



# Interplay® | Production

What's New in Version 3.3

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# 1

## What's New in Interplay | Production Version 3.3

### Revision History

Date Revised	Changes Made
June 30, 2015	DNxHR HQX 12-bit and DNxHR 444 12-bit are supported. 10-bit versions are not supported.
June 25, 2015	First publication

This chapter provides information about the new features in Interplay Production version 3.3.



*For the latest information about new features and documentation changes, see the Avid Interplay ReadMe on the Avid Customer Support Knowledge Base.*

### Support for DNxHR Resolutions

Interplay Production v3.3 provides workflow support for selected DNxHR resolutions. See [“DNxHR Resolutions Supported in Interplay | Production” on page 9](#).

### Software Licensing

Starting with Interplay Production v3.3, new licenses for Interplay components are managed through software activation IDs. In previous versions, licenses were managed through hardware application keys (dongles). Dongles continue to be supported for existing licenses, but new licenses require software licensing.

See [“Software Licensing for Interplay Production” on page 11](#).


## Interplay | Access Changes

Interplay Access v3.3 includes new features for search:

- Turn off search for custom properties. In facilities with a large number of custom properties, the search process can be slowed down by searching for text in custom properties. The Interplay Administrator now includes a column in the Custom Metadata tab of the Property Layout view that lets you enable or disable individual custom properties for text search. See [“New Features for Interplay | Administrator V3.3” on page 34](#).
- You can use Interplay Access to search for assets that include closed captions created or edited in MediaCentral UX. To enable this Advanced search feature, select either or both of the following new properties as Available in the System Properties tab of the Interplay Administrator:
  - Has Closed Captions: Criterion in search is displayed as “Closed Captions” with options “Has Closed Captions” and “does not have Closed Captions.”
  - Closed Captions Modification Time: Criterion in search is displayed as “CC Modification Time” with options for setting the time.

You can also select these properties to be displayed as “Content Default” and “Inspector Default.”

- Sequences with closed captions that were created or edited in MediaCentral UX are indicated by a thin line under the normal icons.

☰	☰ Name ▲	☰ Duration
	aa_sequence_10	00:00:02:02

## Interplay | Administrator Changes

See [“New Features for Interplay | Administrator V3.3” on page 34](#).

## Production Services Changes

- DNxHR support. See [“DNxHR Resolutions Supported in Interplay | Production” on page 9](#).
- New licenses are activated through software licensing. See [“Software Licensing for Interplay Production” on page 11](#).

## Interplay Transfer Manager

- DNxHR support. See [“DNxHR Resolutions Supported in Interplay | Production” on page 9](#).
- New licenses are activated through software licensing. See [“Software Licensing for Interplay Production” on page 11](#).

## **Media Composer | Cloud**

Media Composer Cloud includes the following new feature:

When you use Media Composer Cloud with Interplay Production v3.3, you can now run background services — Dynamic Media Folders, background render, and background transcode — in Media Composer while also running Media Composer Cloud remote upload or download tasks. For more information, see “Using Your Avid Editing Application with Media Composer | Cloud” in the Media Composer Help.

## **New for Interplay | Capture V2.2**

Interplay Capture includes the following new feature:

The current release provides a dialog box that warns you if a segmented recording is being attempted on a channel pool that only has one channel. You can dismiss the warning and allow Interplay Capture to continue the recording, but without segments. For more information, see the *Avid Interplay | Capture ReadMe Version 2.2*.

## **Media | Director Changes**

See “[Clip Tools Support in Media | Director v1.2](#)” on page 32.

## **Interplay Support for Virtualization Environments**

Interplay v3.3 supports running Interplay server applications in a virtual environment using VMware vSphere 6. See *Interplay Production v3.3 Virtual Environment with VMware Best Practices Guide* on the Avid Knowledge Base.

## **Support for Dell and HP Servers**

Interplay v3.3 supports using Dell and HP servers for the Interplay Engine and other Interplay Production servers. For additional information including minimum specifications, see *Interplay Production Dell and HP Server Support* on the Avid Knowledge Base.



## 2 DNxHR Resolutions Supported in Interplay | Production

Interplay v3.3 and later supports workflows for clips and sequences that use the following DNxHR resolutions for UHDTV1 (Ultra HD) formats:

- DNxHR LB (low bandwidth)
- DNxHR SQ (standard quality)
- DNxHR HQ (high quality)
- DNxHR HQX (high quality 12-bit)
- DNxHR 444 (cinema quality 12-bit)



*DNxHR HQX 10 bit and DNxHR 444 10-bit are not supported.*

Supported workflows include the following:

- Capture media on an Avid editing application
- Work with media in an Avid editing application
- Check assets in to and out from the Interplay database
- Process assets using Interplay Production Services (including partial restore and partial delivery)

Interplay Transcode can use DNxHR resolutions as sources only.

- Transfer assets from workgroup-to-workgroup with Interplay Transfer
- Send a sequence composed of DNxHR clips to a playback device (STP).

Note the following are unsupported:

- DNxHR LB 1/16 and 1/4
- DNxHR media with alpha channels
- DNxHR in Interplay Assist (Assist v3.3 has a clear error message; earlier versions do not)

The following table lists the supported resolutions.

<b>Media Composer Project</b>	<b>Edit Rate</b>	<b>Resolution Name in Interplay Access</b>	<b>Video Bit Rate (Mbit/Sec)</b>	<b>Raster Size</b>
Ultra HD	59.94p	DNxHR LB	359	3840 x 2160
		DNxHR SQ	1154	
		DNxHR HQ	1747	
		DNxHR HQX	1747	
		DNxHR 444	3494	
Ultra HD	50p	DNxHR LB	299	3840 x 2160
		DNxHR SQ	963	
		DNxHR HQ	1457	
		DNxHR HQX	1457	
		DNxHR 444	2914	
Ultra HD	29.97p	DNxHR LB	179	3840 x 2160
		DNxHR SQ	577	
		DNxHR HQ	873	
		DNxHR HQX	873	
		DNxHR 444	1747	
Ultra HD	25p	DNxHR LB	150	3840 x 2160
		DNxHR SQ	481	
		DNxHR HQ	729	
		DNxHR HQX	729	
		DNxHR 444	1457	
Ultra HD	24p	DNxHR LB	144	3840 x 2160
		DNxHR SQ	462	
		DNxHR HQ	699	
		DNxHR HQX	699	
		DNxHR 444	1399	
Ultra HD	23.976p	DNxHR LB	143	3840 x 2160
		DNxHR SQ	462	
		DNxHR HQ	699	
		DNxHR HQX	699	
		DNxHR 444	1398	

## 3 Software Licensing for Interplay Production

The following topics describe software licensing for Interplay Production components:

- [Understanding Software Licensing for Interplay Production](#)
- [Activating a License for Interplay Production Services or Interplay Transfer](#)
- [Deactivating a License](#)
- [Troubleshooting Software Licensing](#)

## Understanding Software Licensing for Interplay Production

Starting with Interplay Production v3.3, new licenses for Interplay components are managed through software activation IDs. In previous versions, licenses were managed through hardware application keys (dongles). Dongles continue to be supported for existing licenses, but new licenses require software licensing.



*You cannot license a server through a dongle and software license simultaneously. If you install a software license, you must deactivate it before you can use a dongle again.*

### Required Licenses

The following Interplay components require a license:

- Interplay Engine and Interplay Archive Engine

For a clustered engine, each server requires a separate license.

Interplay Engine clients (for example, MediaCentral Base and MediaCentral Advanced) also require software licenses, which are activated through the Interplay Engine.

- Interplay Transfer and Interplay Transfer FTP DHM

Interplay Transfer does not require a separate license if it is running on the same computer as a Media Composer system that has an activated license. If the Media Composer system uses a floating license, Media Composer must be running before Interplay Transfer can be started.

- Interplay Production Services providers:
  - Interplay Archive and Restore
  - Interplay Copy
  - Interplay Delivery
  - Interplay Move
  - Interplay Transcode

Each provider requires a separate license. Licenses for Interplay Transcode are supplied for one instance or four instances, to support multiple providers on the same computer.

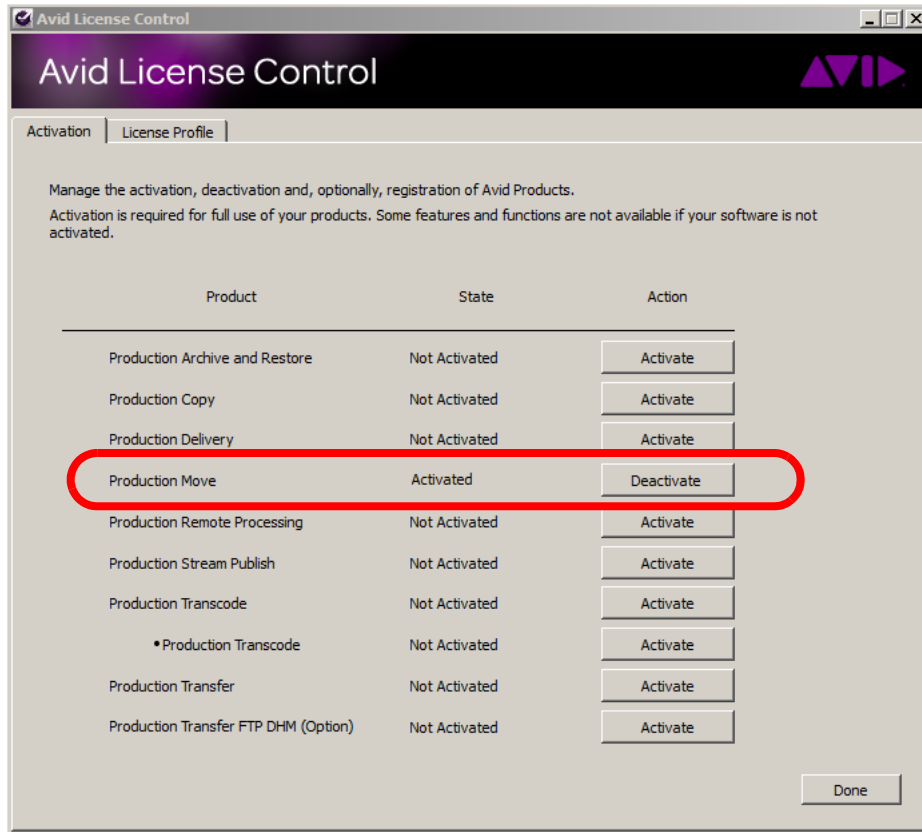
### **System ID and Activation ID**

Avid supplies a license in two parts:

- System ID: A twelve-digit number
- Activation ID: An alphanumeric string of 16 characters

### **Avid License Control Application**

You use the Avid License Control (ALC) application to activate your license. The application is installed at the same time that you install an Interplay Production component that requires a license. After installation, you need to open the application and activate your license, as described in [“Activating a License for Interplay Production Services or Interplay Transfer” on page 23](#). The following illustration shows the ALC application for Interplay Production Services and Interplay Transfer, with a license for Interplay Move activated.



There are separate ALC applications for the Interplay Engine and the Interplay Archive Engine.

## Activating a License

The following topics describe how to activate an Interplay license:

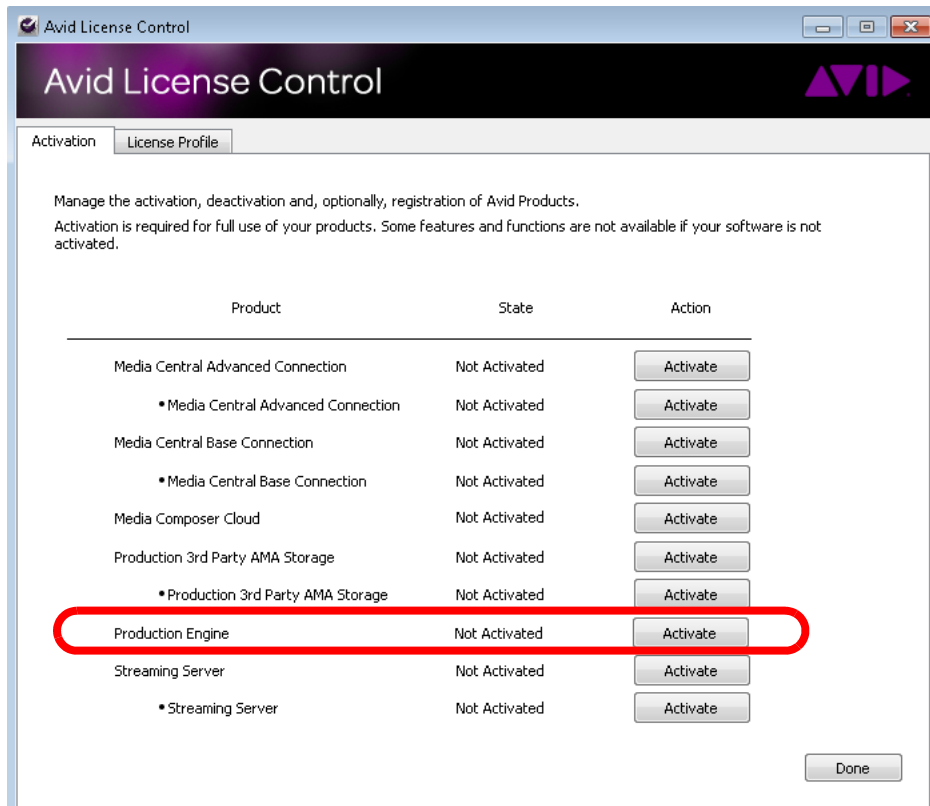
- [“Activating a License for the Interplay Engine or the Interplay Archive Engine”](#) on page 14
- [“Activating a License for Interplay Engine Clients”](#) on page 18
- [“Activating a License for Interplay Production Services or Interplay Transfer”](#) on page 23

Activating a license requires access to the Avid activation server through the Internet. If the server you want to license is connected to the Internet, use the procedures listed above. If not, use a computer that is connected to the Internet and follow instructions in [“Activating a License through Another Computer”](#) on page 27.

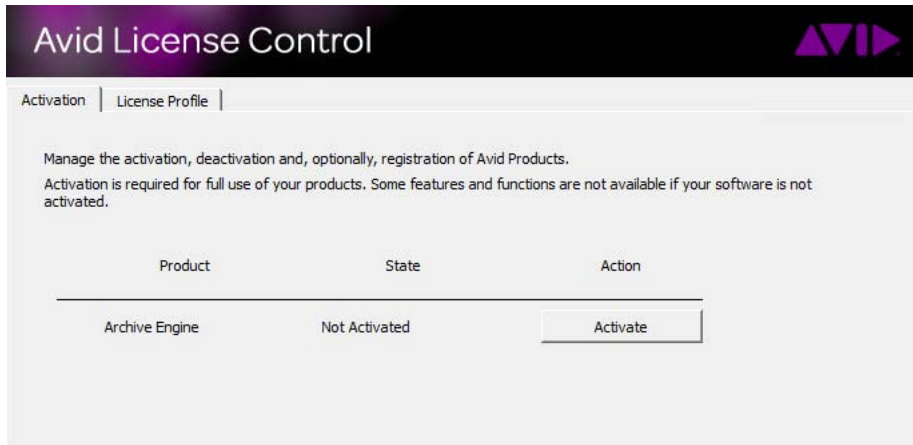
## Activating a License for the Interplay Engine or the Interplay Archive Engine

The Avid License Control (ALC) application for the Interplay Engine includes options for the Engine itself (labeled Production Engine) and also for client licenses. For information about client licenses, see [“Activating a License for Interplay Engine Clients” on page 18.](#)

The following illustration shows an Interplay Engine license entry before activation.



The ALC application for the Interplay Archive Engine includes only one option, for the Archive Engine.



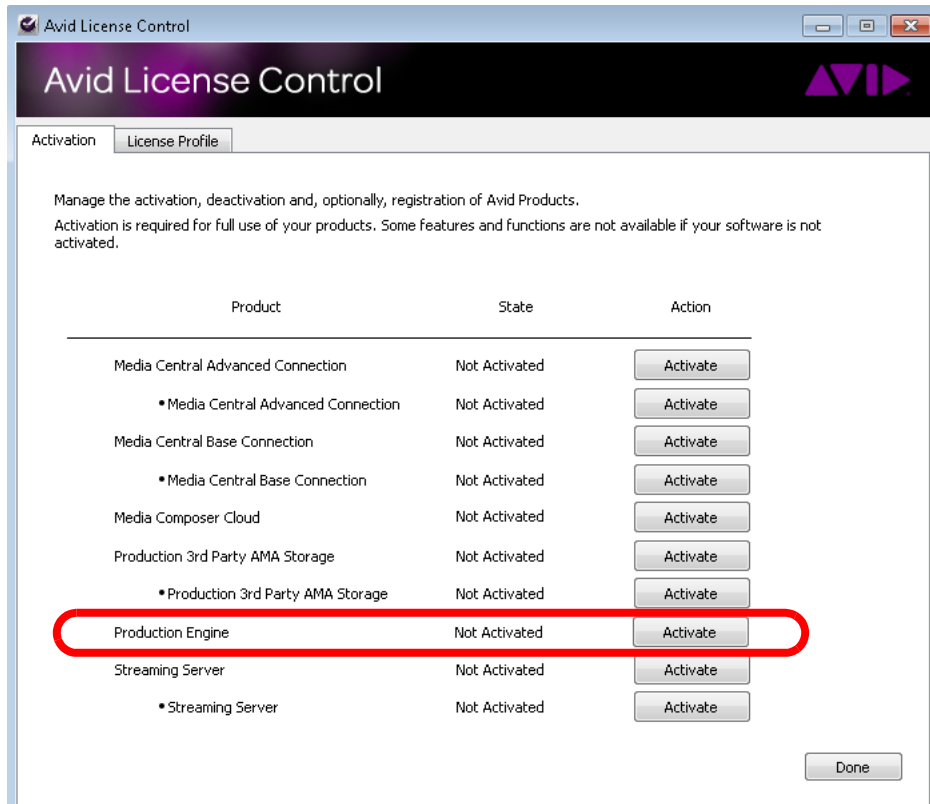
If you are licensing a cluster engine, perform the following procedure on each node in the cluster.

**To activate an Interplay Engine or Archive Engine license using the Internet:**

1. On the server you want to license, click Start > All Programs > Avid > Utilities > Avid License Control.

The default location is C:\Program Files (x86)\Avid\Avid License Control.

The application opens and displays the Activation tab.



2. Locate Production Engine or Archive Engine and click the Activate button.

A screen opens that asks you to select an option:

- I am connected to the Internet and will use this computer.
- I am not connected to the Internet and will be using another computer that is connected to the Internet.

Select the first option. The second option is described in the next procedure.



*The third option (volume license server) is not used for Interplay Production.*

3. Click Continue.

A screen opens that allows you to enter your system information.

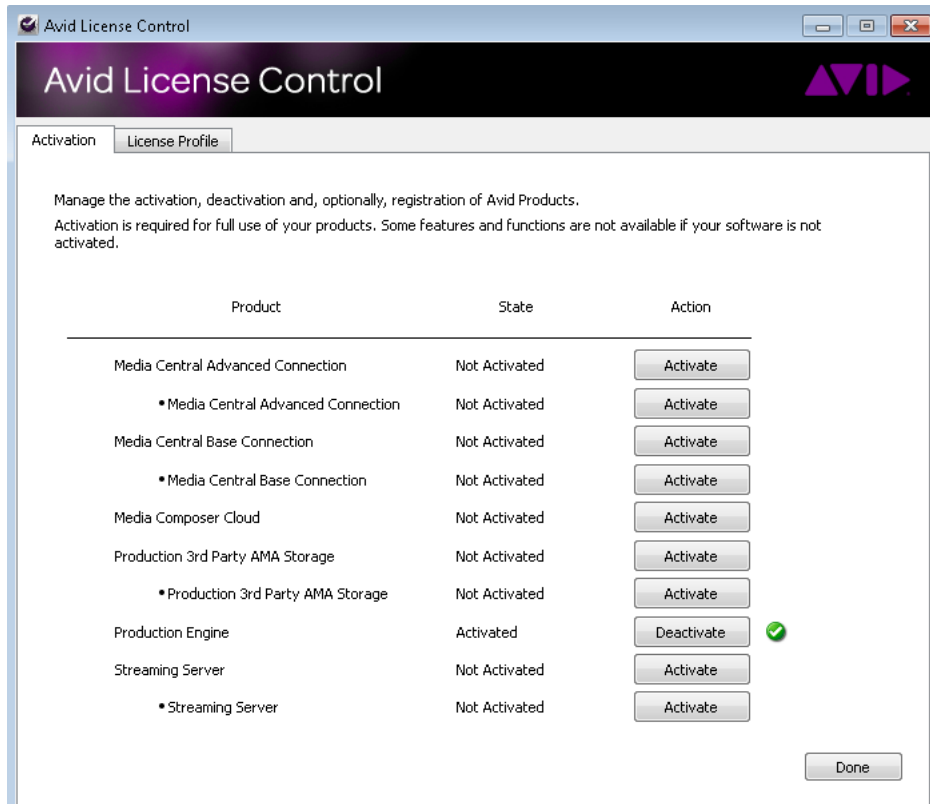


4. Enter your System ID and Activation ID. A button lets you paste the number from the clipboard.
5. Click Activate.

The ALC application begins the activation process. A message box displays and asks if you want to register your product.

- Click Yes to connect to the Avid Web site and the Avid Product Registration page. The Activation ID and System ID are automatically entered. Enter the product name, click Next, and complete the registration.
- If you do not want to register your product, Click No.

When the activation completes, the Activation tab is displayed, with a check mark next to the Production Engine or Archive Engine and a message that confirms the successful activation. The Activate button changes to Deactivate.

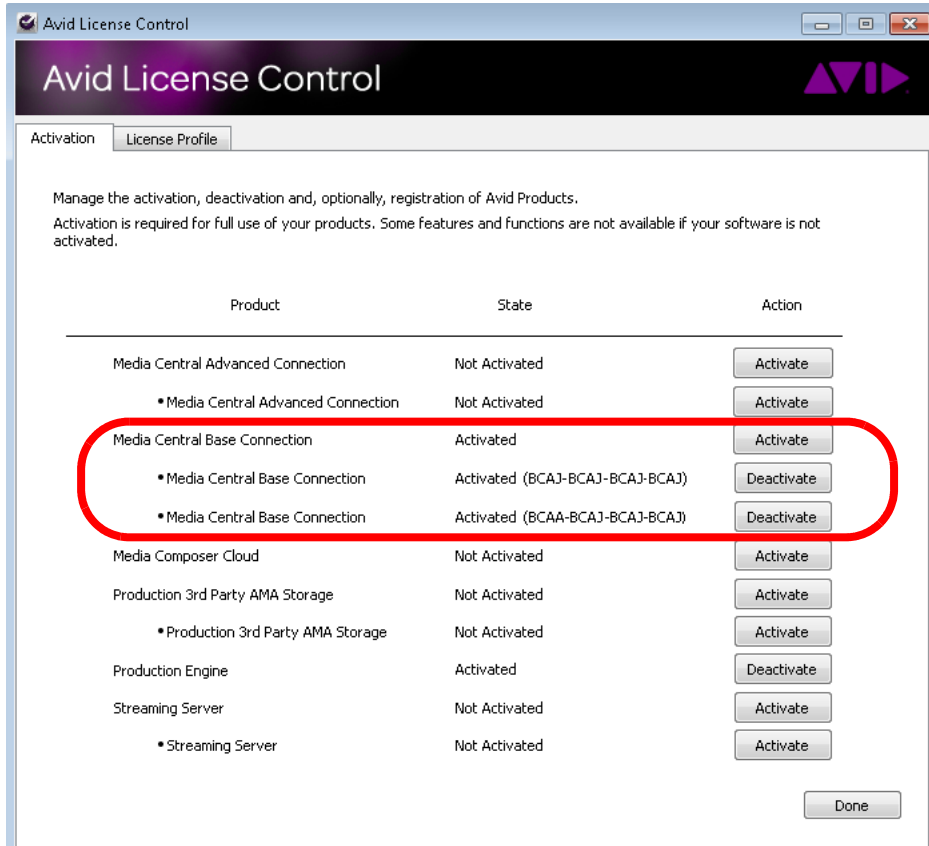


To view information about activated licenses, click the License Profile tab. You can copy this information to the clipboard and paste it in another document.

- When you are finished with the ALC application, click the Activation tab and then click Done.

## Activating a License for Interplay Engine Clients

The Avid License Control (ALC) application for the Interplay Engine includes options for the Engine itself (labeled Production Engine) and also for client licenses. The procedure for activating client licenses is slightly different than activating the Interplay Engine. The following illustration shows two licenses activated for Media Central Base Connection. Each license is supplied for a certain number of clients.



The client licenses in the ALC application create license keys in the Interplay Administrator, as listed in the following table.

Client License as Listed in ALC	Client License as listed in Interplay Administrator
Media Central Advanced Connection	KEY-G
Media Central Base Connection	KEY-J
Media Composer Cloud	KEY-LI
Production 3rd Party AMA Storage	KEY-CI



*The ALC application lists the Streaming Server, but a software license is not available for this component.*

For more information about managing licenses in the Interplay Administrator, see “Managing Licenses” in the *Avid Interplay / Engine and Interplay / Archive Engine Administration Guide*.

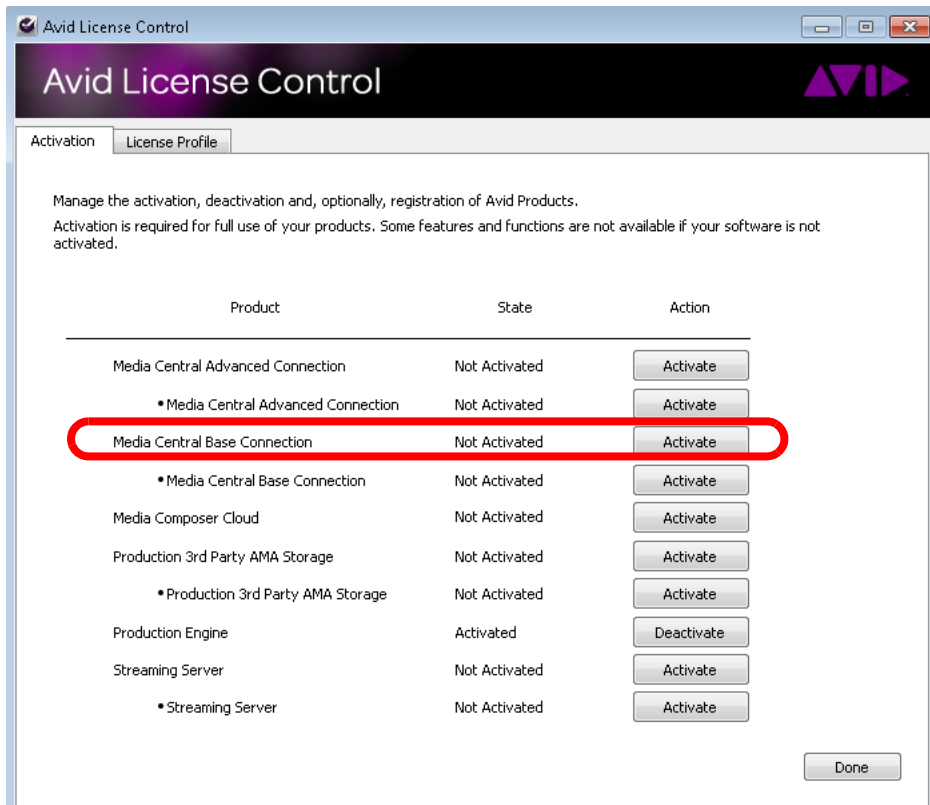
**To activate an Interplay Engine client license using the Internet:**

1. On the Interplay Engine for the workgroup, click Start > All Programs > Avid > Utilities > Avid License Control.

The default location is C:\Program Files (x86)\Avid\Avid License Control.

The application opens and displays the Activation tab.

2. Locate the Interplay Engine client license you want to activate and click the Activate button for the first listing (parent listing). For example, click the Activate button for the first listing for Media Central Base License.



A screen opens that asks you to select an option:

- I am connected to the Internet and will use this computer.
- I am not connected to the Internet and will be using another computer that is connected to the Internet.

Select the first option. The second option is described in the next procedure.



*The third option (volume license server) is not used for Interplay Production.*

3. Click Continue.

A screen opens that allows you to enter your system information.

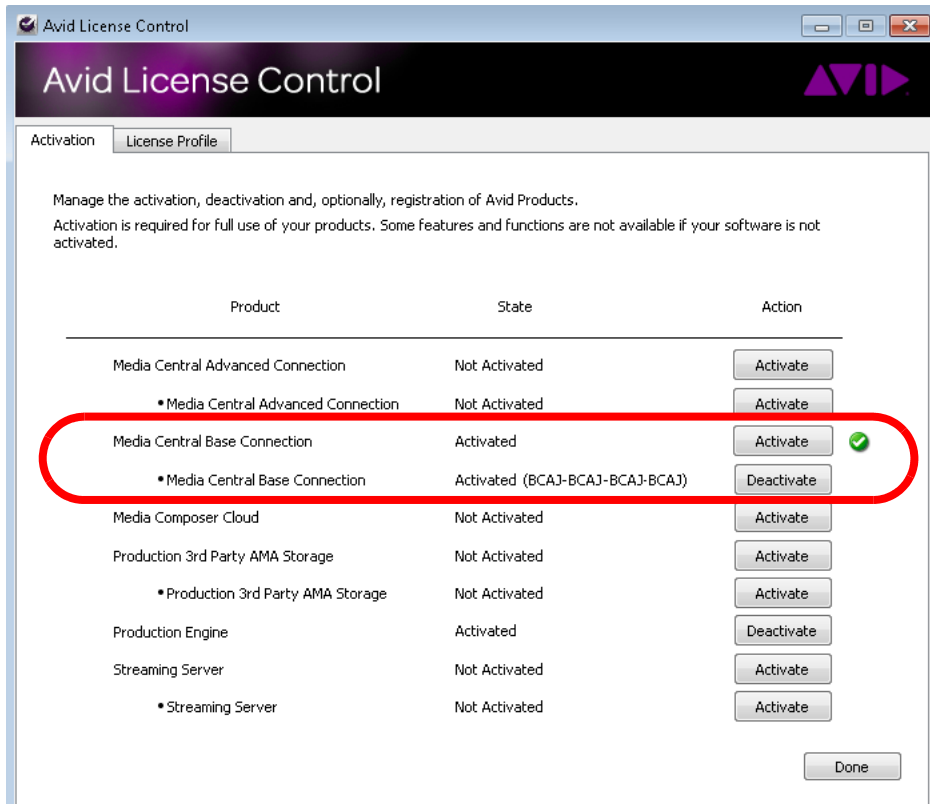
4. Enter your System ID and Activation ID. A button lets you paste the number from the clipboard.

5. Click Activate.

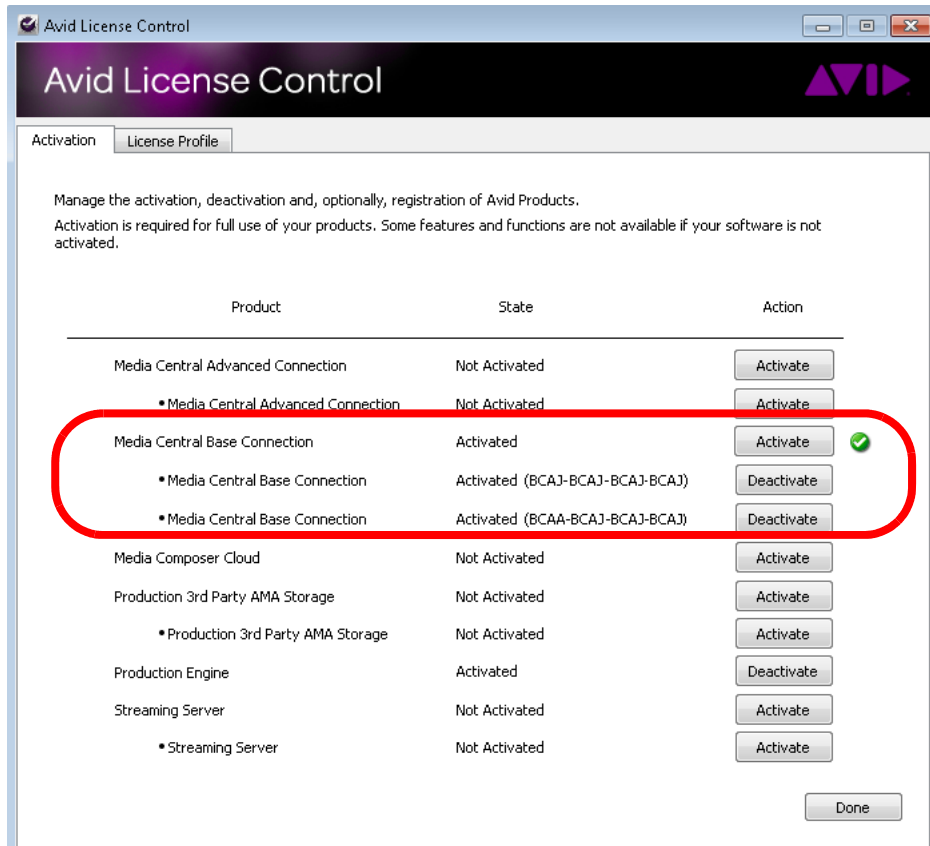
The ALC application begins the activation process. A message box displays and asks if you want to register your product.

- Click Yes to connect to the Avid Web site and the Avid Product Registration page. The Activation ID and System ID are automatically entered. Enter the product name, click Next, and complete the registration.
- If you do not want to register your product, Click No.

When the activation completes, the Activation tab is displayed, with a check mark next to the parent listing and a message that confirms the successful activation. The activation ID is listed and the Activate button changes to Deactivate.



If this is the second license you have activated, a second child entry is displayed.



- When you are finished with the ALC application, click the Activation tab and then click Done.

## Activating a License for Interplay Production Services or Interplay Transfer

### To activate a Production Services or Interplay Transfer license using the Internet:

- On the server you want to license, click Start > All Programs > Avid > Utilities > Avid License Control.

The default location is C:\Program Files (x86)\Avid\Avid License Control.

The application opens and displays the Activation tab. The tab lists various products and the current licensing state: Activated, Deactivated, or Not Activated.



2. Locate the product for which you want to activate the license and click the Activate button.

If you are activating an Interplay Transcode license, click the Activate button for the first entry (parent entry).

A screen opens that asks you to select an option:

- I am connected to the Internet and will use this computer.
- I am not connected to the Internet and will be using another computer that is connected to the Internet.

Select the first option. The second option is described in [“Activating a License through Another Computer”](#) on page 27.



*The third option (volume license server) is not used for Interplay Production.*



3. Click Continue.

A screen opens that allows you to enter your system information.

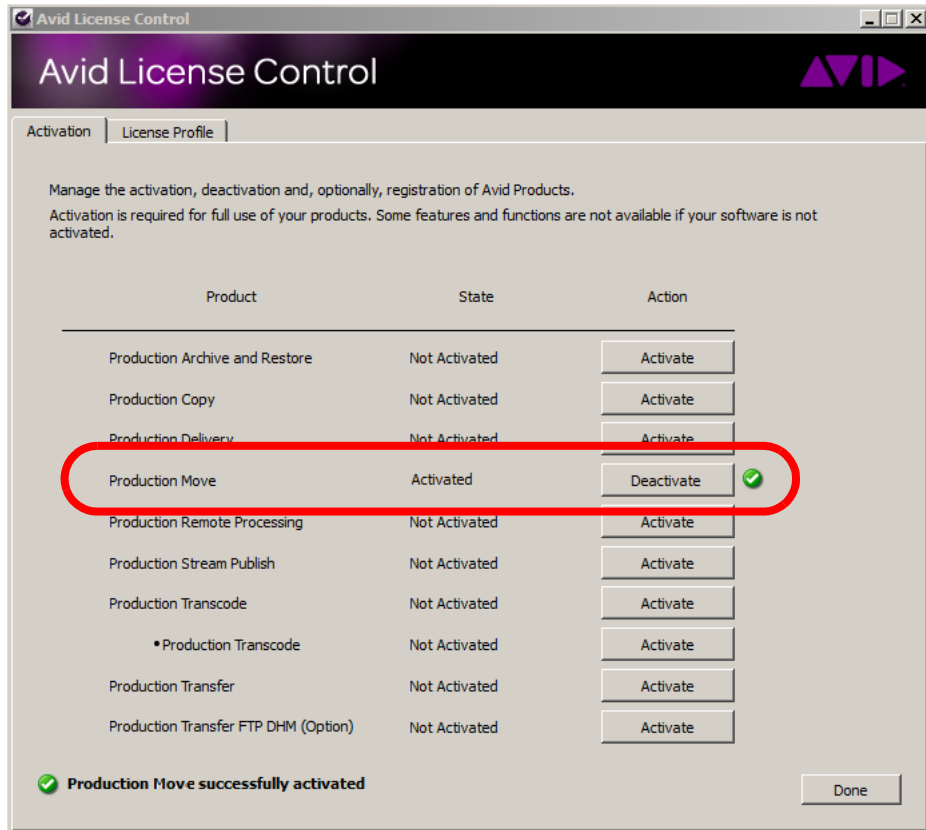
4. Enter your System ID and Activation ID. A button lets you paste the number from the clipboard.

5. Click Activate.

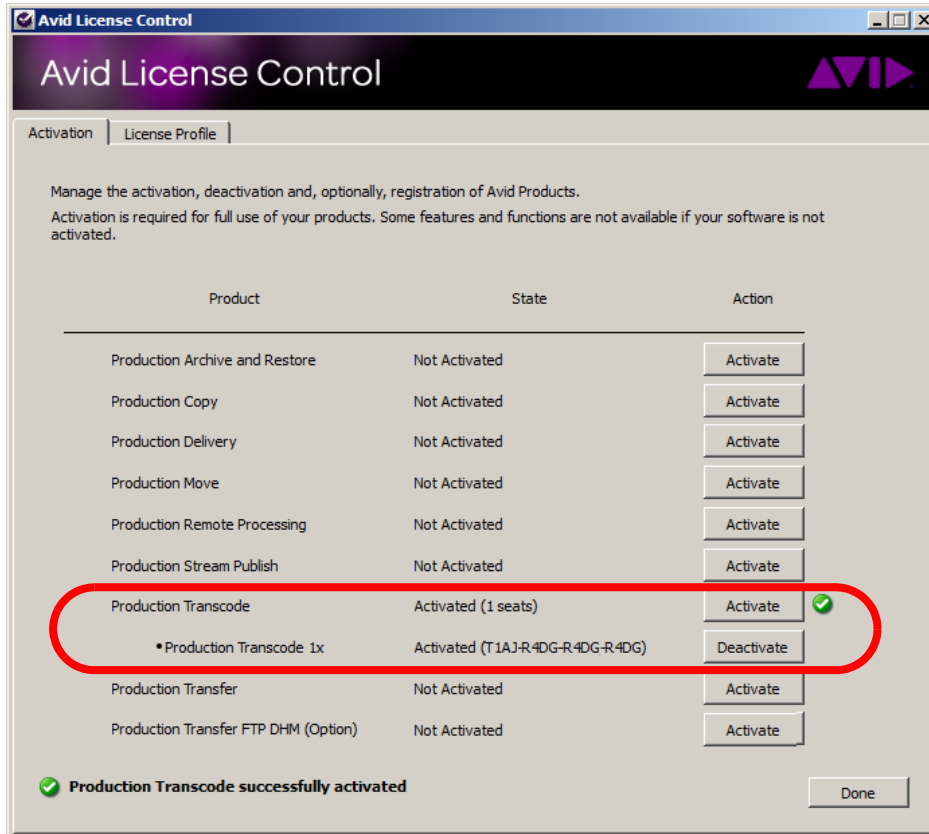
The ALC application begins the activation process. A message box displays and asks if you want to register your product.

- Click Yes to connect to the Avid Web site and the Avid Product Registration page. The Activation ID and System ID are automatically entered. Enter the product name, click Next, and complete the registration.
- If you do not want to register your product, Click No.

When the activation completes, the Activation tab displays, with a check mark next to the activated product and a message that confirms the successful activation. The Activate button changes to Deactivate. The following illustration shows a license for Interplay Move activated.



If you are activating a Transcode license, the button for the first entry (parent entry) remains Activate, and the button for the second entry (child entry) changes to Deactivate. The parent entry shows the number of licensed instances. The following illustration shows an activated license for one instance of Transcode.



To view information about activated licenses, click the License Profile tab. You can copy this information to the clipboard and paste it in another document.

- When you are finished with the ALC application, click the Activation tab and then click Done.

## Activating a License through Another Computer

If the server you want to license does not have an Internet connection, use this procedure.

**To activate an Interplay Production license from a different computer connected to the Internet:**

- On the server you want to license, click Start > All Programs > Avid > Utilities > Avid License Control.

The default location is C:\Program Files (x86)\Avid\Avid License Control.

The application opens and displays the Activation tab. The tab lists various products and the current licensing state: Activated, Deactivated, or Not Activated.

2. Locate the product for which you want to activate the license and click the Activate button.

A screen opens that asks you to select an option:

- I am connected to the Internet and will use this computer.
- I am not connected to the Internet and will be using another computer that is connected to the Internet.

Select the second option.



*The third option (volume license server) is not used for Interplay Production.*

3. Click Continue.

A screen opens that allows you to enter your system information.



*If you already have a license.bin file, click Skip.*

4. Enter your System ID and Activation ID. A button lets you paste the number from the clipboard.

5. Click Next.

A screen opens that provides instructions for obtaining a license.bin file.

**Avid License Control**

Activation | License Profile

Follow the below instructions to use the Internet connection on another computer to complete activation:

- 1 Write down the following information:  
 URL: <http://www.avid.com/license>  
 System ID: 123456789012  
 Activation ID: AAAA-FYPA-FYPA-AAAA  
 Device ID: 5335853355533587797429607
- 2 Bring the information from above to the computer that is connected to the Internet and go to <http://www.avid.com/license>
- 3 After visiting the above website and completing the instructions, come back to this computer with your license.bin file.

Copy to clipboard | Print...

Back | I have completed the above instructions and have what I need --> | Next

6. Read the instructions. You cannot proceed further until you obtain a license.bin file. You can print the screen or copy the information to the clipboard for transfer.



*If necessary, you can close the ALC application now, and start it again after you have obtained a license.bin file.*

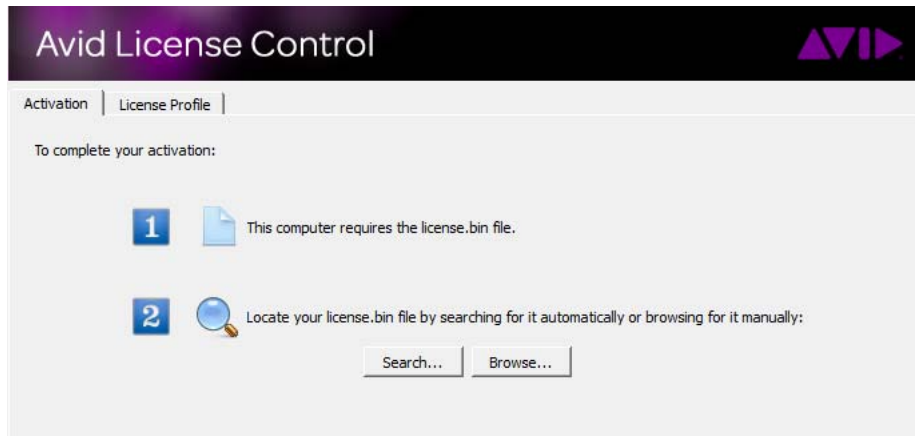
7. On a computer with an Internet connection, open a Web browser and navigate to <http://avid.com/license>.

8. Follow the instructions on the Web page.

The Web site creates a license.bin file. This file contains license information needed to activate your product. The file is downloaded. You have an option of having the file sent to your e-mail address.

9. Copy the license.bin file to a network location or a USB drive and return to the computer where you want to activate the license.
10. If the ALC application is open to the instructions page, click Next. If not, repeat steps 1 to 3, and click Skip.

A screen opens that lets you complete the activation.



11. Click Search or Browse to locate the license.bin file, then click Open.
12. When you finish with the ALC application, click the Activation tab and then click Done.

When the activation completes, the Activation tab displays, with a check mark next to the activated product and a message that confirms the successful activation. The Activate button changes to Deactivate.

# Deactivating a License

If you need to deactivate a license, use the Avid License Control (ALC) application. For example, you might want to move the license from one server to another.

The application retains the deactivated System ID and Activation ID so that you can easily reactivate the license if necessary.

## To deactivate an Interplay Production license using the Internet:

1. Open the ALC application.

The default location is `C:\Program Files (x86)\Avid\Avid License Control`.

2. Locate the product for which you want to deactivate the license, and then click the Deactivate button.

When the deactivation completes, a check mark displays next to the deactivated product and a message confirms the successful deactivation.

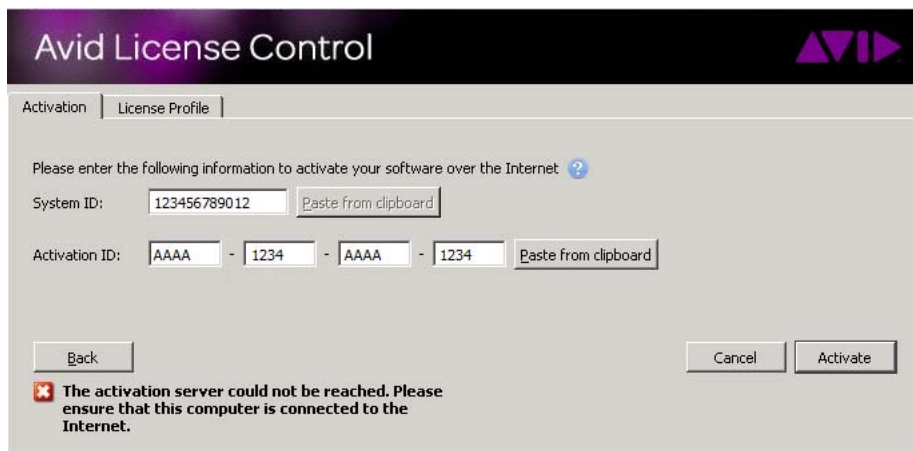
3. Click Done.

The ALC application closes.

# Troubleshooting Software Licensing

## No Internet Connection

After you enter your activation ID and system ID, and click Activate, the application tries to connect to the Avid activation server. If there is no Internet connection, or the Internet connection is unavailable, a message is displayed at the bottom of the screen.



## Production Services Provider

If you start a Production Services provider, such as an Interplay Archive provider, without activating a software license or without using a previously issued dongle, the provider will start and will run. However, if you attempt to send a job, the job will fail with an error message that states that a valid license is not connected. Where the message is displayed depends on the type of Production Service:

- A Production Service that runs as an application (STP Encode, Transcode) displays a pop-up message when you click Connect in the application window.
- A Production Service that runs as a Windows service (Archive, Copy, Delivery, Move, Restore) does not have an application window and displays a message in the Production Services and Transfer Status window after a job is submitted.

# 4 Clip Tools Support in Media | Director v1.2

Clip tools are an add-on to the Media | Director Drop Utility that, once installed, significantly enhance the feature set of the Drop Utility. Clip Tools are installed on the client machine or server. With Clip Tools installed, the Drop Utility changes from a “Drop box” style client to a full featured media processing utility that allows you to select individual clips or groups of clips for processing. Clip Tools are fully integrated with Media | Director’s process engine, meaning that the Clip Tools features are supported in all Media | Director processes. For example, you could simply upload a selection of source clips, or you could run the full Park-Register-Transcode workflow with multiple resolutions. Using Park-Register-Transcode you could upload a proxy version of selected clips, park the high res media in the background and make both resolutions available through the Dynamic Relink feature.

As on the Media | Director server, Clip Tools leverages supported AMA plugins for the following:

- Accessing volumes for displaying clips and metadata contained in the volume, and
- Reading clips for uploading a selection of clips from inside a volume to a local or remote Media | Director server

The screenshot displays the Media | Director interface. On the left, a table lists clips with columns for Clip Name, Start Time, Duration, Encoding, and Tracks. The clip 'speedy' is selected. On the right, a 'Summary' panel shows metadata for the selected clip, including Duration, Start Timecode, Raster, Framerate, Encoding, Tracks, Color Sampling, Color Space, Audio Encoding, Audio Sampling, and Audio Wrapping.

Clip Name	Start Time	Duration	Encoding	Tracks
speedy	01:02:04:00	00:00:03:17	AVC-Intra 100	V:1 - A:4x1 - D:0
speedy 2	01:02:07:17	00:01:06:11	AVC-Intra 100	V:1 - A:4x1 - D:0
DVCPRO-HDI	00:00:00:00	00:00:16:05	DV-based 100	V:1 - A:4x1 - D:0
event	00:06:59:09	00:00:24:17	DV-based 100	V:1 - A:4x1 - D:0
JT0030	00:07:24:02	00:01:35:17	AVC-Intra 100	V:1 - A:4x1 - D:0
0015JU	00:04:20:42	00:00:29:48	DV-based 100	V:1 - A:4x1 - D:0
board dude	01:00:16:19	00:00:09:11	AVC-Intra 100	V:1 - A:4x1 - D:0
boatdriver	01:00:26:05	00:00:08:03	AVC-Intra 100	V:1 - A:4x1 - D:0
falling	01:00:34:08	00:00:28:04	AVC-Intra 100	V:1 - A:4x1 - D:0
xxxx	01:01:02:12	00:00:12:10	AVC-Intra 100	V:1 - A:4x1 - D:0
0008OR	01:01:31:08	00:00:05:09	AVC-Intra 100	V:1 - A:4x1 - D:0
0009WM	01:01:36:17	00:00:10:09	AVC-Intra 100	V:1 - A:4x1 - D:0
wake 3	01:04:23:01	00:00:44:02	AVC-Intra 100	V:1 - A:4x1 - D:0
00176K	01:06:00:02	00:01:26:01	AVC-Intra 100	V:1 - A:4x1 - D:0
0018LZ	01:07:26:03	00:00:18:21	AVC-Intra 100	V:1 - A:4x1 - D:0
0020B8	01:07:53:11	00:00:08:07	AVC-Intra 100	V:1 - A:4x1 - D:0
start 2	01:08:14:11	00:00:44:10	AVC-Intra 100	V:1 - A:4x1 - D:0
0025TD	01:11:46:00	00:00:06:01	AVC-Intra 100	V:1 - A:4x1 - D:0

Name	Value
Duration	00:00:08:03
Start Timecode	01:00:26:05
Raster	1080i (1920x1080)
Framerate	25 fps interlaced
Encoding	AVC-Intra 100
Tracks	V:1 A:4 D:0
Color Sampling	10 bit 4:2:2
Color Space	Unknown
Audio Encoding	PCM
Audio Sampling	48kHz 16bit
Audio Wrapping	AES-3 ST_382



For additional information, see the *Media / Director User's Guide v1.2*.

# 5 New Features for Interplay | Administrator V3.3

Interplay Administrator V3.3 includes the following new features:

## Editing Settings

The Editing Settings tab of the Application Database Settings view includes the following new options, which you can enable or disable as required:

- **Use background checkin from editors:** (Disabled by default). Enabling this feature lets a Media Composer user check in clips and sequences to Interplay Production by using a background process. This allows you to continue working on your project while the application checks in your work to Interplay.

Before you can use background checkin, you must ensure that bin indexing is enabled. For more information, see “Media Creation Settings: Drive Filtering & Indexing Tab” in the Media Composer Help.

- **Update master clip during subclip checkout:** (Enabled by default). A subclip’s AAF file includes metadata (user properties, frame locators, and restrictions) for the master clip that the subclip is referencing. By default, when a subclip is checked out, updated information in the referenced master clip is merged into the metadata of the master clip in the subclip's AAF.

These settings are inherited from the root database.



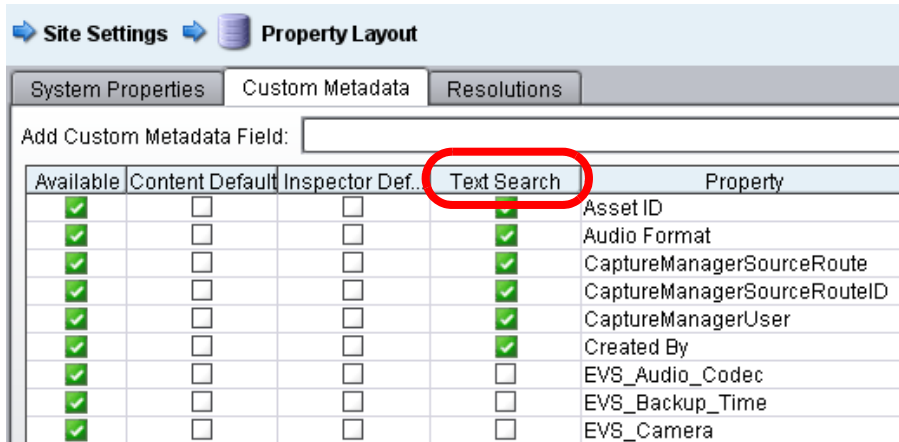
*The setting “Update restrictions on checkout” is reserved for future use and is not currently supported.*



*The setting “Optimized Partial Restore” in the Restore from Archive section is also reserved for future use and is not currently supported. It is disabled by default.*

## Searching for Custom Properties

In facilities with a large number of custom properties, the search process can be slowed down by searching for text in custom properties. The Interplay Administrator now includes a column named “Text Search” in the Custom Metadata tab of the Property Layout view, which lets you enable or disable individual custom properties for text search.



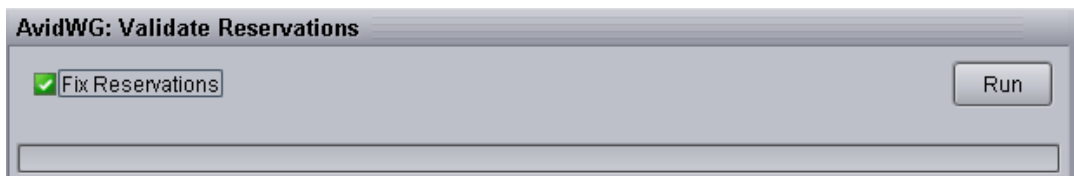
A green check mark indicates the property is enabled for searching. Clear the check mark to disable the property for searching.

This setting applies to all text searches: text-only (Search box), simple searches, and extended searches.

If you add a new custom property it is enabled for searching.

## Validate Reservations Maintenance Tool

A new maintenance tool has been added to the Maintenance view. The Validate Reservations tool checks all reservations and, if the Fix Reservations option is checked, removes expired and obsolete reservations.



You can run this tool as part of a troubleshooting procedure, as recommended by an Avid representative. You can also run it for maintenance during regular maintenance windows. However, it is not designed to be run on a daily basis, because it requires Exclusive Access to the database. For more information about running database maintenance tools, see the *Interplay / Engine and Interplay / Archive Engine Administration Guide*. Starting with Interplay Administrator v3.3, most maintenance tools that you run in read-only mode (that is, without checking an option to fix problems) do not require Exclusive Access. If a tool requires Exclusive Access, a dialog box is displayed that asks if you want to set Exclusive Access.

- Verify Link Consistency
- Clean Up Invalid Dependencies
- Remove Duplicated Locators
- Recover Lost Master Mobs
- Delete Lost File Mobs
- Validate User Tree
- Validate AssignedRoles Table

### **Changes to Licensing**

Starting with Interplay Production v3.3, new licenses for Interplay components are managed through software activation IDs. If your Interplay Engine or Interplay Archive Engine uses software licensing, controls in the Licenses view that apply to dongle-activated licenses are not displayed.



- Use the Refresh button to update the information in the view, such as changes made by another instance of the Interplay Administrator.
- Use the Refresh Engine button to update changes to licenses you have made using the Avid License Control tool. Clicking this button gives you the same result as restarting the Interplay Engine.

For more information on licensing the Interplay Engine, see [“Software Licensing for Interplay Production”](#) on page 11.