Adobe Premiere Pro" on page 95
- "Sending Sequences to Playback (STP)" on page 96
- "Additional Functionality with the MediaCentral File Connector for Avid NEXIS" on page 97

Importing Content Using the Panel for 3rd Party Creative Tools

This topic contains information on how to import content (including MediaCentral Capture clips) using the Panel for 3rd Party Creative Tools.

To import content using the MediaCentral Panel for 3rd Party Creative Tools:

1. Locate the content you need for your sequence by using the Search or Browse functionality.
2. Use the Browse app to navigate to Production Management, Asset Management, or Avid NEXIS workspace (requires MediaCentral File Connector for Avid NEXIS.)

Use the Search app to search for assets by name, or metadata fields.

Once you find your content, right-click on the media and select Import to Premiere to import it to the Adobe Premiere Pro bin to begin to edit with it.

In some cases, Adobe Premiere Pro might appear to hang when importing files.

The content can be used to Edit in place if it is OP1A, or OPAtom IFrame.

Even if it is a growing file, you will be able to begin editing on the content immediately.

Markers that are removed from MediaCentral Cloud UX still appear in Adobe Premiere Pro after performing an “Import to Premiere”. Repeated native import of the same object from MediaCentral Production Management does not import the object again. If you want to force import, you must rename the object in MediaCentral Production Management and import it again.

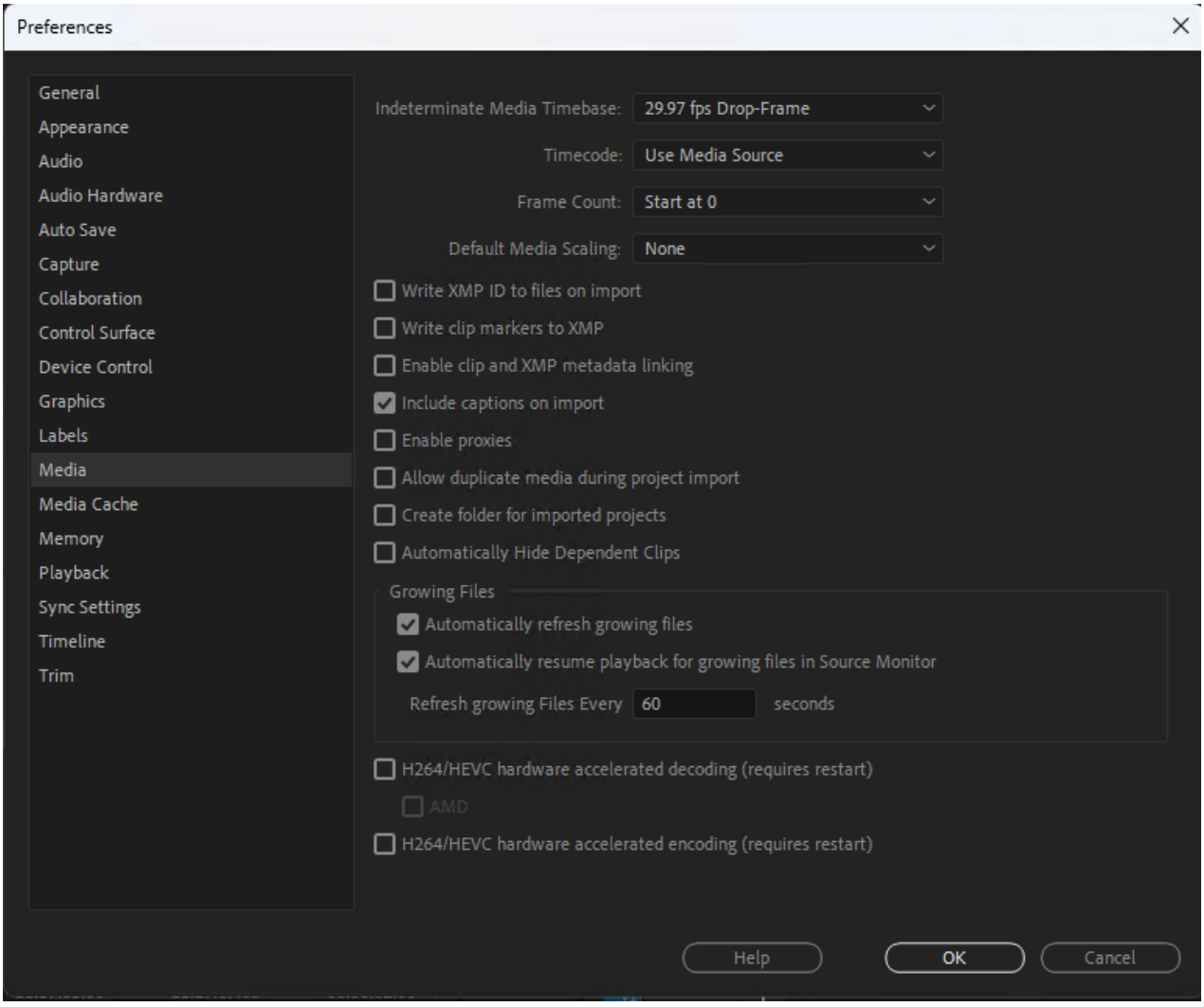
For assets created with MediaCentral Capture, a new setting has been added to the Production Management section of the User Settings dialog box that enables you to control whether the hi-res or proxy version of the material is imported. By default, the Panel will attempt to import the hi-res device clip, but will fall back to the proxy device clip. Similarly, if the proxy is selected as the preferred resolution, the Panel will attempt to import it first, and fall back to hi-res if the proxy is not available.

Viewing Edit While Capture Clips in Adobe Premiere Pro

After importing an Edit While Capture Clip, to view the Edit While Capture clips as they are in progress, you need to adjust some settings in Adobe Premiere Pro.

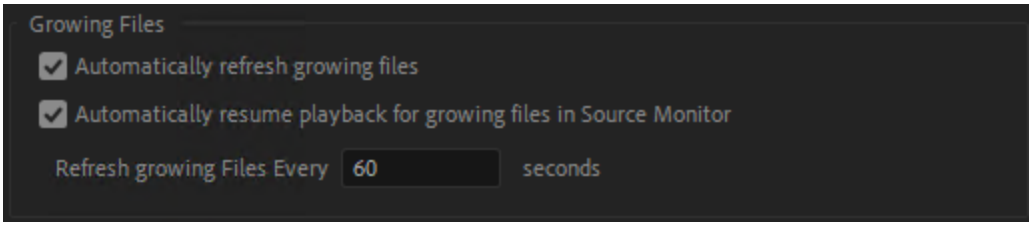
To view Edit While Capture clips in Adobe Premiere Pro:

1. In Adobe Premiere Pro, open Preferences, and select the Media tab.



2. In the Growing Files section, select (place a check mark in) the following options:
   - Automatically refresh growing files

– Automatically resume playback for growing files in Source Monitor



Project Locking (Protecting Projects Created in Adobe Applications)

This topic contains information on how to protect projects created in Adobe applications, such as Adobe Premiere Pro, Adobe After Effects, and Adobe Photoshop.

The Adobe Panel automatically enables Adobe's "Collaboration Project Locking" feature and sets the user name there to the Cloud UX user that has logged in.

If the project locking feature, or the name are adjusted, the Adobe Panel will send a message to Adobe's native Event Panel saying "The Project Locking feature has been enabled with your Cloud UX user name" to indicate that the settings have been adjusted.

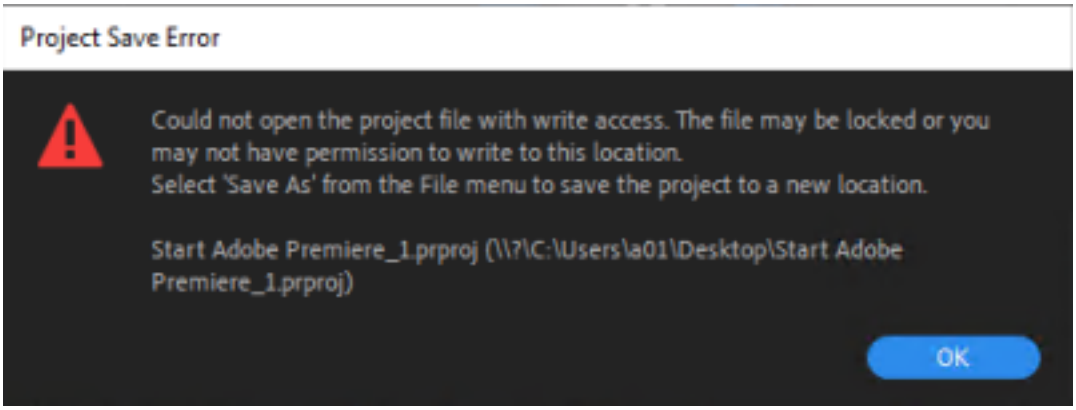
For example, if you are an Adobe Premiere Pro user, and are working on a project from the Adobe workspace, it will be locked for other users (see Project Locked (Read-only mode) as shown in the following table:

Icon	Name	Description
	Project Locked (Read-only mode)	The Project Locked (Read-only mode) icon means that the Project is in Read-only mode, which means it is opened by another user on the system.
	Project Locked (to current user)	The Project Locked (to current user) icon means that the Project is locked to the current user on the system.

However, if another user wants to view the project, they can open it in their Adobe application (Premiere Pro, After Effects, or Photoshop) in a read-only mode to view the sequences and clips contained in the project.

If a user opens a project with one user name set in Adobe Premiere Pro's Collaboration settings, then changes that user name, saving the project will not be possible, as Adobe Premiere Pro will detect a different user name in the lockfile. Since the Panel automatically adjusts Adobe Premiere Pro's Collaboration user name upon login to match the Cloud UX user name, this situation could arise. Please keep this in mind, especially in environments where multiple users share one workstation.

Users need to close their projects properly, and Adobe Premiere Pro will remove the lock. However, if you receive this dialog box while saving a project, you can select Save As from the File menu, and save the project to a different location.



As a workaround, users can delete the .prlock file manually before opening the project.

Collaborating with Other Adobe Users

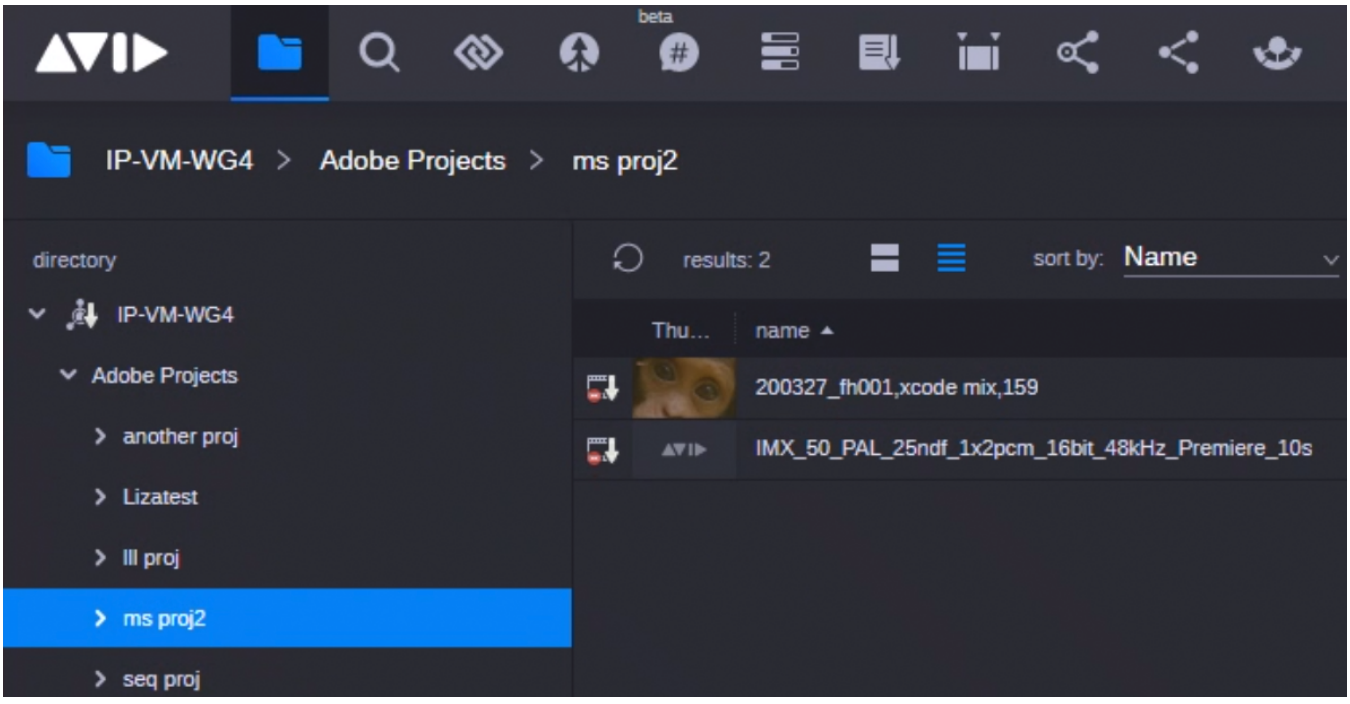
If you, as an Adobe user, want to find a project which has been created by another Adobe user, you can use the Browse app or the Search app and find the project or sequence you are looking for and then import it into your Adobe Premiere Pro.

- If the project is not in use by another user, it will be locked as soon as you have imported it to your Adobe Premiere Pro.
- If the project is in use or still being edited by another user, it will open in a read only mode for you to view the content.

Protecting Sequences Created in Adobe Premiere Pro

If an Adobe user selects an asset from Production Management and imports this to their Adobe bin, the content will be reserved in Production Management.

This will add an asset reservation to this piece of material allowing other users to see that this content is in use and protect it from deletion. A copy of the used asset is added to the “Adobe Projects” folder, inside a folder named after the project, as shown in the following example.



To choose the length of the reservation, open the User Settings in the Cloud UX User Profile menu. For more information, see "Enabling Reservations for Production Management Assets" on page 21.

Once you have finished editing the sequence, and saved this back to your Adobe workspace, the reservation will persist until its expiration time, or until an Administrator manually removes the reservation.

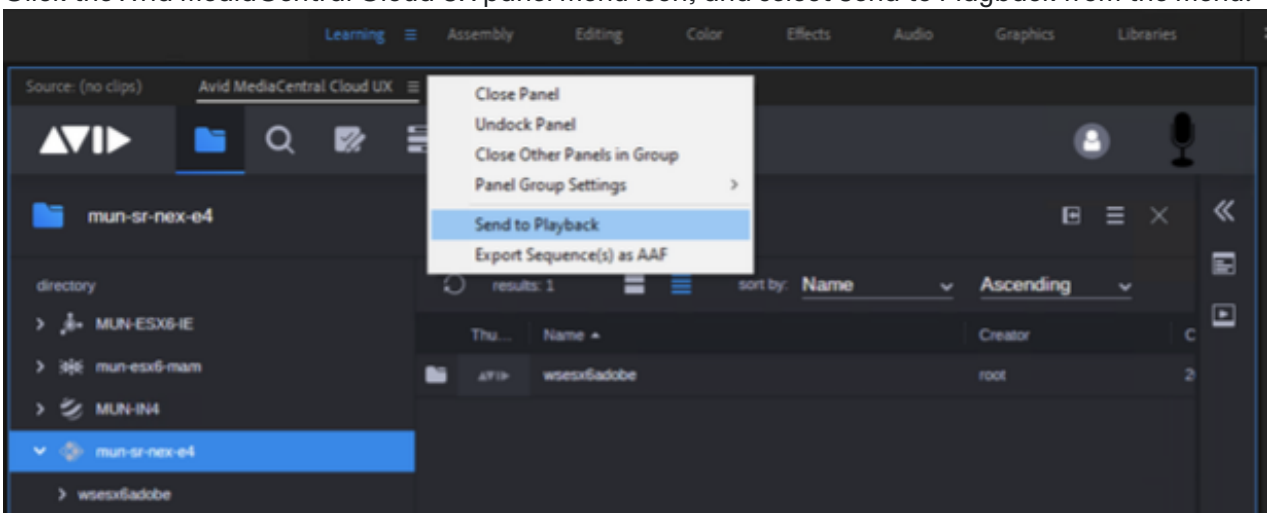
Sending Sequences to Playback (STP)

Once you have finished your sequence, you can send it to playback (STP).

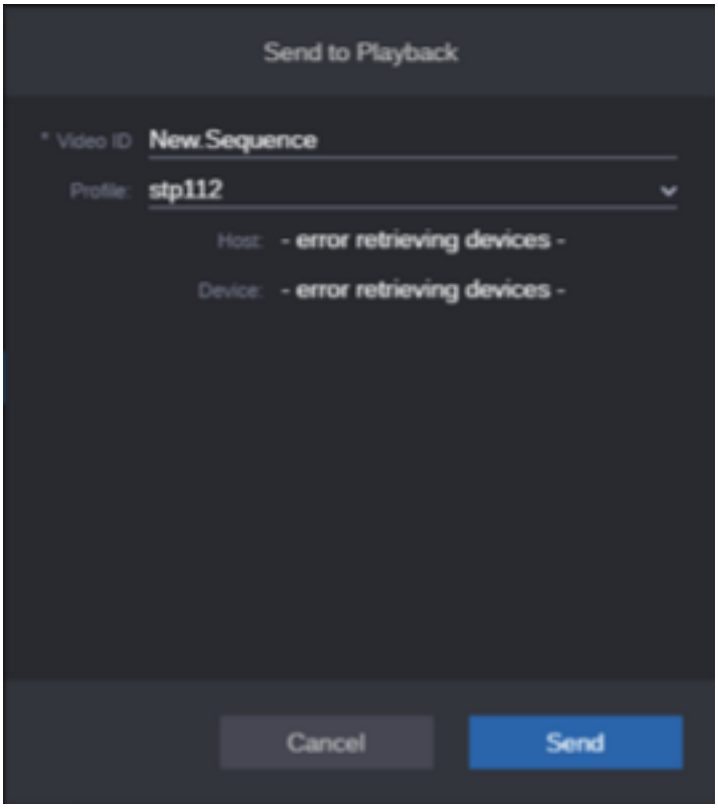
It is important to note that this functionality requires that the Media Services feature pack is installed on your MediaCentral Cloud UX system. After your administrator has installed the feature pack, you need to close and relaunch the panel to see the option enabled. If the Send to Playback option is greyed-out or unavailable, this means your user does not have the required entitlement for Send to Playback.

To send a sequence to playback (STP), do either of the following:

1. Click the Avid MediaCentral Cloud UX panel menu icon, and select Send to Playback from the menu:



The Send to Playback dialog box opens.



2. In the Send to Playback dialog box, do the following:
    a. In the Video ID field, type the video ID of the sequence that you want to send to Playback.
    b. In the Profile field, select the Profile that you want to use. This should already be configured. If it is not configured, you need to configure it. For more information, see "Installing and Configuring Adobe Premiere Pro Send To Playback Profile" on page 54.
    c. Click Send.

       The system will use the profile available for either the AirSpeed 5000 or AirSpeed 5500, or the Avid FastServe playout server. This will in turn trigger an Adobe media encoder job on the server and pass the selected sequence to the Transfer Engine.

If the selected profile is configured for a "studio device", the message "Sending to studio setup, status not available." will display. If a single device is selected, progress will be displayed correctly in the job monitor. It's important to note that a job in any AirSpeed 5000 or 5500 can still fail after the job was started.

Additional Functionality with the MediaCentral File Connector for Avid NEXIS

Using the MediaCentral File Connector for Avid NEXIS, Adobe users can enjoy enhanced features in the MediaCentral Panel for 3rd Party Creative Tools. The MediaCentral File Connector for Avid NEXIS enables you to navigate and search Adobe Premiere Pro projects stored on Avid NEXIS workspaces. This means that users of the MediaCentral Panel for 3rd Party Creative Tools can browse, search, and open Adobe Premiere Pro projects, as well as import assets from and export sequences to Avid NEXIS workspaces.

By default, the MediaCentral File Connector for Avid NEXIS will make all workspaces that the user has access to available. For more details, please see "Controlling Avid NEXIS Workspace Visibility" on page 53.

The following topics are covered in this section:

- "Checking In Adobe Premiere Pro Sequences to Production Management" below
- "Creating an Adobe Project on the Avid NEXIS Workspace" on the next page
- "Saving Projects on Avid NEXIS" on page 100
- "Creating Adobe Production Folders on the Avid NEXIS Workspace" on page 101
- "Converting Folders to Adobe Production Folders" on page 101
- "Manually Deleting Adobe Premiere Pro Projects " on page 106

Checking In Adobe Premiere Pro Sequences to Production Management

In Adobe Premiere Pro, if you are working on a sequence using content exclusively from Production Management, you can then check in that sequence back to Production Management. Then, the Media Composer editor can navigate to that folder and begin working on that sequence.

You will need to use Production Management material only. If you have any other material such as local content, you need to ingest this onto Production Management first, create your edit and then check-in to Production Management following the procedure outlined below.

To check in Adobe Premiere Pro generated sequences to Production Management:

1. (Option) If you have any other material such as local content, you need to ingest this onto Production Management before you can create your edit. To do so, do the following:
    a. Using MediaCentral Ingest, bring your local material into Production Management. The Ingest profile will control where the new material will be ingested to.

       For detailed information, refer to the MediaCentral Ingest documentation.

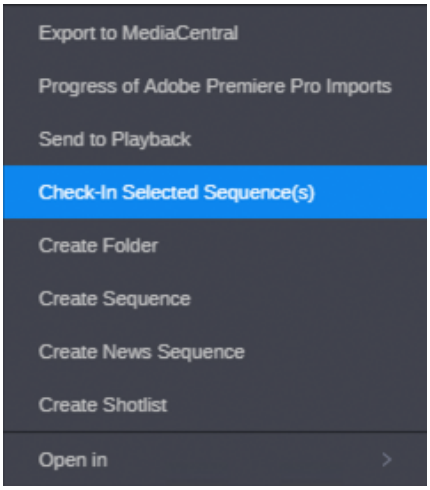
    b. Locate the newly ingested material in the MediaCentral Cloud UX Browse or Search app, and import it into your Adobe Premiere Pro bin.

    c. Use this material in place of the local media and edit your sequence.

       Once you have completed your edit, go to Step 6 to check the sequence into Production Management.
2. Open the MediaCentral Panel for 3rd Party Creative Tools.
3. Use the Search or Browse apps to locate the Media Composer content (sequences and clips) you want from Production Management. For more information, see "Importing Assets to Adobe Premiere Pro" on page 66.
4. Edit-in-place with this material in Adobe Premiere Pro, and add cut your sequence as usual, add markers, and simple transitions (most advanced effects will not be transferable).

   For LongGOP material, you need to install the Avid MediaCentral Media Files plugin. For more information, see the Avid Media Files Plugin ReadMe.
5. (Option) Save the project back to the Adobe workspace on Avid NEXIS.
6. Check your sequence into Production Management by navigating to the desired folder, and right-clicking and selecting Check-in Selected Sequence(s) from the menu.

   This menu entry will not be available if you do not have write permissions to the Production Management folder you have selected.



On AAF CheckIn, if there are issues with unsupported effects, the AAF Export Log dialog box will display. It contains warnings (such as if an audio effect is not supported by AAF, etc.). Despite the warnings, the AAF CheckIn process still triggers and proceeds.

The sequences you selected in Adobe Premiere Pro will be checked in to Production Management after being conformed to the technical requirements.

You can monitor the progress of the sequence checkin in the Process App.

Creating an Adobe Project on the Avid NEXIS Workspace

This topic contains information on how to create an Adobe project on the Avid NEXIS Workspace. To speed up the workflow for the Adobe users, MediaCentral offers the option to create project templates.

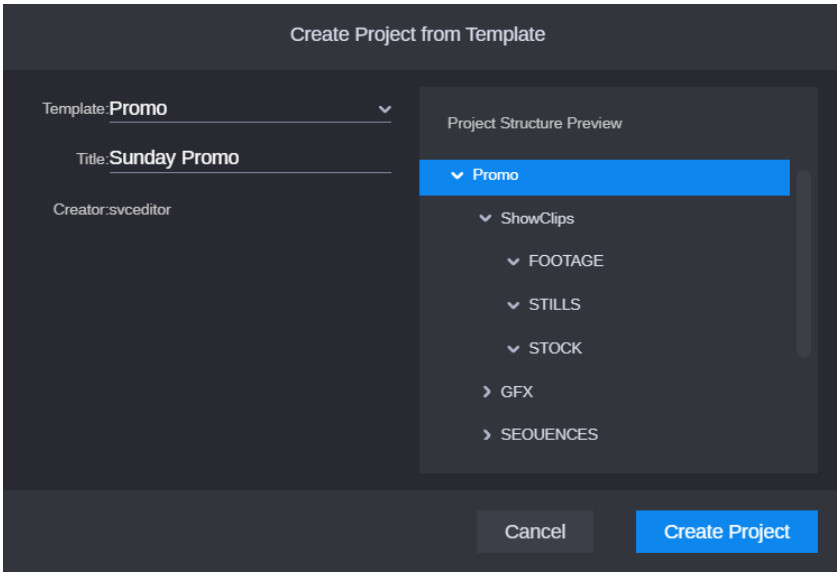
Project Templates can be created from an existing Adobe project in either Cloud UX or from the Adobe panel. These templates are stored on the Adobe workspace in Avid NEXIS in the adobe-templates folder. Once created, Project templates allow a standard bin structure to be used to create subsequent Adobe projects quickly and easily. Once the first template is created, a Template folder is also created in the workspace root with the default name `.adobe-templates`.

Media Composer Projects and Bins (not necessarily media) should be kept to Avid NEXIS workspaces that are then dismounted from an Adobe Premiere Pro user's workstation. That way, there is no chance to get search results for bin contents in an Adobe Premiere Pro-only environment.

To create an Adobe project on the Avid NEXIS Workspace:

1. Open the MediaCentral Panel for 3rd Party Creative Tools.
2. Right-click in the Adobe workspace, and select Create New Project from Template.

   The Create Project from Template dialog box opens.



3. Choose from the available project templates.

   A project template can contain any number of useful items for that project, (such as .PNG .MXF .JPEG files) as well as setting up the bin structure for the specific type of project you are creating.

4. Once you have set up your template the way you want, type the title or project name for the project in the Title field, and click Create Project.

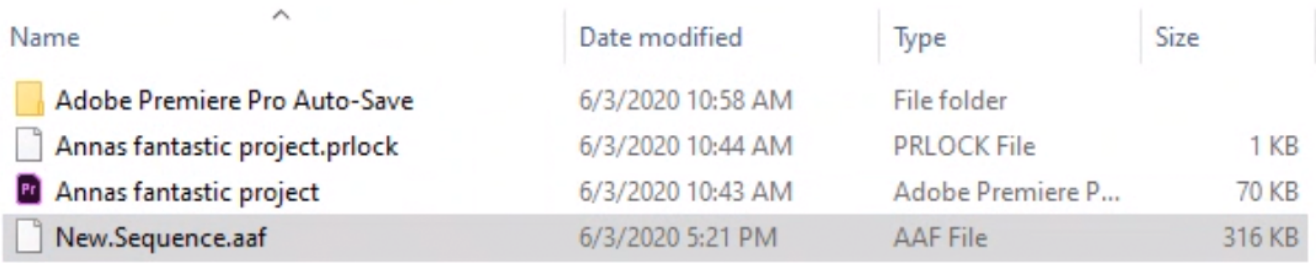
   This will save the project to the Adobe workspace.

Saving Projects on Avid NEXIS

Once you have finished your edit, you can save it as follows:

To save a project, do any of the following:

- If you have a project opened from Avid NEXIS, press Control/Command +S to save your project and this will save the file immediately back to the Adobe workspace.
- If you have project opened from another location, in the MediaCentral Panel for 3rd Party Creative Tools, you can right click an Avid NEXIS folder, and select Save Project Here.
- Go to your MediaCentral Panel for 3rd Party Creative Tools, and right-click in a folder, and select the Export Sequence action to export the sequence as a flattened file into a specific folder on the Adobe workspace.



- Right-click and select Export Sequence as AAF. Your sequence will be exported as an AAF file.

Creating Adobe Production Folders on the Avid NEXIS Workspace

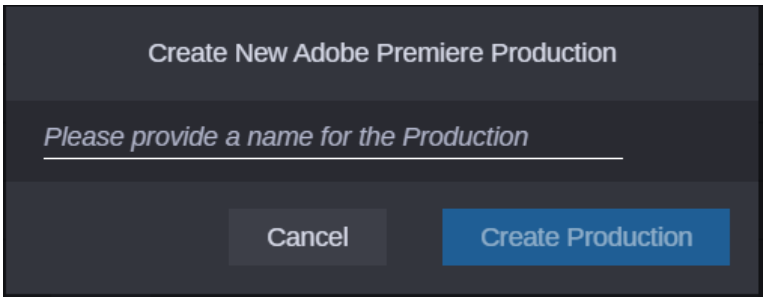
To speed up the workflow for the Adobe Premiere Pro users, MediaCentral offers the option to create Adobe Productions on the Avid NEXIS workspace.

Adobe Productions are basically higher-level folders that store multiple projects within them. For example, you can create an Adobe Productions folder for a show, and then place all episodes for the show (e.g., where the episodes are projects) in the Production folder.

To create Adobe Production Folders on the Avid Workspace:

1. Open the MediaCentral Panel for 3rd Party Creative Tools.
2. Right-click in the Adobe workspace, and select Create New Production from the menu.

   The Create New Adobe Premiere Pro Production dialog box opens.



3. Type the title for the Adobe Production in the Title field, and click Create Production to create the new Adobe Production in the current folder.

   You can then open it in Adobe Premiere Pro.

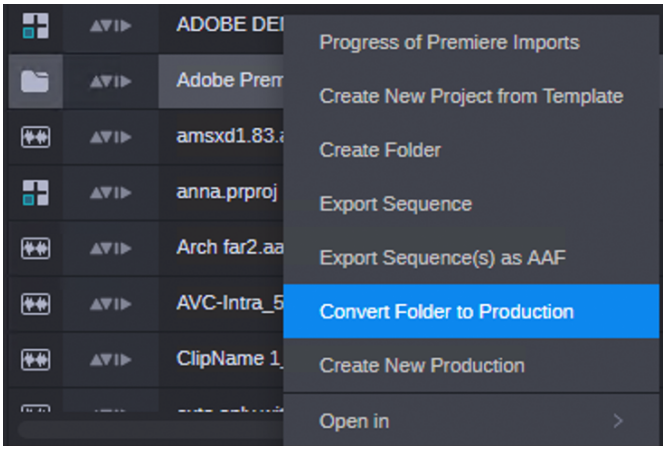
Converting Folders to Adobe Production Folders

Adobe Premiere Pro users can take existing folders on the Avid NEXIS workspace, and convert them to Adobe Productions folders.

Adobe Productions are basically higher-level folders that store multiple projects within them. For example, you can create an Adobe Productions folder for a show, and then place all episodes for the show (e.g., where the episodes are projects) in the Production folder.

To convert folders to Adobe Production Folders on the Avid NEXIS Workspace:

1. Open the MediaCentral Panel for 3rd Party Creative Tools.
2. Right-click a folder in the Adobe workspace, and select Convert Folder to Production.



The selected folder is converted to an Adobe Productions folder with the same name as the folder you selected.

You will notice the folder icon will change to the Adobe Productions folder icon.



Deleting Adobe Premiere Pro Projects

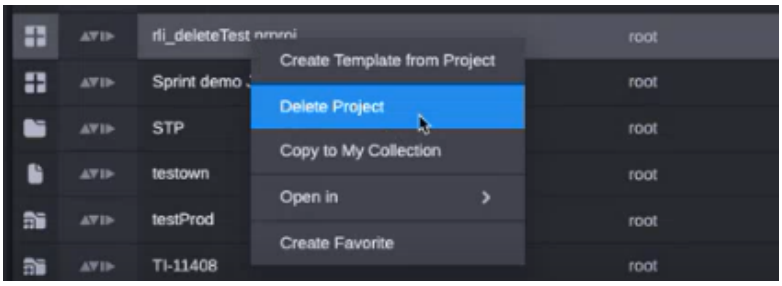
This topic contains information on how to delete an Adobe Premiere Pro project on the Avid NEXIS workspace. To speed up the workflow for Adobe users, MediaCentral offers the option to delete projects and its associated media from within the Cloud UX interface.

Administrator or users with *MediaCentral | Adobe Project Delete Permission* under their Entitlements have the ability to delete Adobe Premiere Pro Projects — permanently delete them from the Trashbin, or restore projects and media in case of accidental deletion. For more information about assigning entitlements, please see the "Group Details and Entitlements" topic in the *MediaCentral | Cloud UX Installation Guide*.

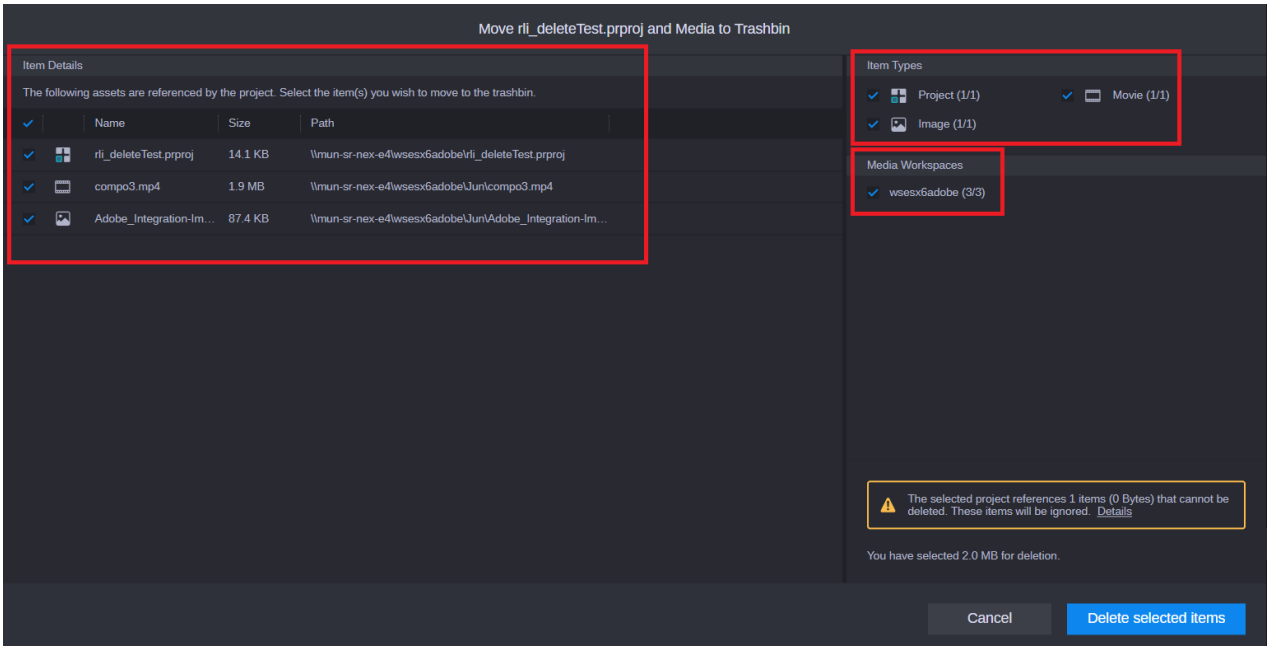
In addition to assigning the correct entitlements to users, the Adobe project deletion feature requires Avid NEXIS workspaces to be explicitly enabled for deletion. In cases where an Adobe Premiere Pro project references media residing on multiple workspaces, the deletion process will skip any files that are on workspaces which are not enabled for deletion. For more information on how to enable this configuration, please see the "Configuring Settings for Creative Tools" topic in the *MediaCentral | Cloud UX Installation Guide*.

To delete Adobe Premiere Pro Projects:

1. Log in to the MediaCentral | Cloud UX server.
2. Using the Browse App, locate the Adobe Premiere Pro project you want to delete.
3. Right-click on the project › select **Delete Project**.



4. The project deletion window opens.

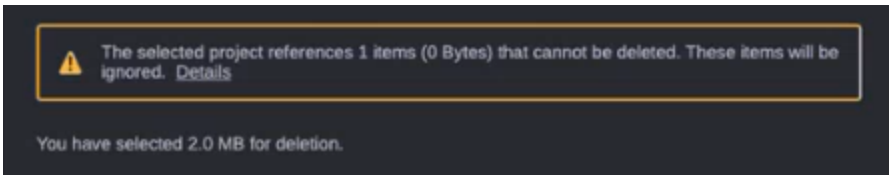


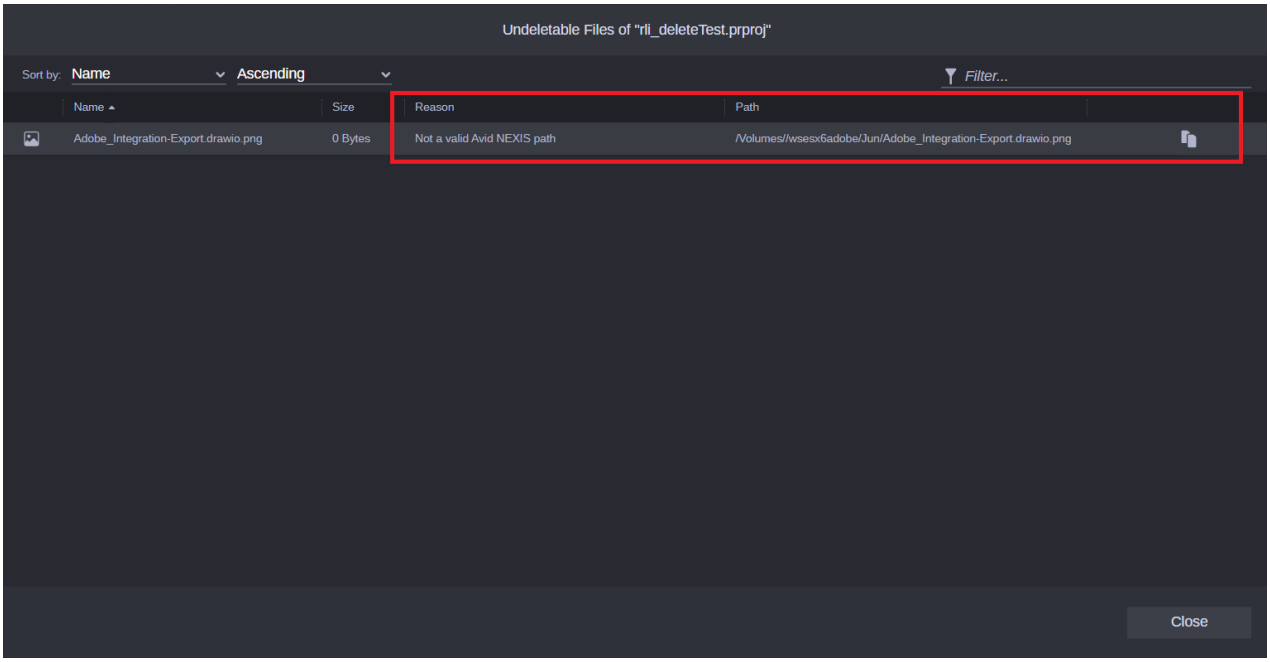
The following table provides more information about the available items in the deletion window:

Item	Description
Item Details	Allows you to select or deselect the assets you want to include or exclude in the deletion process.
Item Types	Allows you to select or deselect the type of assets you want to include or exclude in the deletion process.
Media Workspaces	Allows you to include or exclude assets in specific Avid NEXIS workspaces that are referenced in the project.

5. Select the items that you want to include for deletion.

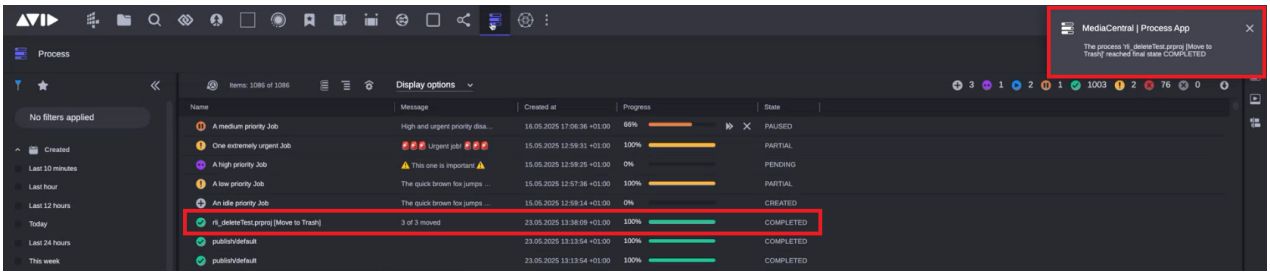
   (Option) You may also get a warning message indicating that some items cannot be deleted. Clicking **Details** allows you to view the reason for the message.





In this example, the warning message indicates that the specific file is undeletable because it could no longer be found in the path being referenced. A copy button allows you to copy the path of the undeletable file to easily verify the location in the workspace or for other troubleshooting purposes.

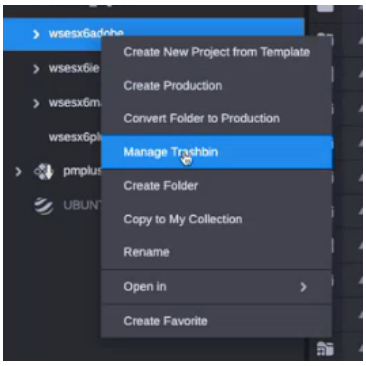
6. Click **Delete selected items**.
7. A notification appears informing you that the process is complete. You may also navigate to the Process App to view the status of the deletion process.



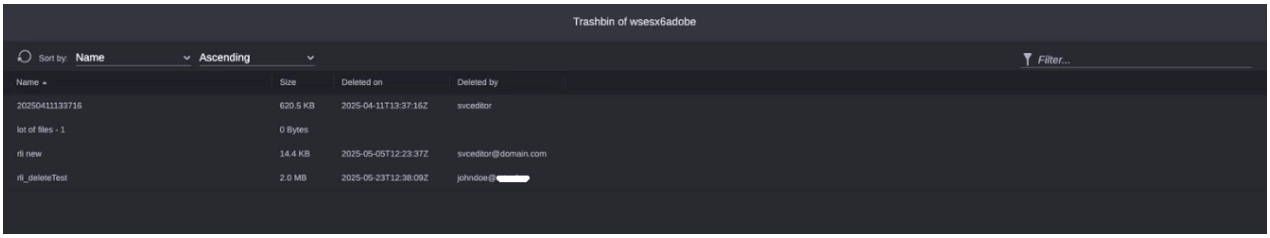
The deleted project moves to the **Trashbin** where you can choose to permanently delete it, or restore, in cases of accidental deletion.

To permanently delete or restore Adobe Premiere Pro projects from the trashbin:

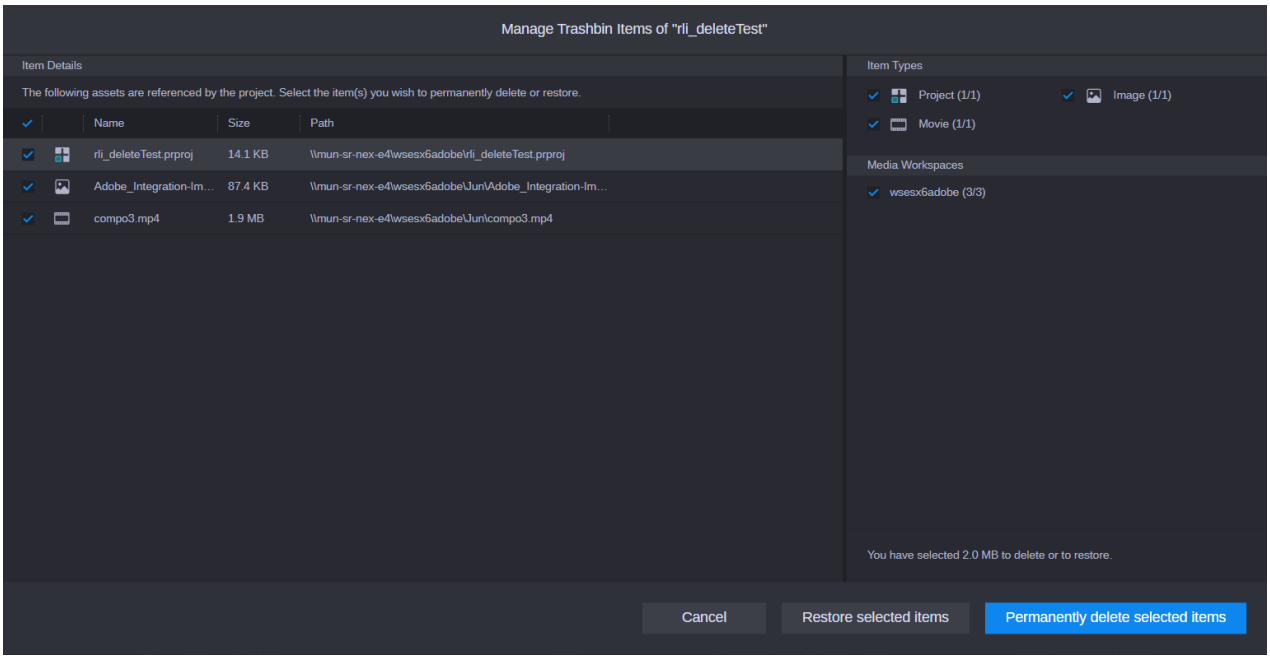
1. In the Browse App, right-click any folder inside the Avid NEXIS workspace that contains the Adobe Premiere Pro projects.
2. Select **Manage Trashbin**.



3. You can view information about the deleted projects such as the date of deletion and which user deleted the project.



4. Double-click on the project you want to delete permanently or restore.
5. Select the items from the project you intend to delete or restore.



6. Select **Restore selected items** or **Permanently delete selected items**.

Users who have no MediaCentral | Adobe Project Delete Permission Entitlements will still be able to access the Manage Trashbin window and view information about the deleted projects, but will be unable to perform actions such as restore or permanently delete them off Avid NEXIS workspaces.

When deleting projects that contain media from multiple workspaces, the backend places the files into a trashbin on the respective workspaces to minimize the disk IO load. To restore or permanently delete these files, you must open the affected workspace's trashbin and perform the appropriate operation there.

To ensure that managing the trashbins of affected workspaces is possible, Avid recommends that all delete-enabled workspaces are also enabled for browsing.

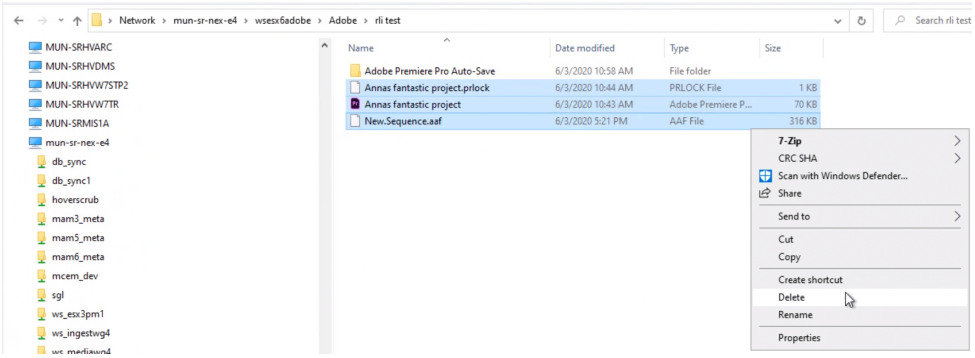
Manually Deleting Adobe Premiere Pro Projects

While the Adobe Premiere Pro project deletion feature allows you to streamline the deletion process and aid you in locating assets that can be found in various locations on multiple Avid NEXIS workspaces, you can also manually delete any unwanted material or projects from the Adobe workspace (e.g., Adobe projects or other associated files) that are no longer needed.

To manually delete Adobe Premiere Pro Projects:

1. Use the file system explorer, and go to the Avid NEXIS file system.
2. Select the files which need to be deleted, and right-click and select delete.

   The files will be deleted from the Adobe workspace.



Exporting the Selected Sequence from Adobe Premiere Pro to MediaCentral Cloud UX

You can export the selected sequence that is open in Adobe Premiere Pro to MediaCentral Cloud UX.

To export the selected sequence from Adobe Premiere Pro:

1. In Adobe Premiere Pro, open or create a sequence.
2. In MediaCentral Cloud UX, select the folder in the Browse app in which you want to export the sequence from Adobe Premiere Pro.
3. Do one of the following:
   - Click the Browse App Menu button and select Export to MediaCentral.
   - Right-click the folder and select Export to MediaCentral.
   - Right-click in the Results area of the folder and select Export to MediaCentral.

   Note that the Export to MediaCentral menu item is shown only if you have selected a sequence in Adobe Premiere Pro. Sequences selected in the bin are used as the sequences to export. This allows you to export multiple sequences at once. The active sequence is the 'fallback' if no sequence is selected.

   The Adobe Media Encoder opens. You can monitor the progress of the encoding job in Media Encoder.

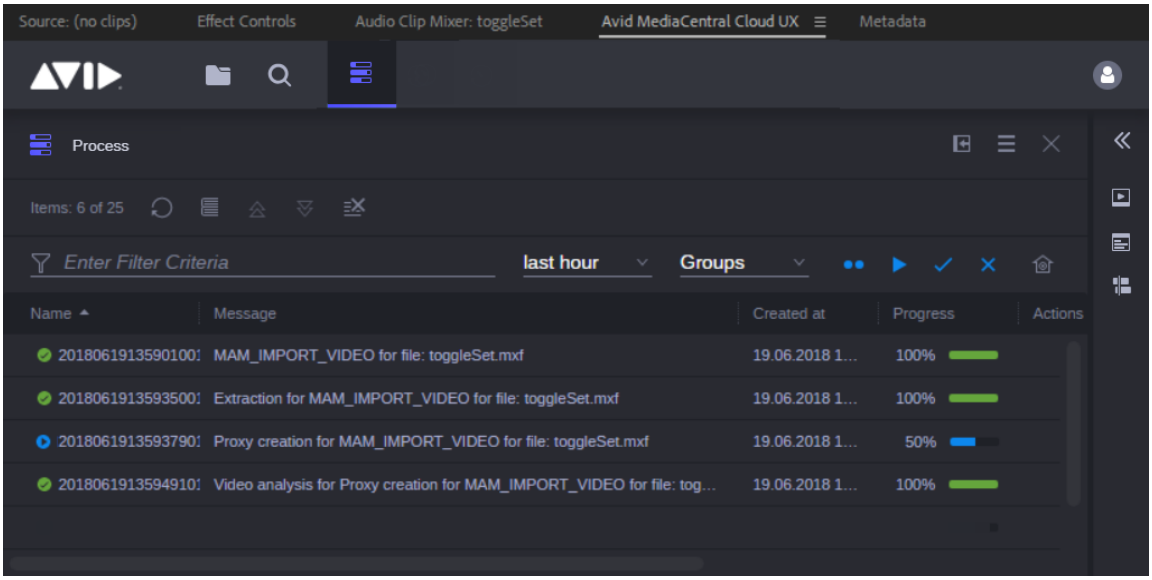
   In MediaCentral, the MediaCentral Panel for 3rd Party Creative Tools triggers the check in:

- If the Fast Track feature is not enabled, the check in is triggered when the encoding job is finished.
- If the Fast Track feature is enabled, the check in for Production Management and Asset Management sequences is triggered as soon as the encoding job has reached 5% progress.
- If the check in fails, a message opens. Click the message or the warning icon below the message to open the Premiere Events view and clear the failed job.

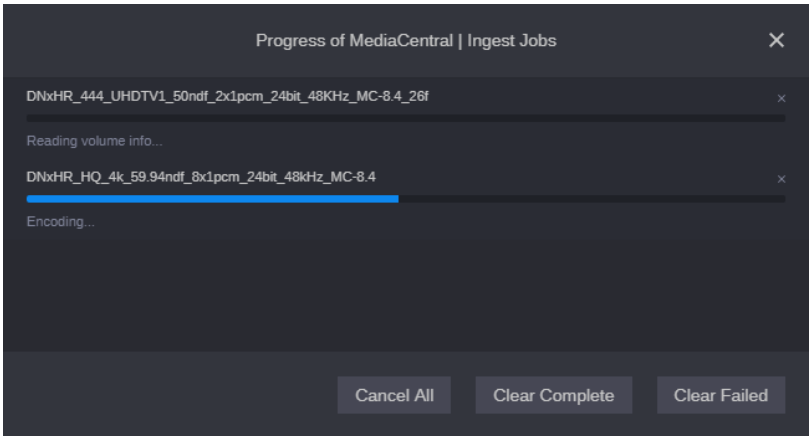
The check in includes the following:

- For Asset Management, the Import Folder process starts and imports the sequence to MediaCentral Cloud UX.

  You can open the Process app and monitor the Import Folder process.



- For Production Management, if the MediaCentral Ingest option is installed, MediaCentral Ingest imports the rendered timeline to MediaCentral Cloud UX using the selected Adobe import profile. Once an import has started, you can right-click and select "Progress of Import and Export Operations" to view the progress of the imports in the dialog that opens.



- From this panel, you can cancel a job once it has begun rendering. After 5% of the job is complete, the system will trigger a MediaCentral Ingest job. You can also cancel the MediaCentral Ingest job as well from this panel.

The format of the clip exported to MediaCentral Cloud UX depends on the resolution set in the profile. Your MediaCentral Ingest administrator can define whether the clip or timeline is imported as a specific High Res format, as proxy, or both.

Each encoding job results in a unique folder within the export folder, which contains the rendered file.

– For Avid NEXIS folders, the active sequence(s) can be exported as a flattened file, or as .AAF.

For Avid NEXIS, the cleanup described below is not applicable.

The exported MXF files are not automatically removed after the import to MediaCentral Cloud UX has finished. Avid recommends that an administrator periodically cleans up the export folder and removes MXF media that has already been imported to MediaCentral.