



Media Composer | Cloud Installation and Configuration Guide

Interplay v3.1, v3.2, v3.3, v3.4, and v3.5

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1 Media Composer | Cloud Installation and Configuration

Revision History

Date Revised	Changes Made
12/16/2015	Updated for Interplay Production v3.5
10/09/2015	Updated for Interplay Production v3.4
06/26/2015	Updated for Interplay Production v3.3
02/25/2015	Updated for Interplay v3.1 and v3.2.

Overview

The following tasks are required for setting up and configuring Media Composer Cloud:

- Install and configure the Media Composer Cloud components on the Avid editing system that will be used for remote editing.
- Perform a number of installation and configuration tasks in the main Interplay environment.

This document makes a distinction between the remote editing system and the Interplay environment. The remote editing system can be anywhere in the world that is accessible to the Interplay environment via an Internet connection. For example, one workflow involves a broadcast journalist preparing a sequence for upload from a remote site to the main broadcast station.

This section contains the following topics:

- [Prerequisites for a Media Composer | Cloud Installation](#)
- [Installing the Media Composer | Cloud Support Software \(Windows\)](#)
- [Installing Media Composer | Cloud Components on Mac OS X](#)
- [Establishing a Connection to Your Interplay Environment](#)

- [Configuring the Media Composer | Cloud Remote Editor Components](#)
- [Maintenance and Trouble Shooting](#)

Prerequisites for a Media Composer | Cloud Installation

The following table lists the prerequisites for a successful installation.

Media Composer Cloud Installation Prerequisites

Task	Additional Information
☐ Verify the version of MediaCentral Playback service in the Interplay environment. This is the same as the version of the MediaCentral server.	The Remote Playback plugin requires a minimum version of the MediaCentral server software. For the latest supported version, see the <i>Media Composer Cloud ReadMe</i> .
☐ Interplay Client and Server Installers	The Interplay Client Installer has the components needed for the remote editing system. The Interplay Server installer is required to update the Interplay Engine and other components in the Interplay environment. For additional information, see the <i>Media Composer Cloud ReadMe</i> .
☐ Avid editing application installer	Use the standard Avid editing application installer.
☐ Avid Media Composer Cloud Remote Playback Plugin v1.3 or higher	Obtain the plugin from the Avid Download Center. For the latest supported version, see the <i>Media Composer Cloud ReadMe</i> .
☐ Avid editing application license or hardware key (dongle)	See the editing application documentation for additional information.
☐ Avid Interplay license keys for Media Composer Cloud users.	See “Obtain and Install the Media Composer Cloud License for the Interplay Engine” on page 40.

Media Composer Cloud Installation Prerequisites (Continued)

Task	Additional Information
☐ Obtain the following information from your Interplay environment: • Name of the Interplay workgroup (case sensitive) • Name of the system running the Interplay Engine • Interplay login name and password • Name of the systems running the MediaCentral Playback Service (MCPS). This is the MediaCentral server. • Name of the Interplay Delivery Receiver service • Names of the Media Indexer servers in the High Availability Group (HAG)	The name of the Interplay Engine and the Interplay login are required to connect the editor to the Interplay environment. The names of the other servers are required for configuring the systems in the Interplay environment.



An ISIS client is not required for remote editing. If you have an ISIS client installed, disconnect the ISIS client while running as a Media Composer Cloud remote editor.



An Interplay Production (also known as Media Services) or Transcode dongle is not required for a remote editing system.

Overview of the Media Composer Cloud Components

The following table lists the Media Composer Cloud components that are available on the Interplay Client installer.

Software Installation	Description
All Components	Installs all of the Media Composer Cloud components. This is the recommended method to install the Media Composer Cloud components. If you need to update or reinstall any of the Media Composer Cloud components, you can use the individual installers listed below.

Software Installation	Description
Avid Service Framework (ASF)	This is the default 64-bit client installation. If you are using the individual installer, enter the name of the workgroup when prompted. The name is case sensitive. Then accept the rest of the defaults.  <i>Starting at Interplay v3.1 and Media Composer v7.0.4, the local Media Indexer no longer uses ASF to connect to the Media Indexer HAG and the local system does not need to be connected to the ASF Lookup service. However, ASF must still be installed on the local system.</i>
Access	Accept the defaults.
Media Indexer	Accept the defaults.
Remote Upload	Accept the defaults.
Production Services	Accept the defaults.
Delivery	Accept the defaults.
Transcode	Accept the defaults until the system displays the “Choose how Transcode will be used” dialog. Then select the following option: Transcode for Media Composer Cloud See “Selecting the Transcode for Media Composer Cloud Option During the Transcode Installation (Windows)” on page 20. Accept the defaults for the rest of the installation.
Playback	Accept the defaults.
Delivery Receiver	Added in Interplay Delivery Receiver is part of the Remote Download feature. This is the same application as used for the Delivery Receiver server in the Interplay environment. However, this instance of the Delivery Receiver is used for Remote Download operations from the Interplay environment to the Media Composer Cloud client.



The Remote Send to Playback feature supported on Interplay v3.2 and later requires a separate installer (also available on the Interplay Client installer). See [“Installing the Interplay / Transfer Engine Software” on page 55](#).



For Media Composer Cloud v3.5, you also must install the Dynamic Relink Service on a server in your Interplay Production environment. See [“Configuring the Dynamic Relink Service” on page 17](#).

Installing the Media Composer | Cloud Support Software (Windows)

This section describes how to install the Media Composer Cloud components on the remote editing system.

For instructions on installing Media Composer, see the *Installation Guide for Avid Editing Applications* and the *Avid Editing Application ReadMe*.

Installing Media Composer | Cloud in an Interplay v3.3, v3.4, or v3.5 Environment (Windows)

The following checklist gives an overview of the installation steps.

Media Composer Cloud Installation on Interplay v3.3, v3.4, or v3.5 Check List

Task	Additional Information
☐ Make sure you have everything listed in the prerequisite section.	See “Prerequisites for a Media Composer Cloud Installation” on page 10 .
☐ Uninstall the Avid editing application and Media Composer Cloud or Sphere components. This includes uninstalling the Media Composer Cloud Playback plugin.	
☐ Install the Avid editing application software and install QuickTime. See the <i>Media Composer Cloud ReadMe</i> for additional information.	For Interplay v3.2 and later, install the editor <i>before</i> installing the Media Composer Cloud components. Use the standard Avid editing application installation process. On a Windows system, obtain the latest QuickTime installer from the Apple web site.
☐ Install the Media Composer Cloud Support components on the remote editing system.	
☐ Install the Media Composer Cloud Remote Playback plugin on the remote editing system.	The plugin installer is available on the Avid Download Center.
☐ For Media Composer Cloud v3.5 configurations, install and configure the Dynamic Relink Service on a server in your Interplay Production environment.	See “Configuring the Dynamic Relink Service” on page 17 .

Media Composer Cloud Installation on Interplay v3.3, v3.4, or v3.5 Check List

Task	Additional Information
☐ (Option) Install and configure the Remote Send to Playback software	See “Installing the Interplay Transfer Engine Software” on page 55.
☐ Start the Media Composer application and connect to the Interplay environment.	See “Configuring the Media Composer Cloud Remote Editor Components” on page 29.

When using the Media Composer Cloud Client installer, you must install the editing application before installing the Media Composer Cloud components. This installation order works around a problem with the Interplay v3.2 and later Client installer.

Starting with Interplay Production v3.3, Media Composer Cloud components have been renamed to reflect the rebranding from Interplay Sphere to Media Composer Cloud. The following table lists the old and new component names:

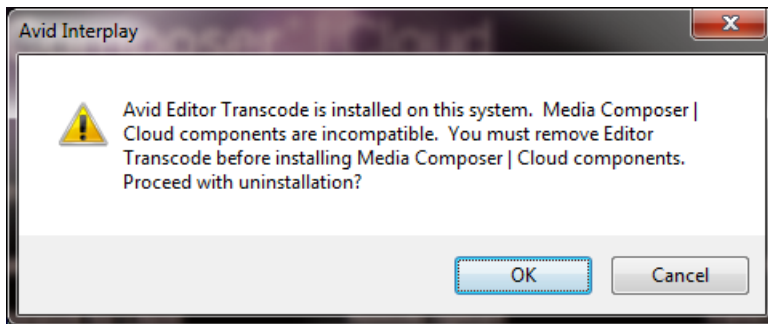
Interplay Sphere Components	Media Composer Cloud Components
• Avid Interplay Remote Upload Service • Avid Interplay Sphere Delivery • Avid Interplay Sphere Media Services Engine • Avid Interplay Transcode	• Avid Media Composer Cloud Remote Upload Service • Avid Media Composer Cloud Delivery • Avid Media Composer Cloud Production Services Engine • Avid Interplay Transcode • Avid Interplay Delivery Receiver

To install the Media Composer Cloud Support Software on Windows:

1. On the Media Composer | Cloud system, use the Control Panel to uninstall the following software:
 - Versions of the Media Composer earlier than MC v8.2.
 - Interplay Access, Media Indexer, Avid Service Framework
 - The following Media Composer | Cloud or Sphere components:
 - Avid Media Composer | Cloud Remote Upload Service
 - Avid Media Composer | Cloud Delivery
 - Avid Media Composer | Cloud Production Services Engine
 - Avid Interplay Transcode
 - Avid Interplay Delivery Receiver

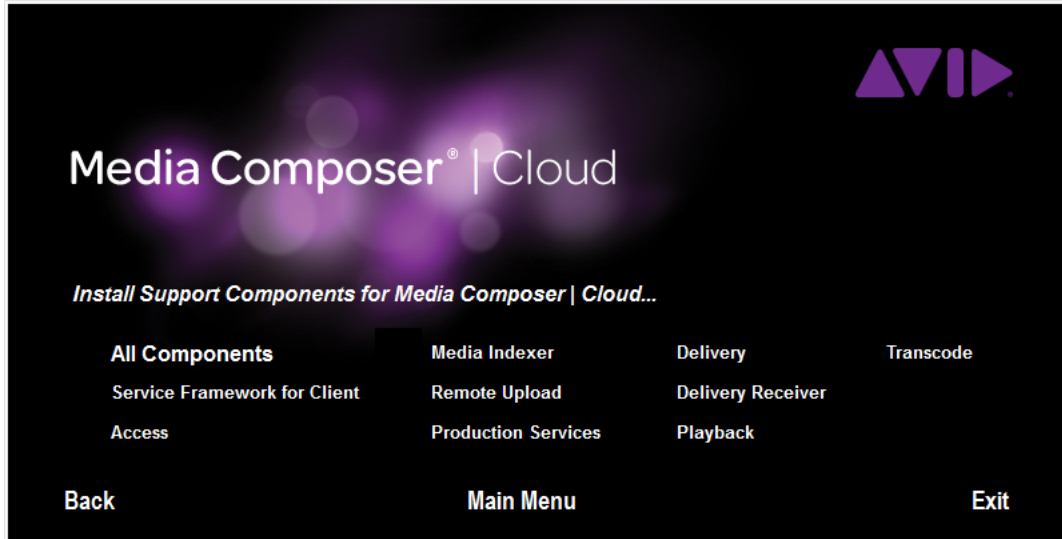
2. After you complete the uninstall process, reboot the system.
3. Install Media Composer v8.2.2. You can also apply the Media Composer v8.2.2 patch to an existing Media Composer v8.2 installation.
4. After you install the editor, reboot the system as prompted.
5. Install QuickTime if needed.
6. Open the Interplay Client installer software folder and double click the autorun.exe installer.
The Interplay Production Client installation screen opens.
7. Click Clients, and then click Media Composer | Cloud.

The system displays the following warning message asking if you want to uninstall the Editor Transcode application.



8. Click OK to uninstall Editor Transcode.

After the uninstall operation completes, the system displays the Media Composer | Cloud installer page as shown in the following illustration.



9. Click “All Components” and follow the on screen instructions.
10. If the system displays the following error during the Playback plugin installation, click Cancel to skip that part of the installation.



11. After you complete the installation, reboot the system as prompted.
12. Install the latest Media Composer | Cloud Remote Playback plug-in. This is a separate installer that you can obtain from the Avid Download Center under Media Composer | Cloud. The following shows the name of the installer:

AMA_Media_Composer_Cloud_Playback_setup.exe

Follow the system prompts to install the plugin.

13. For v3.5 installations, install the Dynamic Relink Service on a server in your Interplay Production environment (see [“Configuring the Dynamic Relink Service” on page 17](#)).

Configuring the Dynamic Relink Service

The configuration process for Media Composer Cloud v3.5 and later requires you to complete two tasks:

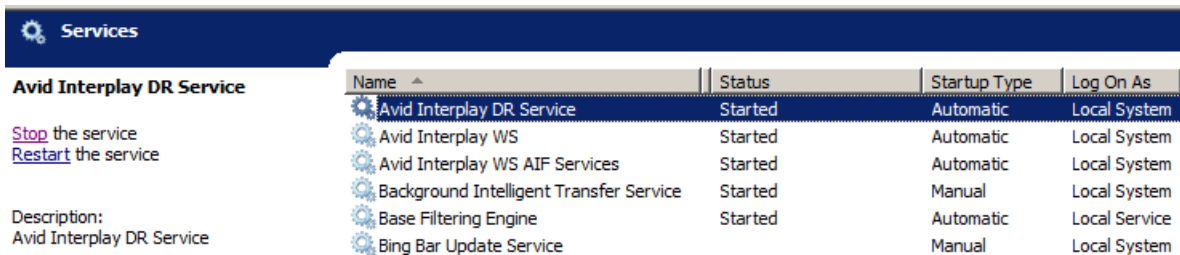
- Installing the Interplay Dynamic Relink service
- Entering the hostname of the Dynamic Relink server in the Interplay Administrator

The Interplay Dynamic Relink service (or Dynamic Relinker) works “under the covers” to automatically relink a subclip or sequence to the restored media. The Dynamic Relink service was introduced in Interplay Production v3.5 to improve the partial restore process.

You can install the Dynamic Relink service on any workgroup server, except the Interplay Engine or Interplay Archive Engine. For example, install the Dynamic Relink service on the same server as the Archive and Restore services. It is installed and runs as a Windows service and does not have a user interface.

To configure an Interplay workgroup for the Dynamic Relink service:

1. Install the Interplay Dynamic Relink service on a workgroup server:
 - a. Start the Interplay Production Servers installer.
 - b. Click Servers > Production Services > Install Local Workflow Support > Dynamic Relinker.
 - c. Follow the prompts to complete the installation.
 - d. Check the installation by opening the Services tab in the Computer Management window. The Avid Interplay DR Service should be started, and set for Automatic Startup.



2. Enter the hostname of the server on which you installed the Dynamic Relink service:
 - a. Start Interplay Administrator and log in to the workgroup in which you want to configure optimized partial restore.
 - b. In the Site Settings section of the Interplay Administrator window, click the Server Hostname Settings icon.
 - c. In the Interplay Dynamic Relink Service Host text box, enter the computer name of the server.
 - d. Click Apply Changes.

Installing Media Composer | Cloud in an Interplay v3.1 Environment (Windows)

This procedure installs the Media Composer Cloud components before installing the editing application.

Media Composer Cloud Installation on Interplay v3.1 Check List

Task	Additional Information
☐ Make sure you have everything listed in the prerequisite section.	See “Prerequisites for a Media Composer Cloud Installation” on page 10.
☐ Uninstall the Avid editing application and Media Composer Cloud or Sphere components. This includes uninstalling the Media Composer Cloud Playback plugin.	
☐ Use the Interplay v3.1 Client installer to install the Media Composer Cloud components on the remote editing system.	For the Interplay v3.1 installer, install the Media Composer Cloud components <i>before</i> installing the editor.
☐ Install the Avid editing application software and install QuickTime. Media Composer v8.2.2 and v7.0.4.x are supported. See the <i>Media Composer Cloud ReadMe</i> for additional information.	Use the standard Avid editing application installation process. You can obtain the latest QuickTime installer from the Apple web site.
☐ Install the Media Composer Cloud Remote Playback plugin on the remote editing system.	You must install the Remote Playback plugin after you install the Avid editing application.
☐ Start the Media Composer application and connect to the Interplay environment.	See “Configuring the Media Composer Cloud Remote Editor Components” on page 29.

Starting with Interplay Production v3.3, Media Composer Cloud components have been renamed to reflect the rebranding from Interplay Sphere to Media Composer Cloud. The following table lists the old and new component names:

Interplay Sphere Components	Media Composer Cloud Components
• Avid Interplay Remote Upload Service • Avid Interplay Sphere Delivery • Avid Interplay Sphere Media Services Engine • Avid Interplay Transcode	• Avid Media Composer Cloud Remote Upload Service • Avid Media Composer Cloud Delivery • Avid Media Composer Cloud Production Services Engine • Avid Interplay Transcode • Avid Interplay Delivery Receiver

To install the Media Composer Cloud Support Software on Windows:

1. On the Media Composer | Cloud system, use the Control Panel to uninstall the following software:
 - Avid Media Composer
 - Interplay Access, Media Indexer, Avid Service Framework
 - The following Media Composer | Cloud or Sphere components:
 - Avid Media Composer | Cloud Remote Upload Service
 - Avid Media Composer | Cloud Delivery
 - Avid Media Composer | Cloud Production Services Engine
 - Avid Interplay Transcode
 - Avid Interplay Delivery Receiver
2. After you complete the uninstall process, reboot the system.
3. Open the Interplay v3.1 Client installer software folder and double click the autorun.exe installer.
The Interplay Production Client installation screen opens.
4. Click Clients, and then click Media Composer | Cloud.
The system displays the Media Composer | Cloud installer page.
5. Click “All Components” and follow the on screen instructions.
6. After you complete the installation, reboot the system as prompted.
7. Install Media Composer v7.0.4.x or Media Composer v8.2.2 and reboot the system as prompted.

8. Install QuickTime if needed for the editor.
9. Install the latest Media Composer | Cloud Remote Playback plug-in. This is a separate installer that you can obtain from the Avid Download Center under Media Composer | Cloud. The following shows the name of the installer:

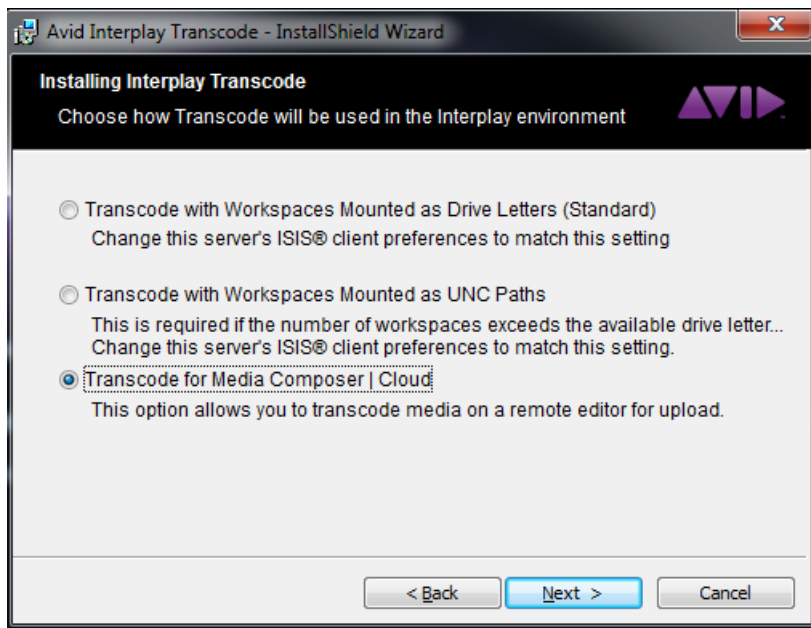
AMA_Media_Composer_Cloud_Playback_setup.exe



See the Media Composer Cloud Readme for the latest version of the Remote Playback plug-in.

Selecting the Transcode for Media Composer | Cloud Option During the Transcode Installation (Windows)

If you select the “All Components” install option for the Media Composer Cloud components, the installer automatically installs the Media Composer Cloud version of Interplay Transcode. If you use the individual Transcode installer, the system displays the following dialog box during the installation. Select Transcode for Media Composer Cloud and click Next.



Verifying the Installation (Windows)

You do not need to configure the local Interplay Production Services Engine (also known as Media Services Engine) or the Transcode and Delivery providers on a remote editing system. The applications run as 64-bit services and the Transcode and Delivery providers are automatically registered with the local Interplay Production Engine.

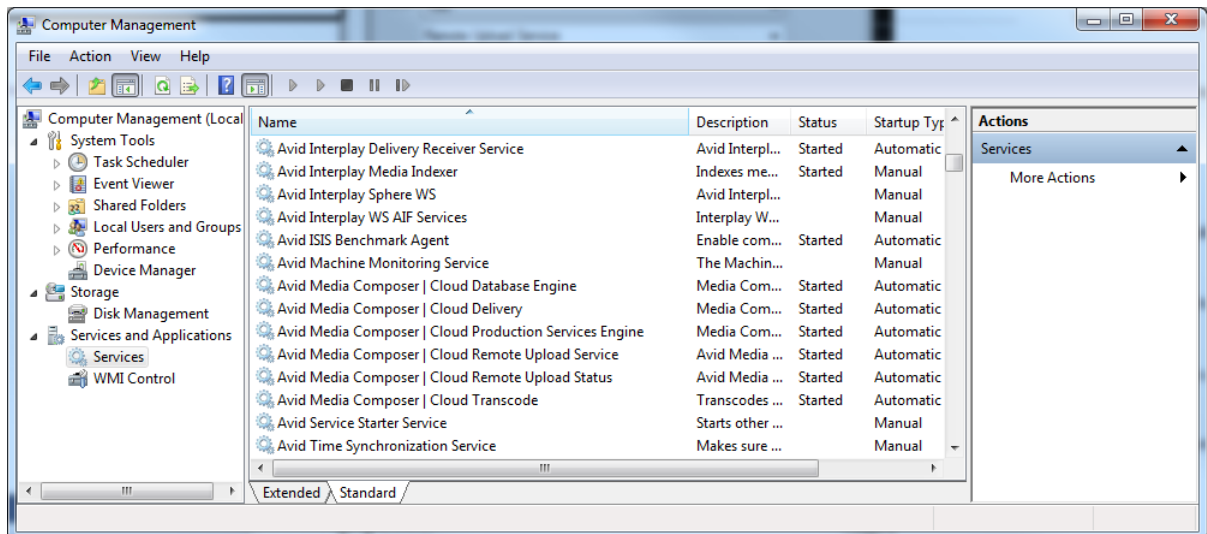


The services retain the “Sphere” name used in previous releases.

To verify the installation:

1. Click Start, right-click Computer, and select Manage.
2. Select Services and verify that the following services are running:
 - Avid Interplay Media Indexer
 - Avid Media Composer | Cloud Database Engine
 - Avid Media Composer | Cloud Delivery
 - Avid Media Composer | Cloud Production Services Engine
 - Avid Media Composer | Cloud Remote Upload Service
 - Avid Media Composer | Cloud Remote Upload Status
 - Avid Media Composer | Cloud Transcode
 - Avid Machine Monitoring Service
 - Avid Services Starter Service
 - Avid Time Synchronization Service

The following illustration shows the services running.



To view the current version of the Media Composer | Cloud Playback plugin:

1. Start the Avid editing application and do one of the following:
 - Open a console window as follows: Tools > Console. Then type `ama_listplugins` and press Return.
 - Click the Info tab on the Projects window. Then check under AMA Plugin Info in the list.

The name of the plugin is `MSP_Cloud`.

Installing Media Composer | Cloud Components on Mac OS X

A Media Composer Cloud client running on a Mac OS X system supports the following versions of the Avid editing application software.

- Interplay v3.1 supports Media Composer v7.0.4 or v8.2.2
- Interplay v3.2 supports Media Composer v8.2.2
- Interplay v3.3 supports Media Composer v8.4
- Interplay v3.4 supports Media Composer v8.4.2
- Interplay v3.5 supports Media Composer v8.4.4 or later

See the *Media Composer Cloud Readme* for additional information including supported Mac OS X versions.

Note that after you install the Media Composer Cloud components, you cannot use background consolidate or transcode with Avid Media Composer. If you work with a Media Composer Cloud configuration, remote upload automatically consolidates and transcodes clips in the background, but this functionality only applies when you upload media clips to Interplay remotely. All other consolidate and transcode operations occur in the foreground as you work on your editing project.

The Media Composer Cloud installer installs the following applications on your system:

- Avid Media Composer | Cloud Delivery Support
- Avid Media Composer | Cloud Delivery Receiver (used for Remote Download)
- Avid Media Composer | Cloud Production Services Engine (also referred to as MSE or Production Services)
- Avid Interplay Transcode
- Avid Media Composer | Cloud Remote Upload Service

- Playback Support
- Interplay Access
- Interplay Media Indexer
- Avid Media Composer | Cloud Uninstaller

You must install Avid Media Composer to use Media Composer Cloud. Install the Media Composer Cloud components first.

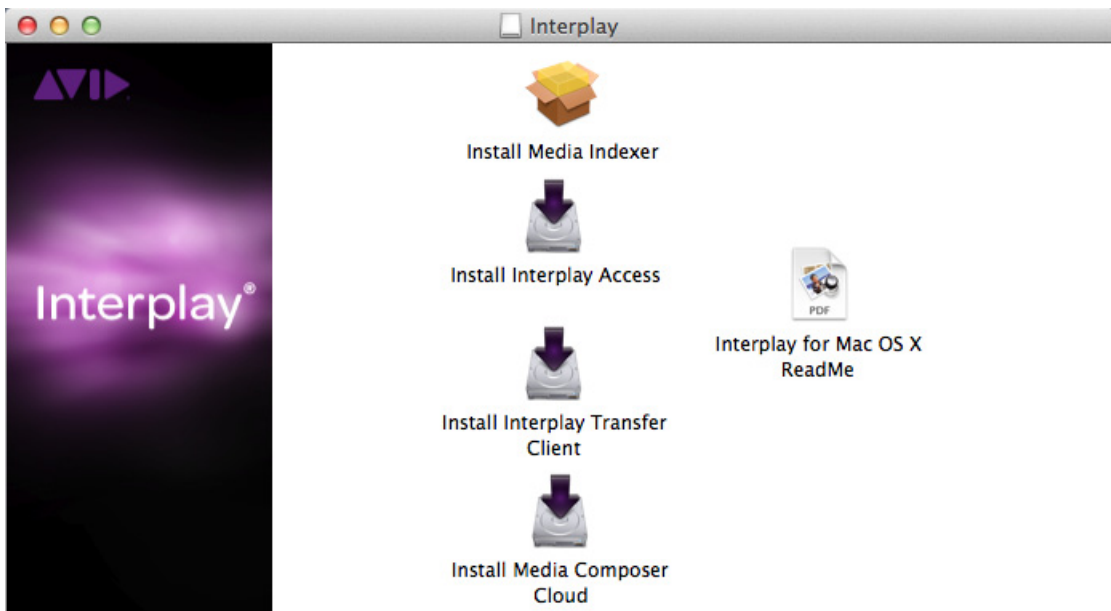
To install the Media Composer Cloud components:

1. If you are upgrading a system, uninstall the Avid editing application and uninstall the Media Composer Cloud components. The Media Composer Cloud components uninstaller (also referred to as the Interplay Sphere Uninstaller) is located in the following directory:

`<MacBootDrive>/Applications/Avid/Uninstallers/Interplay Sphere`

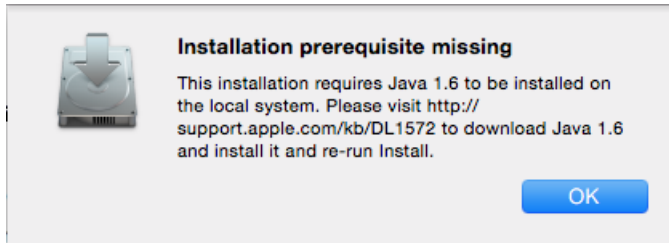
2. Open the Media Composer Cloud download folder, and then double-click `Interplay_<version>_Client_Mac.dmg`.

The Interplay installation dialog box opens.



3. Double-click Install Media Composer Cloud.

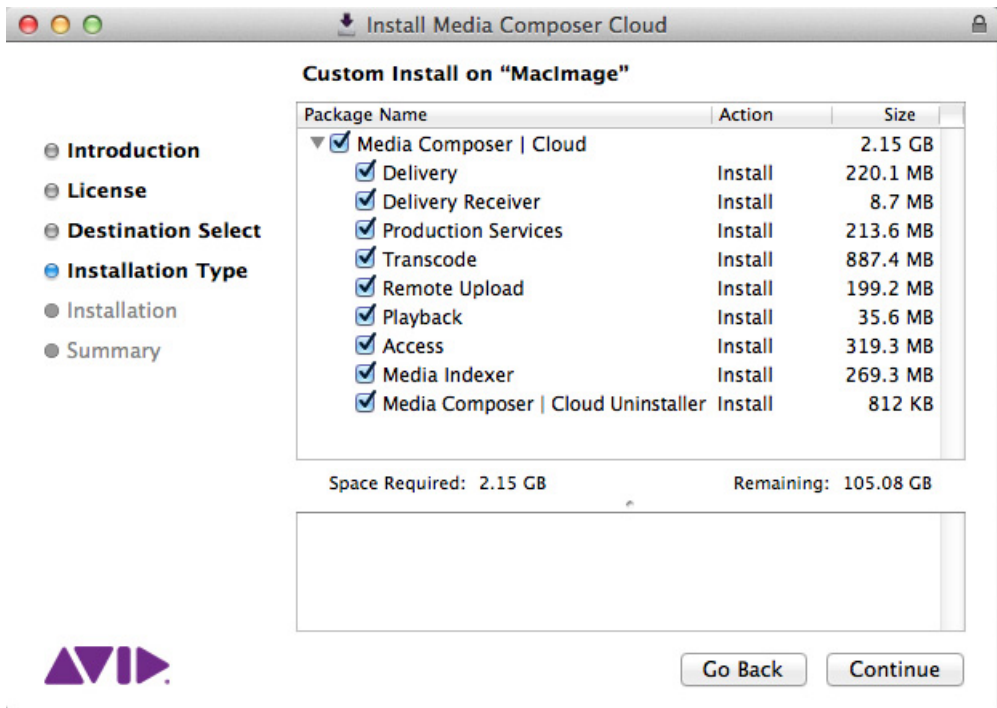
If you need to install Java v1.6, the system displays the following message.



If the system displays, this message, click OK to close the dialog box and follow the procedure described in “Installing Java v1.6” on page 25. Then rerun the Media Composer Cloud components installer.

If Java v1.6 is already installed, the system displays the components that will be installed.

4. Click the triangular opener to display the components that will be installed.



If Access is grayed out it means that you need to install Java v1.6.

5. Click Continue to accept the default installation, and then click Install.

When the Media Composer Cloud installation completes, the system prompts you to restart your system.

6. Click Restart.

7. Install the Avid editing software.

When you install Media Composer, you may receive a warning message: “Transcode Conflict: Uninstall Media Composer Cloud Transcode before installing Editor Transcode.”

8. Click OK to install Media Composer without Editor Transcode. For more information on installing Media Composer, see the *Installation Guide for Avid Editing Applications* and the *Avid Editing Application ReadMe*.

9. Restart the system as directed.

10. Install the latest Media Composer | Cloud Remote Playback plug-in. This is a separate installer that you can obtain from the Avid Download Center under Media Composer | Cloud. The following shows the name of the Mac installer package:

Media_Composer_Cloud_Playback_Installer.pkg

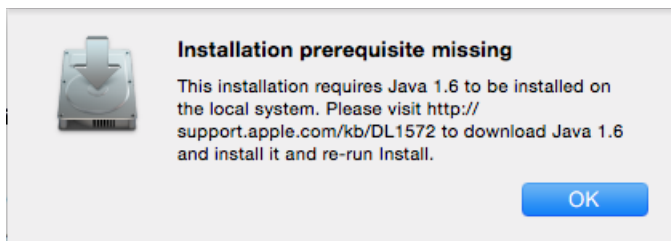


See the Media Composer Cloud Readme for the latest version of the Remote Playback plug-in.

Installing Java v1.6

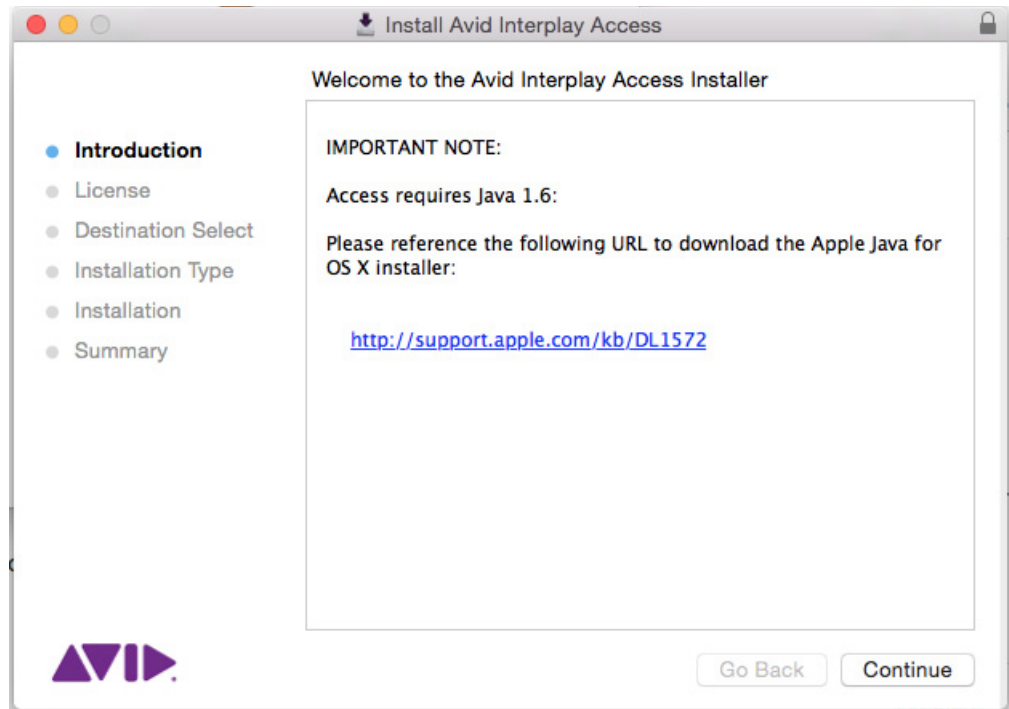
Media Composer Cloud running on Mac OS X requires Java v1.6. You can obtain the correct version of Java from Apple’s web site.

If you need to install Java v1.6, the system displays the following message when you launch the Media Composer Cloud installer.



If the system displays this message, do one of the following:

- Copy the URL path from the dialog box (including the http// from the second line), click OK, and paste the URL into your browser. Then follow the prompts to install Java v1.6.
- Or, click OK, open the Interplay Access installer, and either click the link to Apple's support page or copy the link into your browser. Then install Java v1.6. The following illustration shows the dialog from the Access installer.



Checking Installed Media Composer | Cloud Components and Restarting Services (Mac OS X)

You can view the versions of all Media Composer Cloud components installed on your system and the status of your Media Composer Cloud services by using the checksphere utility. You can also use the utility to view the status and restart the following Media Composer Cloud services:

- Avid Media Composer | Cloud Database Engine
- Avid Media Composer | Cloud Delivery
- Avid Media Composer | Cloud Production Services Engine (referred to as mse or spheremse)
- Avid Media Composer | Cloud Remote Upload

- Avid Media Composer | Cloud Remote Upload Status
- Avid Media Composer | Cloud Transcode

The tool also shows the versions of Access and Media Indexer but you cannot use the tool to restart those applications. To restart the Media Indexer, see the procedure later in this section.

To view Media Composer Cloud version information and restart services:

1. Navigate to the following folder: Applications/Avid/Interplay\ Remote\ Upload\ Service.
 2. Double-click checksphere.command.
- A terminal window opens.
3. Type your password, and then press Enter.

The console displays a list of Interplay components on your system and the version of the installed packages, and the status of Interplay services. If the service is running, it is followed by a process ID number (“PID” = *[number]*).

```

administrator — checksphere.command — java — 115x31
Last login: Mon Dec 1 09:29:43 on ttys001
/Applications/Avid/Interplay\ Remote\ Upload\ Service/checksphere.command ; exit;
bsi-macbook1:~ administrator$ /Applications/Avid/Interplay\ Remote\ Upload\ Service/checksphere.command ; exit;
Password:

Installed Sphere packages
-----

com.avid.Interplay.RUService.pkg          version: 3.2.0.45620
com.avid.Interplay.SphereDelivery.pkg     version: 3.2.0.45620
com.avid.Interplay.SphereMSE.pkg          version: 3.2.0.45620
com.avid.Interplay.Access.pkg             version: 3.2.0.45620
com.avid.AvidMediaIndexer.pkg             version: 3.2.0.21141
com.avid.Interplay.Transcode.pkg          version: 3.2.0.45620
com.avid.Interplay.SphereDeliveryReceiver.pkg version: 3.2.0.45620

Interplay Sphere processes
-----

0) com.avid.interplay.remoteuploadstatus  "PID" = 76;
1) com.avid.interplay.remoteupload        "PID" = 77;
2) com.avid.interplay.mse                  "PID" = 73;
3) com.avid.interplay.spheredelivery      "PID" = 75;
4) com.avid.interplay.spheretranscode     "PID" = 72;
5) com.avid.interplay.transcodeserviceworker "PID" = 71;
6) com.avid.interplay.spheredeliveryreceiver "PID" = 74;

To restart all Sphere processes enter restart, to list all Sphere processes enter l or enter any other key to exit
>

```

4. If you want to restart all Interplay services (except for Media Indexer), type **Restart**, and then press Enter.

The utility stops and restarts the Interplay services, and then the terminal window displays a list of Interplay services currently running.



This tool does not restart the Media Indexer service. See the following procedure.

5. Press any key other than “l” (lowercase “L”) and then press Enter to exit the utility.

To view the current version of the Media Composer | Cloud Playback plugin:

1. Start the Avid editing application and do one of the following:
 - Open a console window as follows: Tools > Console. Then type `ama_listplugins` and press Return.
 - Click the Info tab on the Projects window. Then check under AMA Plugin Info in the list.

The name of the plugin is `MSP_Cloud`.

To restart the Media Indexer process from a Terminal window:

1. Navigate to the Media Indexer/bin directory as follows:

```
cd /Applications/Avid/Media\ Indexer/bin
```

2. Type the following commands in the bin directory:

```
sudo ./mi.sh remove
sudo ./mi.sh install
```

where:

- `sudo` instructs the system to run the command as “super user” or root.
- the characters `./` instruct the system to “run the following command that resides in the current directory”.



You must have an Administrator login to perform commands that begin with “sudo.”

Establishing a Connection to Your Interplay Environment

In order to perform remote editing, you must be able to establish a connection to your Interplay environment. If connecting from the public Internet, you will typically use a virtual private network (VPN) account provided by your IT organization.

Depending on how your site decides to implement the connection, your remote computer must be able to resolve the system names and IP addresses of several systems in the Interplay environment.

Your Interplay DNS servers need to be integrated with your corporate DNS servers so that name lookup requests will be forwarded to the appropriate authoritative zone servers. See [“Network Considerations for Media Composer | Cloud” on page 39](#) for additional information.

Configuring the Media Composer | Cloud Remote Editor Components

This section describes the tasks that you perform while the Media Composer Cloud editing system is connected to the Interplay environment. In order to perform these operations you must be connected to Interplay in one of the following ways:

- Connected to the network in the Interplay environment back at the station or production facility.
- Connected via a VPN connection as a remote editing client. See [“Establishing a Connection to Your Interplay Environment” on page 28](#).

Start Interplay | Access to Test Your Connection

Running Access is a good way to test your connection because it requires a connection to the Interplay Engine. You should be able to log in to Access using the system name of the Interplay Engine.

To start Interplay Access:

1. Do one of the following:
 - a. (Windows) Click Start and select All Programs > Avid > Avid Interplay Access.
 - b. (Mac OS X) Start Interplay Access from the following folder: Applications > Avid > Avid Interplay Access > InterplayAccess.

The Interplay Access log in screen opens.



2. Select the server you want to work with by doing one of the following:
 - Accept the server that is displayed (the last server connected).
 - Click the arrow for the Server list and select the server name from the list.
 - Click the arrow for the Server list and select Add Server. Type a new server name or IP address.



In order to ensure you have a good connection to the Interplay environment, you should be able to log in using the name of the Interplay Engine server. Using the IP address is not sufficient.

3. Select the AvidWG database.

4. Type your user name and password.

The Avid Interplay Access window opens, with the primary database displayed in the Folders pane.

If you are able to log into Access using the Interplay Engine system name, it means you have a good connection.

Starting Media Composer as a Media Composer | Cloud Client

Starting at Interplay v3.x and Media Composer v7.0.4, you no longer need to configure Avid Service Framework (ASF) to connect to the Media Indexer or Lookup Service in your Interplay environment. A system administrator in the Interplay environment registers the Media Indexers in the HAG in the Interplay Administrator tool. Once you start the Media Composer application and log into Interplay, the local Media Indexer automatically connects to the Media Indexer in the HAG. If you log out and log into a second Interplay workgroup, the local Media Indexer automatically connects to the Media Indexer in the second workgroup.

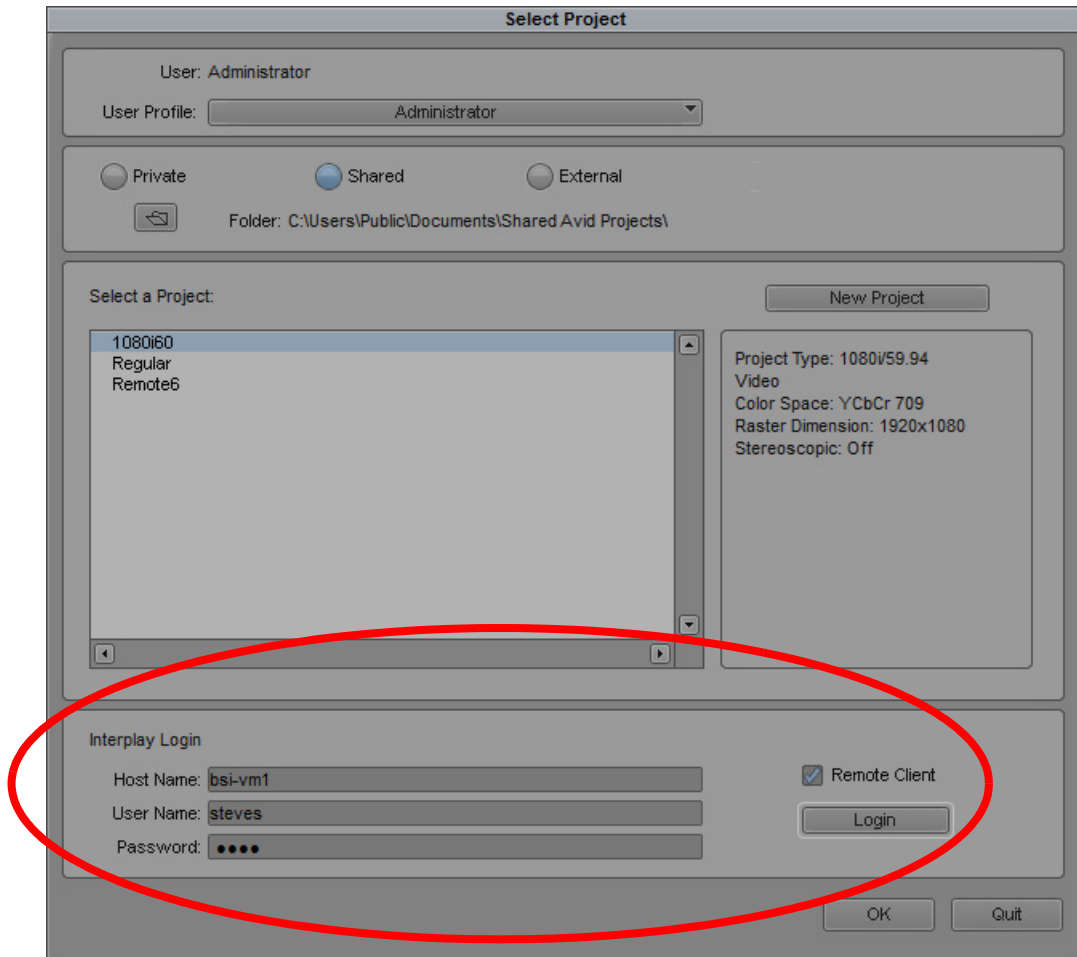


The correct version of ASF must be installed on the Media Composer Cloud client even though the local Media Indexer does not use it to connect to the HAG.

To start Media Composer Cloud:

1. Start the Media Composer application.

The Select Project window opens.



2. Select or create a project, click the Remote Client button, and click the Login button to log into the Interplay environment.

During the login process a flashing yellow box appears to the right of the Login button. When the yellow box turns green it indicates that you are logged into the Interplay environment. The local Media Indexer automatically connects to the Media Indexer in the HAG.

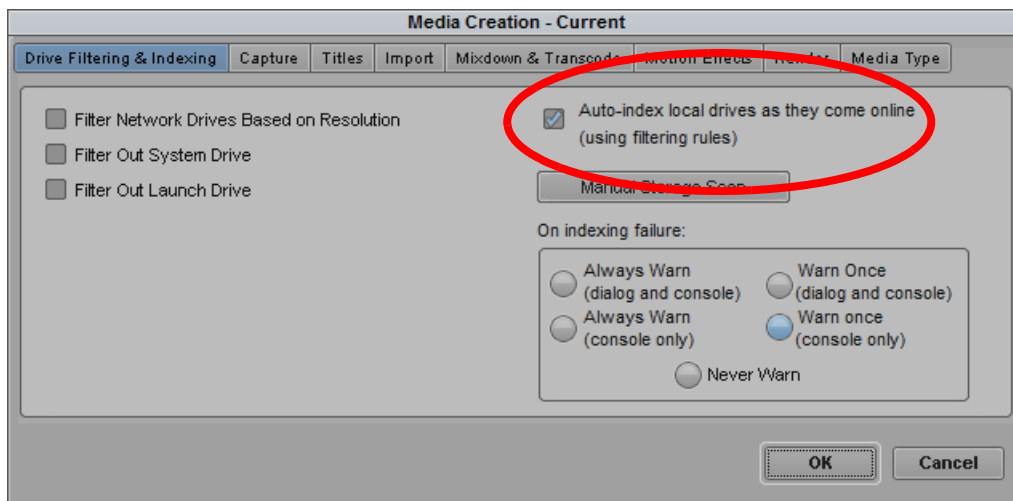
3. Click OK to finish logging into the project.

Configuring the Media Indexer

In Interplay v3.1 and greater, you no longer need to connect to the Avid Service Framework (ASF) Lookup service or use ASF to connect to the Media Indexer HAG. This is automatically done for you when you start Media Composer and log into Interplay from the editor. However, you must still install ASF on the Media Composer Cloud system.

The local Media Indexer on the Media Composer Cloud editing client performs the following tasks:

- The Media Indexer monitors Avid MediaFiles folders on the local system. It performs this task automatically if you use the default setting in the Media Creation window on the editing application. The following illustration shows the Media Creation window with the default setting.



You typically keep the default option turned on for a Media Composer Cloud editing client. If you turn off auto-indexing, you need to manually configure the Media Indexer to monitor the local drives.

To access the Media Creation settings in the Avid editing application, click the Settings tab in the Project window and double-click Media Creation.

- When you log into the Interplay environment through the Avid editing application, the local Media Indexer automatically communicates with the Media Indexer in the High Availability Group (HAG). Information about availability of remote media is retrieved through that connection.

Working with Avid ISIS Client Software

Use the following guidelines for working with an ISIS client:

- If you plan to use your system both remotely and back at the station, install the ISIS client. Make sure to disconnect the ISIS client while you are working remotely. Then when you are back at the station you can connect the ISIS client and mount workspaces as usual.
- If your system will only be used remotely, there is no need to install the ISIS client software.

Maintenance and Trouble Shooting

Media Composer | Cloud and Dynamic Relink

When you upload media to your Interplay environment at the broadcast station or production facility, you use dynamic relink to link the clips in your sequence to the high resolution uploaded media.

Because the clips in your sequence initially link to the source clips' original location and not to the uploaded media, they might display as offline when you open your sequence back at the station or production facility, or when you open the sequence from another remote system, unless you first enable dynamic relink. If you examine the clips in Interplay Access, you might see that the file paths for uploaded clips point to their original remote editing location, and the status of the media displays as offline or not available in the target resolution. You use dynamic relink to resolve the links between the sequence and clips checked in to Interplay and the uploaded media.

See the “Documentation Changes” section in the *Media Composer Cloud ReadMe* for additional information.

Maintaining the Avid Transcode Folder

The Transcode application maintains a folder for temporary files on the remote editing system in the following location:

C:\Avid Transcode\Avid MediaFiles

The Transcode software creates a folder for each transcode job within the Avid MediaFiles folder. Then it stores temporary files in the folder.

The Transcode software automatically deletes the temporary files but leaves the job folders behind. Avid recommend that you periodically check the main folder and delete the job folders. You can delete everything under the following directory:

C:\Avid Transcode\Avid MediaFiles



Do not delete the job folders while a Remote Upload job is running. Also, do not configure the Media Indexer to monitor the Avid Transcode folder. It is not necessary and can adversely affect the Remote Upload performance.

Optimizing Media Composer | Cloud Remote Upload Speeds for 4G or Fast LAN

By default, the Media Composer Cloud Delivery service on the Media Composer Cloud client is optimized for a 4G connection. This uses relatively small internal cache sizes for gathering and sending data across the 4G network. If your Media Composer Cloud client is connected to the Interplay environment via a fast LAN, you can increase the internal cache sizes that the Sphere Delivery Service uses for Remote Uploads in order to speed up the process.



These optimizations are for Remote Uploads. They do not affect Remote Playback speeds.

Update your Network Interface Card (NIC)

If you use a LAN connection for remote uploads, check the following on your NIC.

To update your network interface card for Media Composer | Cloud Uploads:

1. Make sure you have the latest driver for your NIC.
2. Set the following options on your NIC:
 - Set the receive and transmit buffers to 1024 bytes. Depending on the NIC card, the default might be as low as 256 bytes.



The version of the drivers for your particular NIC card may provide other options for increasing your network speed. Note that these procedures should be performed by your IT department or other qualified personnel

Modify the FTPFileTransfer.properties File

You can replace the default FTPFileTransfer.properties file with a version that can be more easily modified. Besides making it easy to switch between fast LAN and 4G speeds, it gives you the opportunity to fine tune the settings for your own network. You can experiment with the medium LAN speeds until you find one that works best for your network. The process works as follows.

During a remote upload, one thread continually reads data from disk and writes it into an internal cache while a second thread removes data from the cache and sends it across the network. The following variable names are used in the file:

- **buffersize:** The amount of memory to reserve for the internal cache.
For example, 64 MB = $64 \times 1024 \times 1024 = 67108864$ bytes
- **isisreadsize:** The amount of data to read from disk and place in the internal cache.
For example, 16 MB = $16 \times 1024 \times 1024 = 16777216$ bytes
- **networksize:** The amount of data to remove from the internal cache and send across the network.

Using a larger internal cache and sending larger chunks of data can increase the speed as long as the network is optimized for the larger chunk size. If the network is not optimized for the larger chunks of data it can have a negative effect on performance.

To modify the contents of the FTPTransfer.properties file:

1. Navigate to the following directory on the Windows Media Composer Cloud client:
C:\Program Files\Avid\Interplay Sphere Delivery
2. Open FTPFileTransfer.properties in an editor such as Notepad and replace the contents with the following:

```
#
# Note that values must be based on 1024.
# For example, 64 MB = 64 x 1024 x 1024 = 67108864
# Incorrect values can affect performance.
#
# Use this setting for fast LAN
#
buffersize=67108864
isisreadsize=16777216
netwritesize=16777216
#
#
# Use this setting for medium LAN
#
#buffersize=67108864
#isisreadsize=8388608
#netwritesize=8388608
#
# Use this setting for 4G connection
#
#buffersize=8192
#isisreadsize=8192
#netwritesize=4096
#
```



The above file uses the fast LAN settings. Other settings are commented out with hash marks (#).

3. Open Services and Applications > Services, and restart the following service:

Avid Interplay Sphere Delivery

To reset the system for a 4G or Medium LAN connection:

1. Edit the file and do the following:
 - a. Add hash marks (#) to the start of the variable lines for fast LAN.
 - b. Remove hash marks from the three variables for 4G connections or Medium LAN.
 - c. Save and close the file.
2. Restart the following service:

Avid Interplay Sphere Delivery



If the Media Composer Cloud users at your site frequently switch between 4G and fast LAN connections, you can write a script that changes the values depending on the network you are working on.

Troubleshooting

This following list applies to trouble shooting a remote editing system.

- See the latest version of the *Media Composer / Cloud ReadMe* for a list of limitations and tips.
- If you get an error similar to the following, see [“Identifying the FallBack Shared Storage Server” on page 48](#).

“check to see if the <ISIS System Director server name>/news/avidmediafiles/mxf... has enough...”

2 Setting Up Systems in the Interplay Environment

Overview

This section describes tasks that you need to perform in the main Interplay environment in order to establish the communication with the remote editing system. This document makes a distinction between the remote editing system and the Interplay environment. The remote editing system can be anywhere in the world that is accessible to the Interplay environment via an Internet connection. In a broadcast workflow, the Interplay environment is referred to as “back at the station.” In a video production workflow it is referred to as “back at the production facility.”

The following table lists the tasks that need to be performed in the Interplay environment.

Interplay Environment Check List

Task	Additional Information
☐ Prepare your VPN connections for Media Composer Cloud operations.	See “Network Considerations for Media Composer Cloud” on page 39.
☐ Set up the MediaCentral Playback Services (MCPS) server.	See “Setting up the MCPS Server” on page 40.
☐ If you use remote download, install the Delivery Service provider on one of the Interplay Production servers.	See “Installing and Configuring the Delivery Service Provider and the Delivery Receiver Service” on page 42.
☐ Install the Media Composer Cloud license for the Interplay Engine.	See “Obtain and Install the Media Composer Cloud License for the Interplay Engine” on page 40.
☐ Update the Interplay environment with the version that supports Media Composer Cloud.	See “Update the Interplay Environment to be Compatible with the Remote Editing System” on page 42 and “Installing and Configuring the Delivery Service Provider and the Delivery Receiver Service” on page 42.

Interplay Environment Check List (Continued)

Task	Additional Information
☐ Use the Interplay Admin tool to identify the following components: • MCPS server and playback credentials • Interplay Production Engine • Delivery Receiver • Fallback shared storage server • Proxy bit rate • Upload workspaces	See “Identifying the Media Composer Cloud Components in the Interplay Admin Tool” on page 43.

Network Considerations for Media Composer | Cloud

This section describes name resolution and VPN connection information for Media Composer Cloud.

Name Resolution

Depending on how your site decides to implement the connection, the remote Media Composer Cloud computer must be able to resolve the system names and IP addresses of the following systems in the Interplay environment:

- Interplay Engine
- MCPS server
- Media Indexers in the HAG
- System running Service Framework Lookup Service
- System running the Interplay Delivery Receiver service.

Your Interplay DNS servers need to be integrated with your corporate DNS servers so that name lookup requests will be forwarded to the appropriate authoritative zone servers. Please work with your IT organization to ensure proper DNS configuration.

VPN Connections and Port Usage

Remote editors using Media Composer Cloud typically access the Interplay environment “back at the station” or “back at the production facility” using a secure VPN connection. Any VPN, Firewall, IPS or other network security devices between the Media Composer Cloud clients and

Interplay core network need to be configured to allow access to the Interplay servers. These security devices may require access configuration based on IP addresses as well as the TCP and UDP ports used by the Media Composer Cloud services.

It is important to note that, depending on the security at your site, a VPN connection might not guarantee full access to the Interplay servers. The VPN is one layer of security and in many cases internal security devices might also need to be modified. It is the responsibility of the site network administrators to ensure that the Media Composer Cloud users have access to the Interplay servers.

Also note that Media Composer Cloud clients require the following port to be open on the Media Indexer server: 61717.

For additional information, see *Avid Interplay Sphere Network Information and Port Usage* on the Avid Knowledge Base.

Setting up the MCPS Server

The MediaCentral Playback Services (MCPS) server is used to display remote clips on the remote editing system. For details on setting up and configuring the server, see the *Avid MediaCentral Platform Services Installation and Configuration Guide* and the *Avid MediaCentral Platform ReadMe*.

Obtain and Install the Media Composer | Cloud License for the Interplay Engine

Media Composer Cloud requires a license file for Media Composer Cloud users. The license file is generated for a particular Interplay Engine. See your Avid representative for information on obtaining a license file. It may involve exporting your current license and installing a new license as described in this section. Licenses are different depending on the release as shown in the following table.

Interplay Release	License Type	License (counted)	License (uncounted)
Interplay v3.1	Connection based license	Key-XA or Key-J/G	
Interplay v3.2	Connection based license	Key-XA or Key-J/G	
Interplay v3.3	Connection based license	Key-XA or Key-J/G	

Interplay Release	License Type	License (counted)	License (uncounted)
	License to enable Media Composer Cloud		Key-LI
Interplay v3.4	Connection based license	Key-XA or Key-J/G	
	License to enable Media Composer Cloud		Key-LI
Interplay v3.5	Connection based license	Key-XA or Key-J/G	
	License to enable Media Composer Cloud		Key-LI

Counted licenses are those where each client increases the license count, if the license count is exhausted, additional clients cannot perform licensed functions. However, the Interplay Engine might assign another license type to a client — for example, an Advance license might be used if no more Base licenses are available for a client. Uncounted licenses require at least one counted license to be valid, but do not increase the license count. For more information, see “License Types and Usage” in the *Interplay / Engine and Interplay / Archive Engine Administration Guide*.

You can view and export the current licenses in the Licenses view of the Interplay Administrator tool.

To export your license information:

1. Open the Interplay Administrator’s tool and open the Licenses view.
2. Click the Export license button.
3. Type or browse to a .nxn file name.
4. Select Save.
5. Contact your Avid representative about how to obtain the updated license file.

To install a license:

1. Start and log in to the Interplay Administrator.
2. Make a folder for the license file on the root directory (C:\) of the Interplay Engine server or another server. For example:
C:\Interplay_Licenses
3. Copy the license file (*.nxn) into the new folder you created.
4. In the Server section of the Interplay Administrator window, click the Licenses icon.

5. Click the Import license button.
6. Browse for the *.nxn file.
7. Select the file and click Open.

You see information about the permanent license in the License Types area.

Note that the Media Composer Cloud Licenses are identified correctly as shown in the table at the start of this section.

Update the Interplay Environment to be Compatible with the Remote Editing System

Make sure that the Interplay environment software is compatible with the remote editor software. See the *Media Composer / Cloud ReadMe* for additional information. For information on updating Interplay software, see the *Interplay Production Software Installation and Configuration Guide*.

Installing and Configuring the Delivery Service Provider and the Delivery Receiver Service

You install the Delivery service provider and the Delivery Receiver service in the Interplay environment. The services are required to use remote download and to receive the media sent from the remote editing system as a remote upload. The services are typically installed on the Interplay Production Services Engine server in the Interplay environment. Note that the Delivery Receiver does not require an Production Services Engine to work with Media Composer Cloud.

To install the Deliver service provider and the Delivery Receiver service:

1. On the Production Services Engine server (not on the remote editing system), open the Interplay Server installer USB flash drive or software installation folder and double click the autorun.exe installer.
2. Navigate to the following installer page:
Servers > Avid Interplay Media Services > Install WAN Workflow Support
3. Select both service providers to install.

Component	Description
Delivery	The Interplay Delivery service provider. The Delivery service provider and the Delivery Receiver service allow you to remotely download media to your Media Composer Client.

Component	Description
Delivery Receiver	The Interplay Delivery Receiver service. The Delivery Receiver service lets the workgroup receive transfers from a workgroup with the Delivery service.

4. After installing the software, you need to activate a license for the Delivery service if you have not already done so.
- See “Activating a License for Interplay Production Services or Interplay Transfer” in the *Interplay | Production Software Installation and Configuration Guide*.
5. After you finish the installation, use the Interplay Admin tool to register the Interplay Production Services Engine and the Delivery Receiver system for Media Composer Cloud. See “[Identifying the Interplay Production Services Engine and the Delivery Receiver System](#)” on page 47.

Understanding the Delivery Service and Delivery Receiver Service

Avid Interplay Delivery is a service that is part of Interplay Media Services. You install the service description file and register the provider like other Interplay Media Services.

Avid Interplay Delivery Receiver is also a service that is part of Interplay Media Services. However, it runs as a Windows service and you do not install a service description or register it as a provider. You install the Delivery Receiver service on a server in the workgroup to which you are delivering the assets and media.



Interplay Delivery uses FTP, which has a separation of the command port and data port. There is one command port that defaults to 33321, and up to 1000 data ports (you can configure the number of data ports). There are no in/out ports. The sending side uses only the “out” ports and the receiving side uses only the “in” ports.

Identifying the Media Composer | Cloud Components in the Interplay Admin Tool

This section describes how to register the following components with the Interplay Admin tool:

- MCPS Server and defining playback credentials
- Interplay Production Services Engine
- Delivery Receiver
- Fallback shared storage server

- Media Composer Cloud proxy bit rate
- Workspaces used for remote upload

Identifying the MCPS Server and Setting Playback Credentials

Remote playback for Media Composer Cloud relies on a connection to the Interplay Central Playback Services (ICPS) system. (Starting with the v2.0 release, ICPS is called the MediaCentral Playback Services, or MCPS, system.) You must set user credentials in the Interplay Administrator tool and in MediaCentral UX. The following rules apply:

1. The user must exist in the Interplay database and have Read/Write credentials.
2. The **user must not already exist** in the MediaCentral database. After you identify the Interplay user in the MediaCentral UX System Settings, the MediaCentral system creates a Playback-only client user with the same credentials.

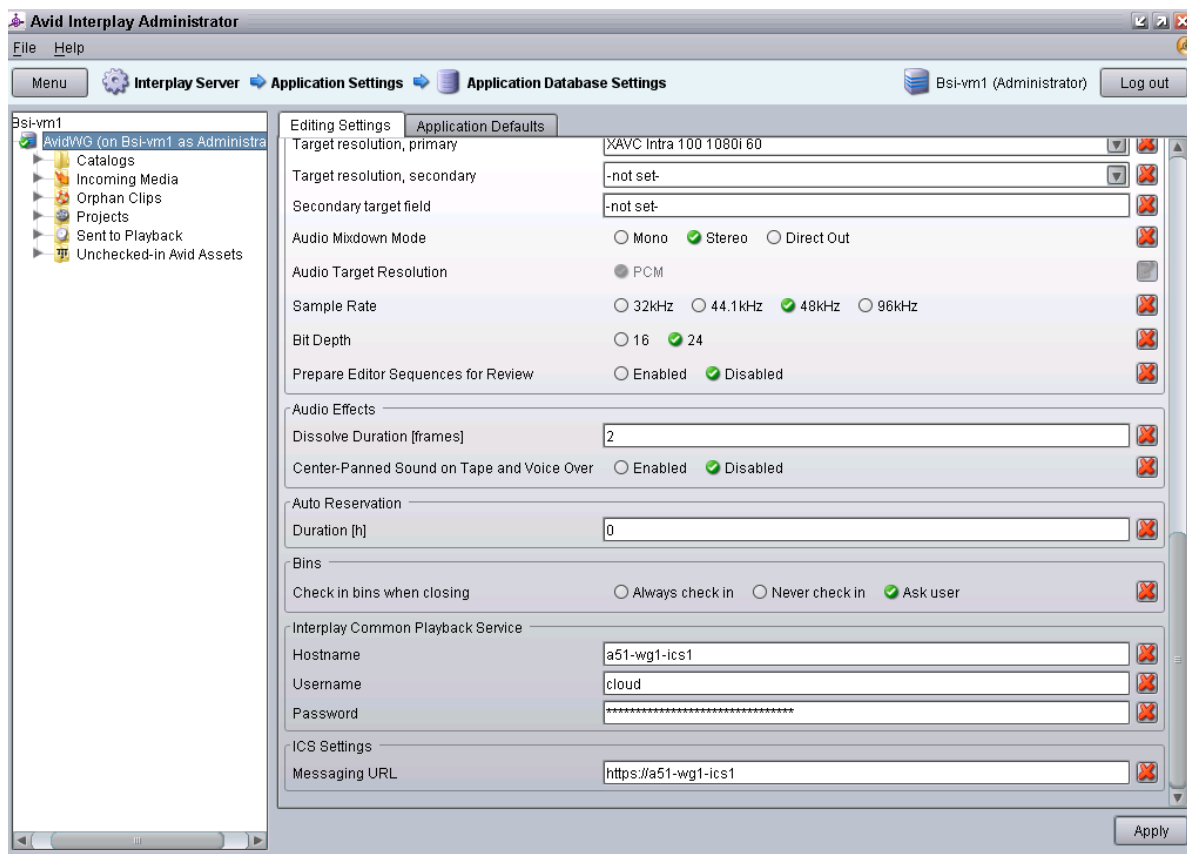


The version of the Avid Interplay Sphere Installation and Configuration Guide that accompanied Interplay v3.0 stated that you should use the administrator credentials when you set up the ICPS (MCPS) system. This has changed and you must create new user credentials.

To set the ICPS (MCPS) Server name and user credentials in Interplay Administrator:

1. Click Start and select Programs > Avid > Avid Interplay Access Utilities > Avid Interplay Administrator.
2. Log in to the Interplay Engine.
3. In the Application Settings area, click Application Database Settings.

4. Select the Interplay workgroup in the left pane, select the Editor Settings tab, and scroll down to the bottom of the window as shown in the following illustration.



5. In the Interplay Common Playback Device area, enter the following information:
 - a. The name of the ICPS (MCPS) server.
 - b. A unique user name and password that will be used as the Playback user on the MCPS server. This user must already exist on the Interplay server and have Read/Write access to the ISIS workspaces used for playback on the MCPS system.
6. Click Apply at the bottom right of the window.

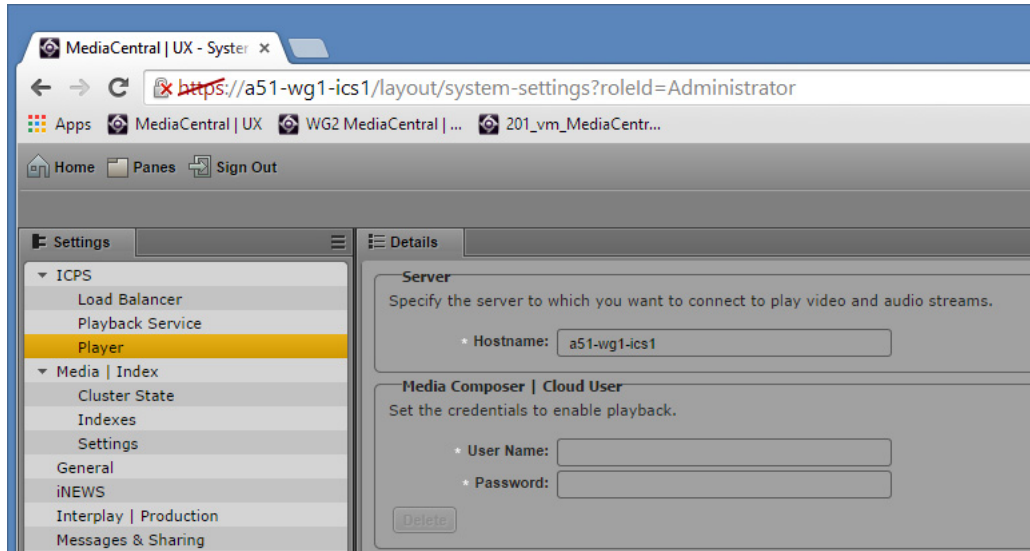
To configure the ICPS Playback Settings in the MediaCentral UX system settings:

1. Sign in to MediaCentral UX as an administrator.
2. Select System Settings from the Layout selector.

The System Settings layout opens.

3. In the Settings pane select ICPS > Player.

The Details pane displays the Player settings.



4. In the Details pane, type a user name and password in the Media Composer | Cloud User area. These values must be the same as you entered in the Interplay Administrator.

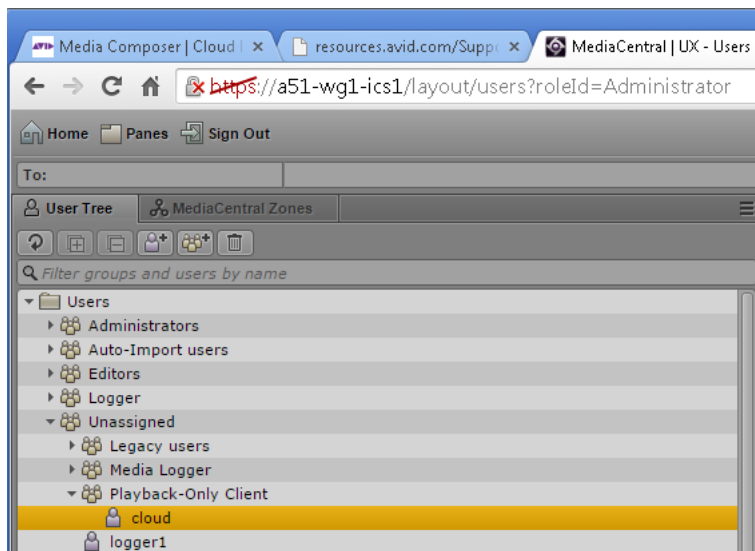


This user must not already exist in the MediaCentral database.

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

A Media Composer Cloud Playback User is created, and automatically assigned a Playback-Only Client role. You can see the new user and role by selecting Users from the Layout selector.

The following illustration shows the user created for this example.



Identifying the Interplay Production Services Engine and the Delivery Receiver System

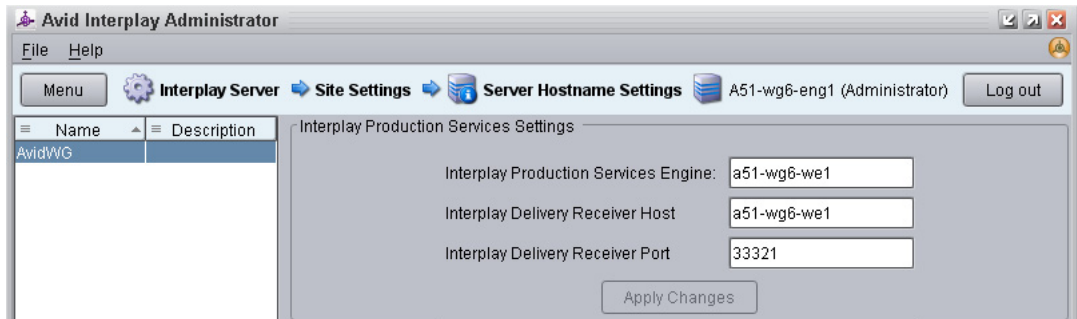
The Delivery workflow requires that you register the Interplay Production Services Engine and one Delivery Receiver service system with the receiving Interplay workgroup. This system will be used as the default Delivery Receiver. The Avid Interplay Administrator site setting, Server Hostname Settings, contains the settings for registering the default server and provider. You can use a profile to specify additional Delivery Receivers.



Starting at Interplay v3.2, you also install the Delivery Receiver on the Media Composer Cloud client. This instance of Delivery Receiver is used for the Remote Download feature.

The Delivery workflow uses FTP (File Transfer Protocol), specifically, passive FTP mode.

You need to enter the hostname and port number of the system where the Interplay Production Services Engine and the Delivery Receiver service are installed. The port number in this view is the *command port number*. By default, the command port number is 33321.



To register the Interplay Production Engine and the default Delivery Receiver:

1. Click Start and select All Programs > Avid > Avid Interplay Access Utilities > Avid Interplay Administrator.
2. Log in to the Interplay Engine.
3. In the Site Settings area, click Server Hostname Settings.
4. In the Interplay Production Services Settings area, type the computer name of the system that you want to register as the Interplay Production Services Engine.
5. In the Interplay Production Services Settings area, type the computer name of the system that you want to register as the default Delivery Receiver.

By default, the command port number is 33321. Use the default port number or enter another port number and ensure that the system can communicate on that port.

6. Click Apply Changes.

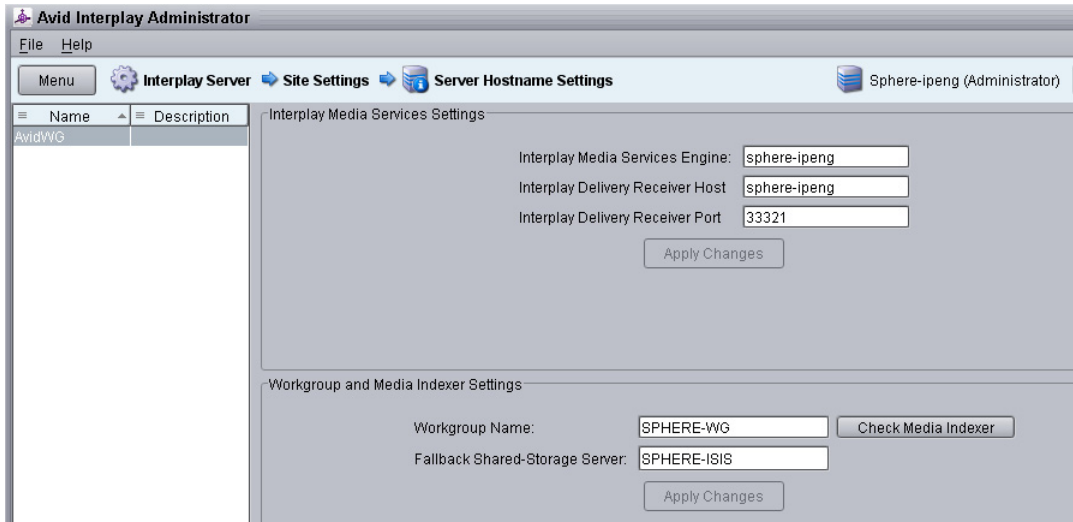
Identifying the FallBack Shared Storage Server

The Remote Upload Service requires that the name of the FallBack Shared Storage Server in the Interplay Admin tool matches the name of the ISIS System Director server. If the name does not match, the system displays an error similar to the following:

```
check to see if the <ISIS System Director server
name>/news/avidmediafiles/mxf... has enough...
```


To set the Fallback Shared Storage Server:

1. Click Start and select All Programs > Avid > Avid Interplay Access Utilities > Avid Interplay Administrator.
2. Log in to the Interplay Engine.
3. In the Site Settings area, click Server Hostname Settings.



4. In the Workgroup and Media Indexer Settings area, make sure that the name of your ISIS server is correctly spelled in the Fallback Shared Storage Server text box.

By default, the name is automatically filled in the first time you connect to shared storage.



Also check that the name of your Interplay workgroup is correctly entered. Recall that the name is case sensitive

5. Click Apply.

Selecting the Media Composer | Cloud Proxy Bit Rate

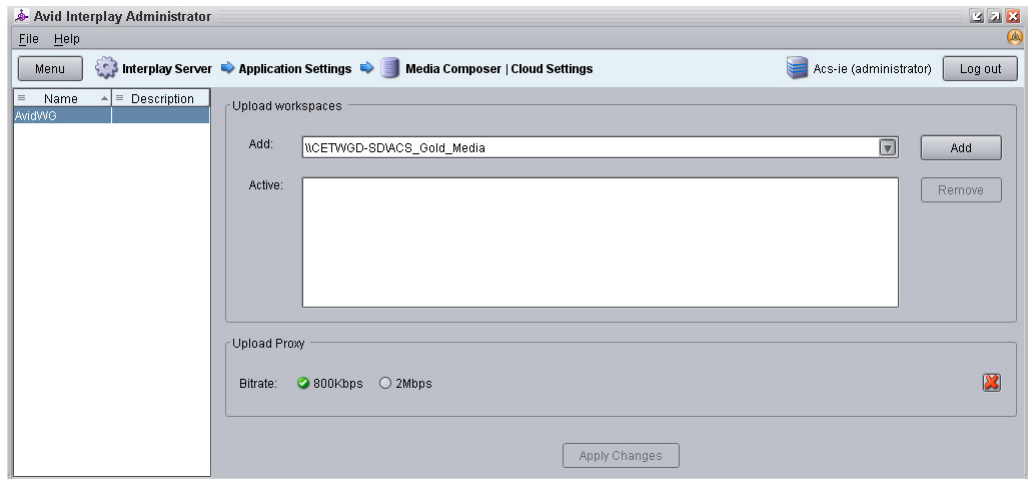
You can choose between the following H.264 bit rates for remote uploads:

- 2.0 Mbps
- 800 Kbps

The format that the system uses depends on your editor project type. See the *Media Composer / Cloud ReadMe* for the list of supported project types. For details on the supported formats, see “H.264 Resolutions in Interplay” in the *Interplay Best Practices Guide* v2.7 or higher or the Interplay Help.

To set the Media Composer Cloud Proxy Resolution:

1. Click Start and select All Programs > Avid > Avid Interplay Access Utilities > Avid Interplay Administrator.
2. Log in to the Interplay Engine.
3. In the Application Settings area, click Media Composer | Cloud Settings.
4. Select the Interplay workgroup in the left pane.



5. Select the proxy bit rate and click the Apply Changes button.



The default value is 2Mbps.

Identifying the Remote Upload Workspaces

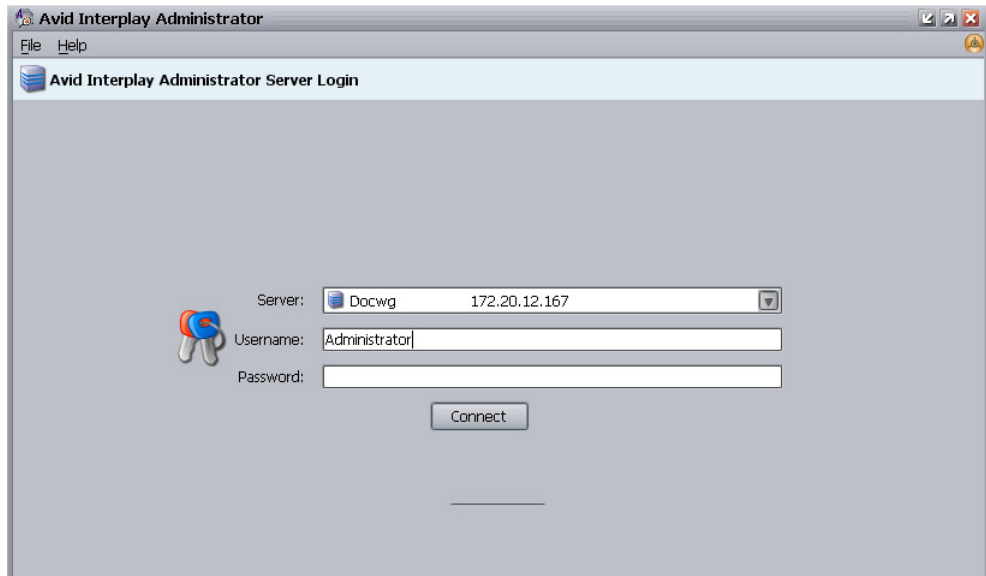
When you upload media from your remote system to your Interplay environment, you can select which workspace you want to use for your upload. If your Interplay administrator sets the workspace options in the Interplay Administrator window, you can select a workspace from a menu in the Cloud Upload Settings dialog box in your Avid editing application. If the workspace options have not been set, you can type the name of the workspace in the Workspace text box.

To set the available workspaces for remote upload:

1. Do one of the following:

- ▶ Click the Start button and then select All Programs > Avid > Avid Interplay Access Utilities > Avid Interplay Administrator.
- ▶ From Interplay Access, select Tools > Open Interplay Administrator.

The Interplay Administrator Server Login screen appears.

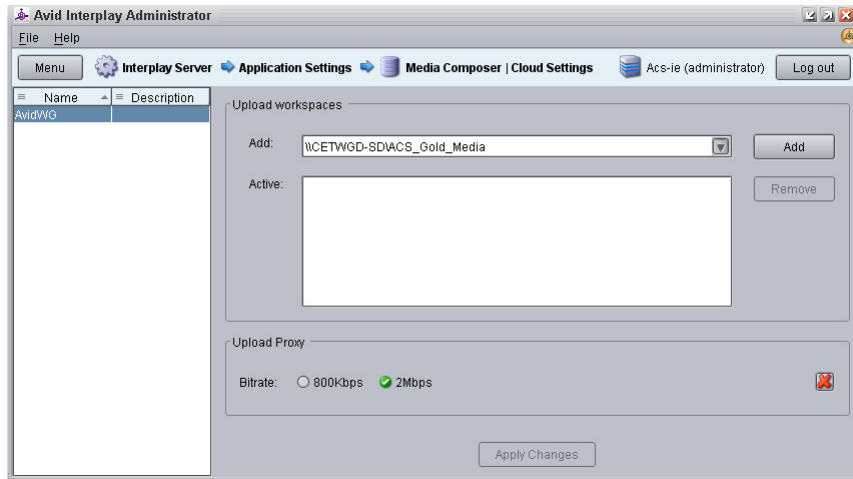


2. Type the name of the server that you want to log in to. You can also use an IP address.
3. Type a user name and password for an account with administration rights.
4. Click Connect.

The Interplay Administrator window opens.

5. In the Application Settings area of the Interplay Administrator window, click the Media Composer | Cloud Settings icon.

The Media Composer | Cloud Settings display in the Interplay Administrator window.



6. Select a workspace from the Add menu, and then click Add.

The workspace displays in the Active list.

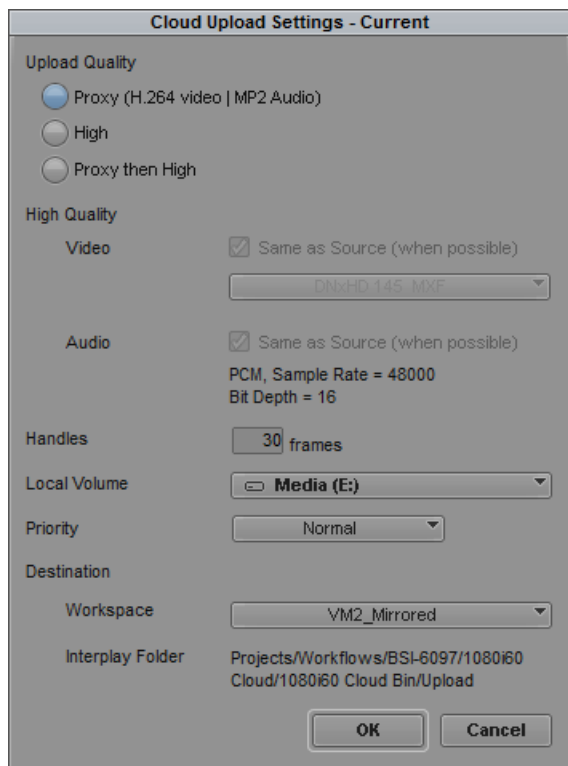
Repeat this step for each workspace you want to add.

7. Click Apply Changes.

To select a workspace for remote upload from Media Composer:

1. In Media Composer, open a bin with a clip or sequence you want to upload.
2. Right-click the clip or sequence, and then select Remote Upload.

The Cloud Upload Settings dialog box opens.



The image shows a dialog box titled "Cloud Upload Settings - Current". It contains several sections with settings for uploading media to the cloud.

- Upload Quality:** Three radio buttons are present: "Proxy (H.264 video | MP2 Audio)" (selected), "High", and "Proxy then High".
- High Quality:**
 - Video:** A checkbox labeled "Same as Source (when possible)" is checked. Below it is a dropdown menu showing "DNxHD 145 MPX".
 - Audio:** A checkbox labeled "Same as Source (when possible)" is checked. Below it, the text "PCM, Sample Rate = 48000" and "Bit Depth = 16" is displayed.
- Handles:** A text box contains the number "30" followed by the text "frames".
- Local Volume:** A dropdown menu shows "Media (E:)".
- Priority:** A dropdown menu shows "Normal".
- Destination:**
 - Workspace:** A dropdown menu shows "VM2_Mirrored".
 - Interplay Folder:** The text "Projects/Workflows/BSI-6097/1080i60 Cloud/1080i60 Cloud Bin/Upload" is displayed.

At the bottom of the dialog box are two buttons: "OK" and "Cancel".

3. Do one of the following:
 - ▶ Select a workspace from the Workspace menu.
 - ▶ Type the name of your workspace in the Workspace text box.
4. Click OK.

3 Configuring Remote Send to Playback

Overview

You can perform a Send to Playback operation from a Media Composer Cloud client. To do this you install and configure a standalone Transfer Engine and client on the Media Composer Cloud system.

The process for configuring the Interplay Transfer Engine is the same as installing and configuring a standalone Interplay Transfer Engine and client on an Avid editing system.

Remote Send to Playback Limitations

To use the send-to-playback functionality from a Media Composer Cloud remote client, you must have sufficient bandwidth for the transfer. Depending on the stability and bandwidth of your connection, you might not experience the same performance you would with an installation of the standalone Transfer client in a typical, non-remote configuration.

The following limitations apply to Remote Send to Playback:

- Supported on Windows Media Composer Cloud clients only
- Requires Interplay v3.2 or later and Media Composer v8.2.x or later. See the *Media Composer / Cloud ReadMe* for editing version support.
- The following operations are not qualified on a Transfer Engine running on a Media Composer Cloud system as a remote client:
 - Incoming transfers
 - Workgroup to workgroup transfers
 - Ingest operations
 - Play while transfer
 - AirSpeed 5000 is only supported using the local Transfer Engine via Generic FTP
 - AirSpeed Studio configurations

Check List for Installing and Configuring an Interplay | Transfer Engine and Client

The following table provides a check list of steps for installing and configuring the Interplay Transfer Engine software and references where to find more information about each step.

Task	Section Reference
☐ Install the Interplay Transfer Engine software on Avid editing systems.	See “Installing the Interplay Transfer Engine Software” on page 55.
☐ Install the Interplay Transfer client software on Avid editing systems.	See “Installing the Interplay Transfer Engine Client Software” on page 57.
☐ Setup the Interplay Transfer Engine Configuration tool.	See “Configuring the Interplay Transfer Engine” on page 57.
☐ Configure the Transfer settings in the Avid editing application.	See “Defining Transfer Settings in the Avid Editing Application” on page 67.

Installing the Interplay | Transfer Engine Software

The Interplay Transfer Engine software also installs the Interplay Transfer Engine configuration software, which lets you set up the particular configuration for your workstation transfers.

A hardware application key (also known as a dongle) is not required when installing the Interplay Transfer Engine on a Media Composer | Cloud system. The Avid editing software handles the licensing of the Interplay Transfer Engine.

Install the Interplay Standalone Transfer Engine and client software on each Media Composer Cloud client that will use Remote Send to Playback.

Installing the Interplay | Transfer Engine

To install the Interplay Transfer Engine on an Avid editing system:

1. Open the Interplay Client or higher software installer and click Clients > Media Composer | Software Support.



2. Click Transfer Engine and follow the installation instructions.
3. In the Custom Setup dialog box, select how you want the Transfer FTP Services feature installed, if at all.
If your environment configuration includes supported playback FTP devices, you should install the Transfer FTP Services.
4. Click Next to continue with the InstallShield Wizard.
5. In the InstallShield Wizard Completed dialog box, select Launch Interplay Transfer Engine tool, if you want to open the tool.
6. Click Finish.
7. If you selected Launch Interplay Transfer Engine tool, the Interplay Transfer Engine Configuration tool opens. Set the appropriate options in the Interplay Transfer Engine Configuration tool. See [“Interplay | Transfer Engine Configuration Settings” on page 57](#).
8. Click Yes to restart the system.

Installing the Interplay Transfer Engine Client Software

To install Interplay Transfer Engine client software:

1. Open the Interplay Client software installer and click Clients > Media Composer | Software Support.
2. Click Transfer Client and following the installation instructions.

Configuring the Interplay | Transfer Engine

This section describes how to configure the Interplay Transfer Engine on a Media Composer Cloud client. It uses an FTP server as an example. For information on configuring other servers, see the *Interplay Transfer Setup Guide*.

Note that the following operations are not qualified on an Interplay Transfer Engine running on a Media Composer Cloud client:

- Incoming transfers
- Workgroup to workgroup transfers
- Ingest operations

Opening the Avid Interplay | Transfer Engine Configuration Tool

To open the Interplay Transfer Engine Configuration tool:

- From the Media Composer Cloud system, click the Start button, and select All Programs > Avid > Interplay Transfer Engine Configuration.

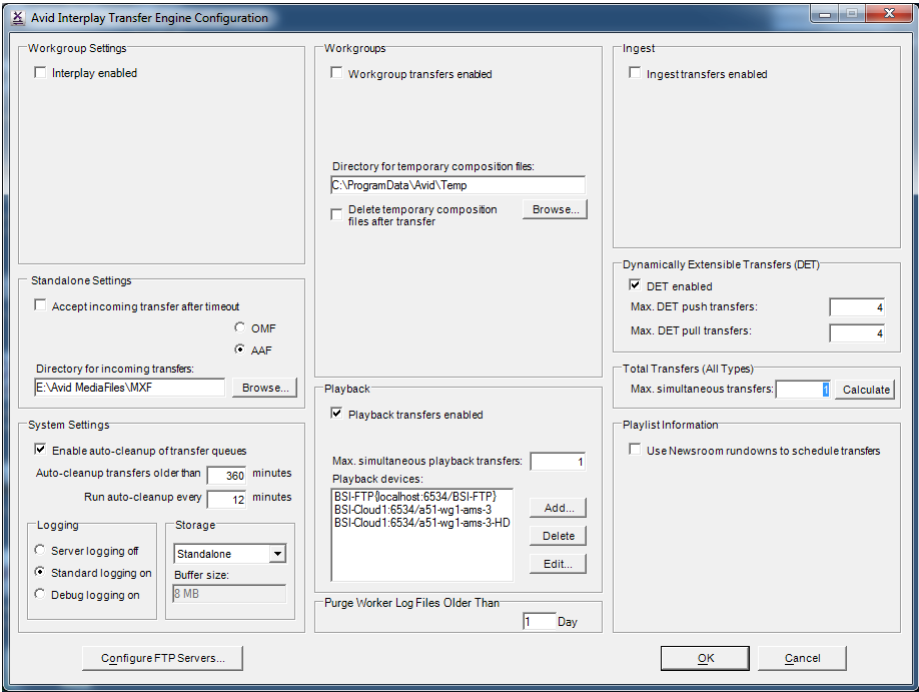
Interplay | Transfer Engine Configuration Settings

This section describes the options that are used for Media Composer Cloud remote Send to Playback feature. Additional options such as ingest and workgroup to workgroup transfers are not described. For additional information see the Standalone Transfer sections of the *Interplay Transfer Setup Guide*.



The Interplay Transfer Engine Configuration tool does not display options that are deselected. Also, when setting values for the various options, if you deselect an option the values for that area return to their default value.

The following illustration shows an example configuration for a Media Composer Cloud system set up for Generic FTP transfers.



For information about the options in the Interplay Transfer Engine Configuration tool, see the following table. For changes to take effect, you must restart the Media Composer Cloud system.

Interplay Transfer Engine Configuration Settings

Option	Description
Workgroup Settings	
Interplay enable	De-select this option on a Media Composer Cloud system. The Transfer Engine on a Media Composer Cloud system acts as a Standalone Transfer engine.
Standalone Settings	 <i>The Standalone settings are not required for Remote Send to Playback.</i>
System Settings	
Enable auto-cleanup of transfer queues	Transfer queues are not automatically deleted from the server system. The queues let you see the history of the transfers. Select this option if you want the transfer queues cleaned up on a regular basis. The default is to Auto-cleanup transfers that are older than 360 minutes (6 hours) and to run the auto-cleanup every 12 minutes.

Interplay Transfer Engine Configuration Settings

Option	Description
Logging	
Server logging off Standard logging on Debug logging on	These three options are used for troubleshooting problems. If errors occurred where Avid Customer Support needs more information from log files, you might have to change these settings. The default is Standard logging on.
Storage	
Storage Type	Select Standalone for the storage type.
Buffer size	The system selects a buffer size depending on your storage type. If your system has 2GB or less RAM it will only allow an 8MB buffer size.
Configure FTP Servers	If during the install process, you selected “Interplay Transfer Server with Supplement FTP Services” in the “Choose the installation type that best suits your needs” dialog box, you need to configure the FTP server parameters. See “Configuring an FTP Server Profile” on page 60 . All entries must match the device’s setup.
Workgroups	 <i>This section is related to workgroup to workgroup transfers. This is not required for the Media Composer Cloud Send to Playback feature.</i>
Playback	
Playback transfers enabled	Enables playback transfers. Select this option if your workgroup includes a playback device such as an FTP or Omneon server.
Max. simultaneous playback transfers	Sets the maximum number of simultaneous playback transfers. (Value range is 0-20, however the device determines the transfer limit. See the device documentation for the number of supported transfers.) This value is included in the calculation for Total Transfers (All Types). Set the value to 1 unless you know that the device supports more than one transfer at a time.
Playback devices	Enter the name or names of any playback devices in your workgroup. The example in this document describes how to configure an Generic FTP device. See “Configuring an FTP Server Profile” on page 60 . For other devices see the <i>Interplay Transfer Setup Guide</i> .
Ingest	 <i>This section is related to ingest devices. This is not required for the Media Composer Cloud Send to Playback feature.</i>

Interplay Transfer Engine Configuration Settings

Option	Description
Dynamically Extensible Transfers (DET)	
DET enabled	Enables DET transfers.
Max. DET push transfers	Sets the maximum number of simultaneous DET push transfers; Avid recommends.
Max. DET pull transfers	Sets the maximum number of simultaneous DET pull transfers; Avid recommends.
Total Transfers (All Types)	
Max. simultaneous transfers	Sets the maximum number of simultaneous transfers. By default, the value in this text box is the recommended maximum number of total simultaneous transfers for your workgroup environment. This value is updated when you change one of the values used during the calculation or when you click the Calculate button. You can change the recommended value in the text box, however, the value you enter must meet the limitations of your workgroup environment.  <i>The higher the number of simultaneous transfers, the more the impact on performance.</i>
Playlist Information	 <i>This section is not required for the Media Composer Cloud Send to Playback feature.</i>

Configuring an FTP Server Profile

When adding an FTP server to your workgroup environment, you need to create an FTP server profile for the server’s FTP parameters. The settings will vary depending on the type of FTP server.

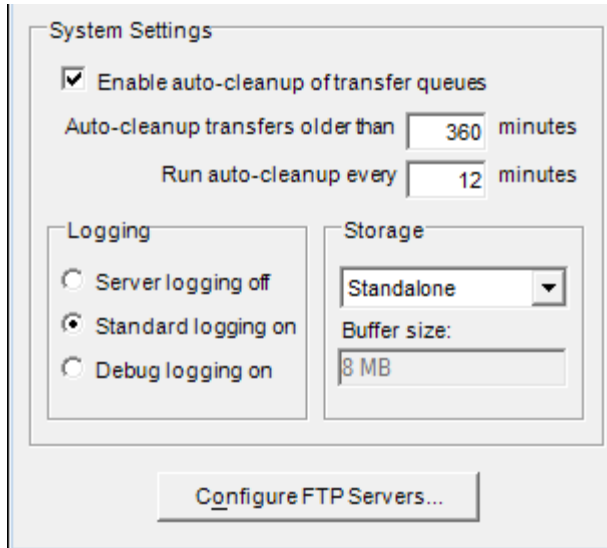
 *After you create a profile of the FTP parameters for the FTP server, you cannot edit the Profile Name, Default Directory, or FTP Mode settings. If you need to change these settings, you need to create a new profile for the FTP server.*

To create a profile for the FTP server's configuration:

1. On your Media Composer Cloud system, click the Start button, and select All Programs > Avid > Interplay Transfer Engine Configuration.

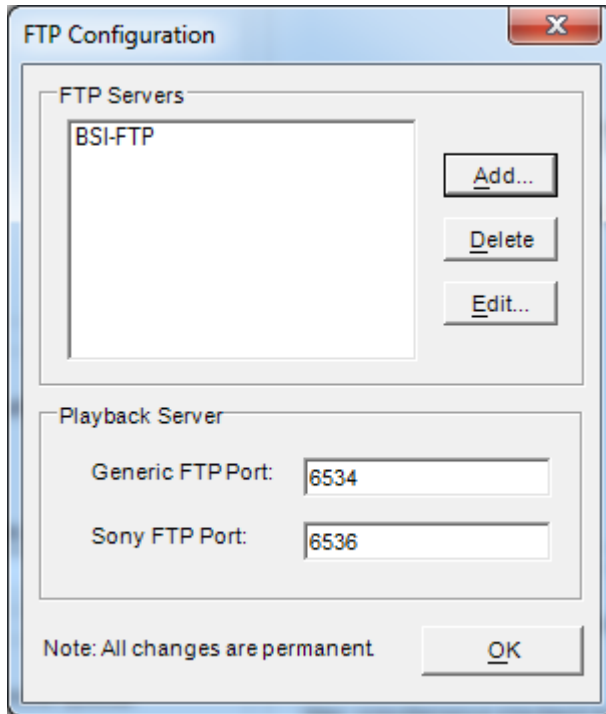
The Interplay Transfer Engine Configuration dialog box opens.

2. Click the Configure FTP Servers button in the bottom left corner of the configuration window as shown in the following illustration.



The FTP Configuration dialog box opens.

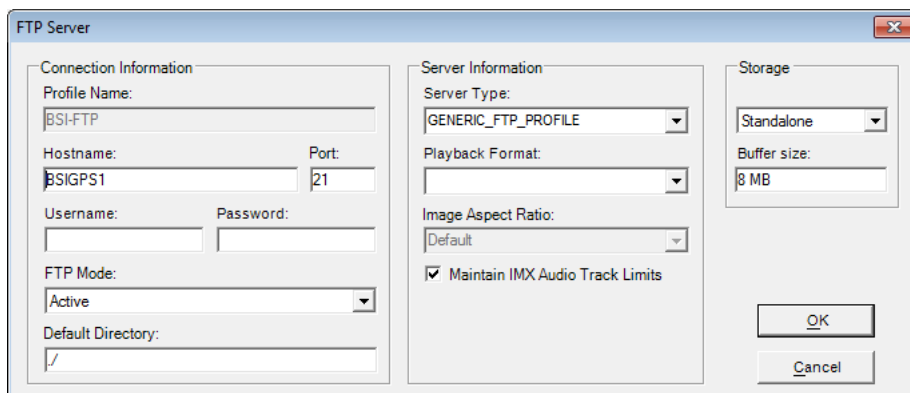
If the Configure FTP Servers button is not available, “Interplay Transfer Engine with Supplemental FTP Services” was not selected as the installation type when the Interplay Transfer Engine application was installed. You need to reinstall the Interplay Transfer Engine software.



The above illustration shows a configured FTP server named BSI-FTP. This example shows how to add the FTP server.

3. Click Add.

The FTP Server dialog box opens. This example shows how the BSI-FTP profile is configured for the server named BSIGPS1.



4. Enter the setup information for the FTP server you are configuring. Use the information from the following table.

FTP Server configuration

Setting	Description
Profile Name	Type a name for this profile device. You will use this value later when you create the profile.
Host Name	Type the name of the FTP server.
Username	Type the user name used to connect to the FTP server.
Password	Type the password used to connect to the FTP server.
Server Type	Select the type of server in the workgroup: GENERIC_FTP_PROFILE, OMNEON_SERVER_PROFILE, D10_PROFILE, SONY_XDCAM_PROFILE, OP1A_Export.  <i>When creating an FTP Server profile with the Server Type set to OP1A_Export for playback of OP1A formats, it is not necessary to add the server and profile name to the Playback Devices list. The profile name is listed automatically in the Send to Playback list on the Avid editing systems.</i>
Playback Format	Select a playback format from the menu. This option only applies when Server Type is set to GENERIC_FTP_PROFILE, SONY_XDCAM_PROFILE, and OP1A_Export.
Image Aspect Ratio	This option applies when Server Type is set to GENERIC_FTP_PROFILE. This example uses the Default value.
FTP Connection Information	
Default Directory	Displays the directory on the FTP server where data is sent to or retrieved from. Type a period (.) in the field to point to the home directory of the user that is configured on the FTP server.
FTP Mode	Displays the FTP mode as active.
Port	Type the FTP connection port. The default is 21.

5. Click OK. The system returns to the FTP Configuration dialog box.

6. On the FTP Configuration dialog box, type the port number in the Generic FTP Port text box.

Avid recommends using 6534. This is a local host server listener set up internally by Interplay Transfer.



Make note of the Generic FTP Port number. You will need the port number later when you create the profile.

7. Click Done.

Configuring a Generic FTP Playback Device

When adding a Generic FTP playback device, you need to configure the device using the Interplay Transfer Engine Configuration dialog box.

You can define an alias name for the playback device. The alias name appears in the Avid editing application when you select Transfer > Send to Playback.



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

To add a generic FTP playback device:

1. On your Media Composer Cloud system, click the Start button, and select All Programs > Avid > Interplay Transfer Engine Configuration.

The Interplay Transfer Engine Configuration dialog box opens.

2. In the Playback area, click Add as shown in the following illustration.

The screenshot shows the 'Playback' tab of the Interplay Transfer Engine Configuration dialog box. It features a checked checkbox for 'Playback transfers enabled'. Below this, there is a text field for 'Max. simultaneous playback transfers' set to '1'. A list box titled 'Playback devices:' contains three entries: 'BSI-FTP {localhost:6534/BSI-FTP}', 'BSI-Cloud1:6534/a51-wg1-ams-3', and 'BSI-Cloud1:6534/a51-wg1-ams-3-HD'. To the right of the list box are three buttons: 'Add...', 'Delete', and 'Edit...'. At the bottom, there is a section for 'Purge Worker Log Files Older Than' with a text field set to '1' and the unit 'Day'.

Playback

☒ Playback transfers enabled

Max. simultaneous playback transfers:

Playback devices:

BSI-FTP {localhost:6534/BSI-FTP}
BSI-Cloud1:6534/a51-wg1-ams-3
BSI-Cloud1:6534/a51-wg1-ams-3-HD

Add...
Delete
Edit...

Purge Worker Log Files Older Than Day

The Playback Device dialog opens. The following illustration shows how the BSI-FTP profile is configured.

3. Define the Generic FTP playback device as follows:

- **Profile Name** is the alias that you want to use for the device. The alias appears in the Avid editing application user interface when you select Transfer > Send to Playback. If you leave the field blank, the system creates a name based on the device name and service host name that you enter.
- **Device Name** is the name of the playback device that you added to the list of FTP servers. See [“Configuring an FTP Server Profile” on page 60](#).
- **Service Host** is the Interplay Transfer server name. Since this is a Standalone Transfer system you can use “localhost.”
- **Service Port** is the Generic FTP port address for the playback device.

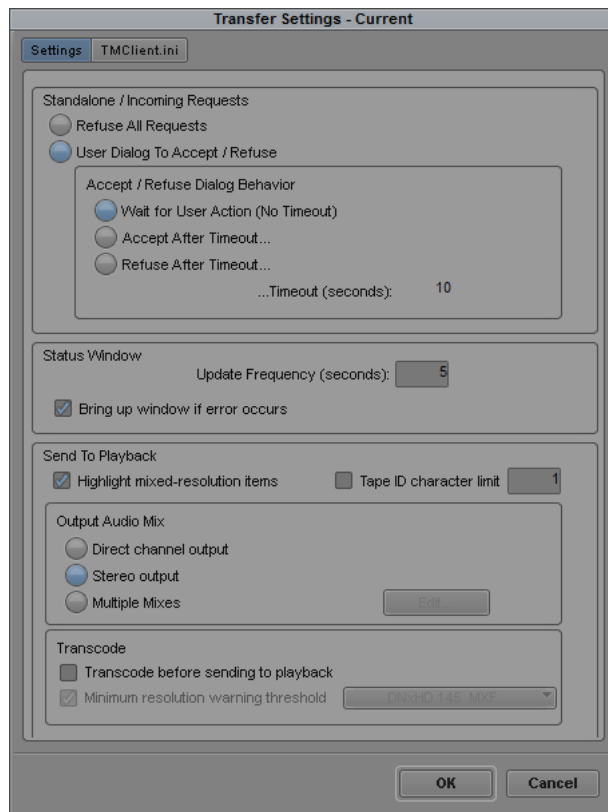
The port number used for the playback device must match the Generic FTP Port number on the FTP Configuration dialog box. See [“Configuring an FTP Server Profile” on page 60](#).

4. The Catalog options do not apply for Media Composer Cloud because the system will not check in the transfers. Recall that you had to deselect the “Interplay enabled” check box in the Interplay Transfer Engine Configuration dialog.
5. Click OK.
6. Click Save.

Defining Transfer Settings in the Avid Editing Application

To activate Interplay Transfer Engine each time you start your Avid editing application:

1. In the Avid editing application, click the Settings tab in the Project window.
2. Double-click Transfer in the Settings list.
The Transfer Settings dialog box opens.
3. Click the Settings tab.



4. In the Standalone/Incoming Requests area, do one of the following:
 - ▶ Select “Refuse All Requests,” if you do not want to receive files from another workgroup.
 - ▶ Select “User Dialog To Accept/Refuse,” and one of the following methods for accepting transfers:
 - Wait for User Action (No Timeout) — You receive a message request for a transfer. You must click OK for the transfer to occur.
 - Accept After Timeout — The system automatically accepts the file after the timeout.
 - Refuse After Timeout — The system does not accept the file after the timeout.
 - In the Timeout (seconds) text box, type the amount of time you want to set for the timeout.
5. In the Status Window area, do the following:
 - a. In the text box, type the number of seconds you want the status window to update.
 - b. (Option) Select “Bring up window if error occurs” if you want errors to display.
6. If you want mixed-resolution items highlighted in the bin, select “Highlight mixed-resolution items” in the Send to Playback area.

 For example, if a sequence contains DV 25 and DV 50 media within the same sequence, that sequence is highlighted in red in the bin. Interplay Transfer Engine cannot send sequences that contain both DV 25 and DV 50 media to playback. This feature allows you to easily identify those sequences.
7. In the Output Audio Mix area, select the type of audio output you want.
 - ▶ Direct channel output - Send to Playback transfers audio tracks without performing a mixdown.
 - ▶ Stereo output - Send to Playback mixes all of the tracks to a stereo pair, using pan controls to split the tracks. The sequence is copied before the mixdown is edited in, and the suffix .transfer is added to the name (same as in the direct output option).
8. In the Transcode area, if you want to allow the transcoding of clips before performing a send to playback operation, do the following:
 - ▶ Select “Transcode before sending to playback.”
 - ▶ From the Minimum resolution warning threshold menu, select the lowest resolution allowed for the playback device before a warning message is displayed.

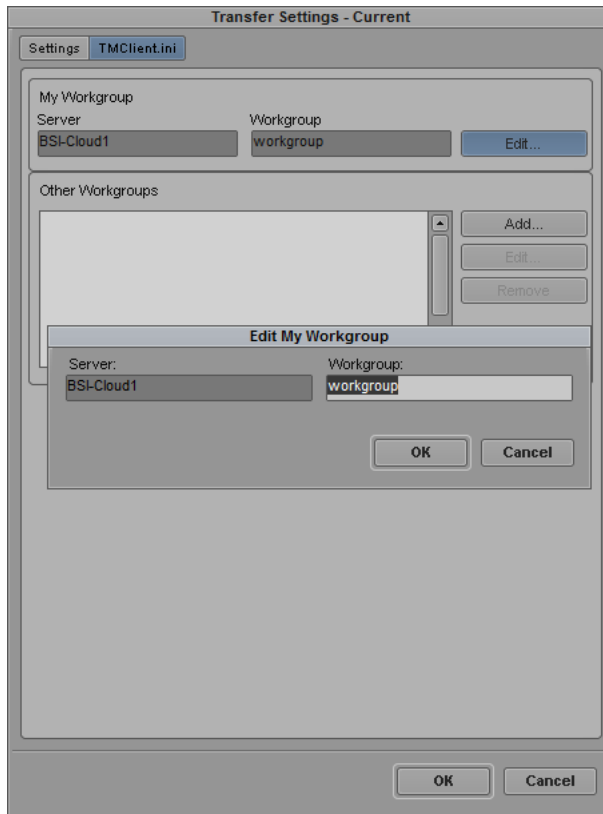
For example, if you select MPEG30, a warning message will display during a send to playback operation, if a clip in the sequence has a resolution below MPEG30. Therefore, no warning message displays when clip resolutions are MPEG30 and above.



Dynamic Relink must be enabled to use the Transcode before sending to playback option.

For more information about using these settings, see the section on “Transcoding of Mixed Resolution Clips During a Send to Playback” in the *Interplay Transfer Setup Guide*.

9. Click the TMClient.ini tab.
10. In the MyWorkgroup area, click the Edit button.
11. Enter the system name of the Media Composer Cloud system. You can leave the Workgroup text box at the default “Workgroup” value.



12. Click OK to close the Edit My Workgroup dialog box.
13. Click OK to save your settings and close the Transfer Settings dialog box.

Performing a Send to Playback Operation from the Avid Editing Application

Use the following procedure to transfer a finished sequence to a configured playback device (referred to as Send to Playback).

To send a finished sequence to a playback device:

1. In the Avid editing application, open the bin that contains the sequence you want to transfer.
2. Select the sequence.
3. Select Transfer > Send To Playback, and select the available playback device to which you want to send the sequence.

The Send to Playback dialog box opens.

4. Do not click the circle in the PWT (Play While Transferring) column next to the sequence. PWT is not supported for Media Composer | Cloud clients.
5. (Option) If you want to overwrite any sequence with the same tape ID already sent to the playback device, click the check box in the Overwrite column next to the sequence.



If you try to send a sequence with a tape ID that already exists on the playback device, you receive an error message. Select the Overwrite option only if you are sure you want to overwrite any sequence with the same tape ID.

6. Click OK.

The sequence is sent to the selected playback device.