

USING AVID TRANSFER MANAGER/ENGINE VERSION 2.3 WITH FLIPFACTORY

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This App Note applies to versions 7.2 & later

Synopsis

FlipFactory provides an Avid Transfer Manager/Engine encoder and an Avid Transfer Manager/ Engine notification. The encoder and notification work together to enable FlipFactory workflows to automatically submit transcoded media to Avid workspaces for ingest via Avid's Interplay Transfer Manager.

The following operating systems are supported for FlipFactory 7.2 and Avid Transfer Manager v2.3:

- XP Pro SP3 32/64-bit
- Windows Server 2003 R2 32/64-bit
- Windows Server 2008 R2 32/64-bit

The following video formats are supported for Avid TransferManager v2.3:

- DV25, DVCPro25, DVCPro50, DVCProHD, DNxHD
- IMX30, IMX40, IMX50
- XDCAM HD 4:2:0, XDCAM HD 4:2:2
- AVC-Intra

Project	Edit Rate	MB/Sec
1080i	25	50MBit
1080i	25	100MBit
1080i	29.97	50MBit
1080i	29.97	100MBit
720p	5994	50MBit
720p	5994	100MBit
720p	50	50MBit
720p	50	100MBit

Note: Before configuring a factory to implement automated Avid ingest workflow via Interplay TransferManager, Avid Interplay Transfer Client v2.3 (obtained from Avid) must be installed on the FlipFactory server. Additionally, the updated FlipFactory Interplay TransferManager components (obtained from Telestream) that match the selected Avid Client version must also be installed. Additionally, Avid Interplay Transfer Client v2.3 only works with Avid Media Composer v5.5.x.

Installing Avid Interplay TransferManager Components

Note: Before installing the FlipFactory Avid Interplay TransferManager Components, you must obtain and install Avid Interplay TransferManager Client. The Avid Client version must match the appropriate FlipFactory version. For FlipFactory 7.2 the matching Avid Client version is 2.3.

Obtaining Interplay TransferManager Components

To obtain the FlipFactory TransferManager Components installer:

- 1. Purchase a license from Telestream.
- 2. Login to the Telestream Web site at: http://dynamic.telestream.net/downloads/downloads.asp.
- 3. Download *Media Transcoding and Analysis v2011.2 for FlipFactory 7.2* and save the zip file to your computer.
- 4. Download *Media Transcoding and Analysis v2011.2 for FlipFactory 7.2 Release Notes* and follow the instructions to install this update in a FlipFactory 7.2 environment.
- 5. Download Avid Interplay TransferEngine v2.3.

Installing the FlipFactory Update

- 1. Double-click *Media Transcoding and Analysis v2011.2 for FlipFactory 7.2* and extract the files to your computer.
- 2. Open the zip file and run the *Transcode_11.2.213.73920.msi* file. Use the *Media Transcoding* and *Analysis v2011.2* for *FlipFactory 7.2 Release Notes* for installation instructions.

Installing Interplay TransferManager Components

Note: If a version of the FlipFactory TM Interplay Components has already been installed, you must uninstall it before proceeding with this new installation. If you do not first uninstall the previous version you will receive the following message:

Windows Installer		
!	Another version of this product is already installed. Installation of this version cannot continue. To configure or remove the existing version of this product, use Add/Remove Programs on the Control Panel.	
	(OK]	

To install the Interplay TransferManager components, follow these steps:

1. Double-click FlipFactory.7.Interplay.TM.2.3.Update_V6.8.3.msi file:



2. When the installer Welcome window displays, click Next:



3. The License Agreement contains important information that should be read. Select Agree to acknowledge your agreement. Click Next to continue:



4. When the Pre-Install Check window displays, make sure the FlipEngine service is stopped. Click Next to continue:

🗒 FlipFactory TM Interplay Components	X
Pre-Installation Check	10
Please ensure that the FlipEngine service has been stopped prior to proceeding with	the installation.
Cancel < Back	Next >

Note: To stop the FlipFactory Engine, select Start->Run from the PC desktop, then enter **services.msc** and click OK:



Locate Flip Engine and click Stop:

File Action View	→ Help			
🗞 Services (Local)	Services (Local)			
	Elin Engine	Name 🖉	Description	1
	r np Englite	Rast User Switching	Provides m	1
	Stop the service	FLEXnet Licensing S	This servic	j
Restart the service		Flip Engine		ł,
		Google Software U	Google Up	
		Health Key and Cer	Manages h	l
		<	>	

5. Click Browse to select a target installation folder. You must select the path to where FlipFactory software is installed. By default, the path is pre-populated to the default FlipFactory location. If you installed FlipFactory at a different location, browse and select the correct directory. Click Next to continue:

📸 FlipFactory TM Interplay Components	_ 🗆 🛛
Select Installation Folder	10
The installer will install FlipFactory TM Interplay Components to the following folder.	
To install in this folder, click "Next". To install to a different folder, enter it below or click "	Browse".
Eolder: C.\Program Files\Telestream\FlipFactory\ Disk C	ise
Cancel < Back	Next >

6. When the Confirm window displays, click Next:

岃 FlipFactory TM Interplay Components	_ 🗆 🖂
Confirm Installation	6
The installer is ready to install FlipFactory TM Interplay Components on your computer.	
Click "Next" to start the installation.	
Cancel < Back I	lext >

7. When the TransferManager Client Configuration window displays, provide the following information to configure Interplay TransferManager:

Workgroup Name. Enter domain or workgroup name of the TransferManager server location. **Host Name**. Enter the computer name where the TransferManager server is running.

🖳 TransferManager Clien	t Configuration	🛛			
Primary Work Group					
Workgroup Name	workgroup				
Host Name	TMServer1				
Other TransferManager Servers in this Work Group Add Ecit Delete					
Cancel	Save				

Note: If multiple severs will be used, **Other TransferManager Servers** must be set up. Use the Add, Edit, and Delete buttons to list all other TransferManager Servers that will be used:

🔡 Т	ransferManager Clien	t Configuration		_ 🗆 🗙
	Primary Work Group			
	Workgroup Name	workgroup		
	Host Name	TMServer1		
	Other TransferManager S TMServer2 TMServer3 TMServer4	Servers in this Work Group	Add Edit Delete	
	Cancel		Save	

Since Other Servers (i.e. TMServer2) get licensing information from the Primary Server (i.e. TMServer1), the Primary Server must be turned on and locatable on the net.

If you do not have this information, or you are unfamiliar with this terminology, consult your Avid TransferManager Server Administrator. These fields must be completed correctly, prior to continuing with the installation.

If you add server names to the list of Other TM Servers, make sure they are turned on. Doing this prevents the workflow from slowing down while searching for those servers.

8. When the Transfer Manager Client Configuration window displays, click OK.

Fransfer Manager Client Co	figuration 🛛 🔀
Any changes made to the Transf	Manager Client Configuration WILL NOT take effect until the Transfer Manager client is restarted again.
	OK

- **Note:** This window is an artifact of the Avid software. There is nothing to restart, and this message can be ignored.
- 9. When the FlipFactory TM Interplay Components window displays, read the instructions to copy a file to the Interplay Transfer Manager server, then click Next:



Note: The transfer of the Telestream_Receiver.dll file must be done on the first installation of the TM Components. If you have several FlipFactory installations, this step need only be done once per TransferManager Server. As long as the latest version of the DLL file is moved on to each server the first time, this step can be skipped on other installations of the same software version. If you are running more than one TransferManager server, this file MUST be copied to all the servers that you are using in your network.

10. Click Close to quit the installer:



11. Restart the Flip Engine.

Copying the DLL to Interplay TransferManager Server

After the installer quits, you must copy a DLL file to the Interplay TransferManager server before you can deliver any media.

 In Windows Explorer, browse to the FlipFactory installation folder (default: C:\Program Files\Telestream\FlipFactory) and locate the file named *Telestream_Receiver.dll*, and copy it in preparation for pasting it into the Windows\System32 folder on the Interplay TransferManager server:



2. In Windows Explorer, open My Network Places and browse to the Interplay TransferManager server, and open the Windows\System32 folder. Paste the *Telestream_Receiver.dll* file into the System32 folder:



3. If you are upgrading from a previous version, you must remove the previous version DLL *FFReceiveProtoVC7.dll* from the location where the new DLL is placed:



WARNING: Failure to remove the previous version DLL can cause the system to fail.

TransferManager Server Configuration

The following steps must be performed for each TransferManager used.

Once you have transferred the *Telestream_Receiver.dll* to your primary TransferManager, and all other TransferManagers used with this installation, the TransferManager configuration must be edited. On each TransferManager server, there is an icon on the desktop to run the Avid Configuration utility:

- 1. Double-click the Avid Interplay Transfer Engine Configuration icon:
- 2. In the Ingest devices edit box, add the name of the TM Server. Also add the generic Ingest device name *FFIngest*
- 3. Click Save, then restart the TM Server:

🖳 Avid Interplay Transfer Engine Configuration	1		
Workgroup Settings	Workgroup transfers enabled Image: Workgroup transfers enabled Image: Workgroup transfers enabled Mex. incoming workgroup transfers = 8 Mex. outgoing transfers = 8 Mex. outgoing transfers = 1 Directory for temporary composition files: C:\Documents and Settings\All Users\Application Degrees Image: Delete temporary composition	Ingest Ingest transfers enabled Max. simultaneous ingest transfers: Ingest devices: IMServent FFingest Add Delete Edt	– Add server name – Add ingest device name FFIngest
Standalone Settings C Accept incoming transfer after timeout Timeout C AAF Directory for incoming transfers: C Vax Browse	Workgroup names: Add Edit Add Edit	Dynamically Extensible Transfers (DET) DET enabled Total Transfers (All Types) Max. simultaneous transfers: 29 Calculate	
System Settings Enable auto-cleanup of transfer queues Server logging off Storage type: Standard logging on Standalone Debug logging on	Playback Playback transfers enabled Long GOP transfers enabled Max. simultaneous playback transfers Playback devices: Procer7-217001/ax0 w-core7-216534/Jax w-core7-26534/Jax Delete Edit	Playlist Information	
Configure FTP Parameters		Cancel Save	— Click Save

Note: In this example, the TM server is named **TMServer1**. This is the same machine name that was used in the installation of the TM components above. In a multi-TransferManager environment, there may be several TransferManager servers and several FlipFactory machines. The primary Avid Transfer Manager Server must be running in order for any secondary servers to work. If the primary is not enabled then transfers will fail.

Multiple Server Configuration

If multiple servers are used, the playback devices should be configured by following these steps:

1. Each of the secondary servers must also have their respective names set in their own TransferManager Configuration (TM Servers 2, 3 and 4):

Ingest	Ingest	Ingest
Ingest transfers enabled Max. simultaneous ingest transfers:	Max. simultaneous ingest transfers: 4	Ingest transfers enabled Max. simultaneous ingest transfers: 4
Ingest devices: TMServer2 FFIngest Add Delete Edit	Ingest devices: TMServer3 FFIngest Add Delete Eott	Ingest devices: TMServer4 FFIngest Add Delete Edit

2. Each of the FlipFactory installations require the TransferManager Client Configuration to be set as displayed below.

TransferManager Cher	nt Configuration 📃 🗖
Primary Work Group	
Workgroup Name	workgroup
Host Name	TMServer1
Other TransferManager	Servers in this Work Group
TMServer4	EditDelete

Note: The primary Avid Transfer Manager Server must be running in order for any secondary servers to work. If the primary is not enabled then transfers will fail.

Sharing the Default FlipFactory Media Folder

The FlipFactory Media folder (default: *C:\Program Files\Telestream\FlipFactory\http\media*) must be shared and given permissions so that all necessary servers (specifically, your Interplay TransferManager server) can read and write to the share. The share should be configured so that it is accessible from the UNC reference (\\FlipServerName\media).

For example, on a server named Flip1, the default media folder should be accessible as *\\Flip1\media* from the Avid Interplay TransferManager server.

Updating the FlipFactory License

Two license keys must be present in the license file on the FlipFactory server: NOTIFY_AVIDTM key and TM_INGEST. Without these 2 keys, the encoder and/or the notification will not operate. Instructions for updating your license file are provided by Telestream via E-mail.

Using Avid Interplay TransferManager Components

To use Interplay TransferManager Notify, you should create a factory in FlipFactory that:

- Transcodes media into the appropriate format
- Enables Interplay TransferManager Notify (which must be configured appropriately for your workflow).

Note: This document assumes that you know how to create factories: enable and configure monitors, products (encoders), and notifications. If you need help, consult the FlipFactory User's Guide.

The following steps describe generally how to create a sample factory that transcodes media destined for an Avid system and utilizes Interplay TransferManager Notify that you can use as an example.

Creating a Factory with Interplay TransferManager Notify

- 1. Log on to FlipFactory and create a new factory.
- 2. Select the *Avid TransferManager/Engine Format* encoder. This encodes media compatible with Avid TransferManager. Enter a Nickname and Description (both are optional):

RipFactory Manage		-		
Manage Factories	;			
P 📑 DEMO2	Product			
🕈 🚍 Factories 👇 🚍 Avid	Product Name		-	
🔶 🚍 Monitors	Avid TransferManager/Engi	ine Format		
Process/Anal Products	Append to Filename			
← 📑 (Avid ← 📑 Destir	TransferM nations Available Media Formats			
← 📑 Notifications	O Duplicate Original	O 360 MAXXHD Encoder		
	◯ 3GP	3GP Advanced		
	🗌 🔾 Analysis	Autodesk Stone Format		
	O AVI	Avid TransferManager/Engine Formation		 Select Avid
	ClipMail MPEG	O Dolby AC3/5.1 Audio		TransferManager/
	O DV AVI Stream	 DV Stream 		Engine Format
	DVCPRO with embedde	ed audio 📀 DVD Stream		Engine Format
	○ EVS	Final Cut & QuickTime NLE		encoaer
	O Flash - VP6 (Flash 8)	O Flash 9		
	Eliv Evnortor	Grass Valley Drofile GYF		
		m		

Note: If you enter a Nickname, the specified string is appended to the output file name of the job. For example, if you create an MPEG product with a Nickname of **_imx** and you submit a file name of **source1.mpg**, the output name will be **source1_imx.mpg**. 3. Open the TM Format folder and select one of the codecs from the list of codecs supported by the TM Format encoder:

FlipFactory Manage		
Manage Factories		
P C Avid_AVCI	Avid TransferManager/Engine Format	
• E Factories	Movie Codecs	-
P □	DV25 DVCPRO	
Process/Analyze Products	O DVCPRO HD O DNxHD	
🕈 📑 Avid TransferManager/Engine Fi	O IMX O Sony XDCAM HD	
🛉 📑 (Avid TransferManager/Engi	Sony XDCAM HD422	
	O DV25 Direct Convert O DVCPRO Direct Convert	=
- DV25	O DVCPRO HD Direct Convert O DNxHD Direct Convert	
← C Destinations	IMX Direct Convert O Sony XDCAM Direct Conver	t
- CN Notifications	O Sony XDCAM 422 Direct Convert	
	Sony XDCAM 422 Direct Convert	
	IMX Direct Convert Sony XDCAM Direct Convert	
	DVCPRO HD Direct Convert DNxHD Direct Convert	
	DV25 Direct Convert DVCPRO Direct Convert	
<i>₽</i>	Sony XDCAM HD Sony XDCAM HD422 AVC Int DV25 DVCPRO DVCPRO HD DNxHD I	га МХ
	DIGE Chandaud Definition Codes	

4. When you select a codec, an appropriately-named codec icon is displayed under the Codecs folder. Click the new codec icon to display the codec editor panel. Codec-specific information about the selected codec may be provided or configured. In this example, the codec is set at 30 Mbps bitrate, and two-channel audio (sample rate 48K). The video profile is set to NTSC:

Manage Factories	
🕈 🗂 john (john)	30 MB/Sec IMX
Factories Buy 30 TMINGEST (Create MY30 media and initiate a TransferManager Ingest)	Video Bit Rate
 Monitors 	30000000 bits/secon
C ProcessiAnalyze	N
Products Product	Audio Channels
ዋ 🗂 (TM Format)	2 channel
Metafiles Codecs	Audio Sample Rate
E 30 MB/Sec IMX	48000 · · ·
• Destinations	File Extension
P 🗂 Notifications	
- Ga AndTM	may
	Video Profile
	NTSC
	Frame Width
	720 pixels
	Frame Height
	512 pixels
	Frame Rate
	29.97 frames/second
	Direct Convert
	Direct Convert

Note: This codec may have a Direct Convert option specified. If Direct Convert is selected, the encoder assumes that the source is IMX 30 data, and will only re-wrap the input stream. This means that no decoding or re-encoding occurs. If your source is not IMX 30, do not select the Direct Convert option.

5. In the Notifications Selector panel, select the Avid Interplay Transfer Engine tab and click Add. This enables Avid Interplay Transfer Engine notification and opens the Notifications folder:

Manage Factories				
🕈 🚍 carlj	VOD Transform XS	L Transform		
🕈 🚍 Factories	Telestream ClipMail	Telestream ClipMa	il FTP Virag	je VideoLogger
	SeaChangeMM	Slate/Spot Auto	Forward	Sundance
r monitors	Reuters NewsML	Screen DVB Notify	Screen DVB	Teletext Notify
Process/Analyze	MdmlFile Sample	MediaBrowse	Pathfire	ProTrack
Duplicate Original	IBM VideoCharger	IBMS iPhone	e Multi-Rate Forv	vard Mail
🗖 Destinations	External Shell E	xtract Metadata	Florical For	ward HTTP
∽ □ Notifications	Avid Auto Forward	Avid Interplay T	ransfer Engine	Dub List

6. Select Avid Interplay Transfer Engine to configure your Interplay TransferManager parameters:

CFlipFactory Manage		
Manage Factories		
P DEMO2	Avid Interplay Transfer Engine	
 ♀ ☐ Avid ♀ ☐ Avid ► ☐ Monitors ▶ ☐ Process(Analyze 	Unity/LAN Share Workspace	— Enter workspace name
 	AAF	 Select ingest type
 Constructions Constructions Avid Interplay Transfer Engine 	MOBID Map Destination Folder Browse Browse	Click Browse and navigate to location of MOBID XML file
	TransferManager Name TMServer1 Windows Networking	— Enter Transfer Manager name
	Domain/Workgroup Name workgroup Destination Folder	Enter domain or workgroup name
	C:WvidTMDest Browse	Browse to destination location

Unity/LANshare Workspace. Enter the name of the Workspace on the Unity/LANshare. When blank, the default workspace is the target.

Ingest Type. Select the ingest type from the drop-down menu. The ingest type must correspond with the work environment of your editors. If you are using an OMF editor, select OMF. If you are using an MXF/AAF editor, select AAF. Specifying the wrong ingest type will result in an ingest failure or uneditable material on Avid workstations.

MOBID Map Destination Folder. Click Browse and navigate to the folder where the Avid MOBID XML File is saved when each job is processed. When blank, no MOBID XML file is saved.

TransferManager Name. Enter the name of the Avid Interplay TransferManager that is notified. When blank, the Flip remains operational, but the Host machine name assigned during component initialization is used. In a single TransferManager environment, this may be the easiest way to use the Avid Transfer Engine Notification.

Domain or workgroup name. Enter the domain or workgroup name.

Destination Folder. Browse to the destination where the newly-transcoded files from FlipFactory will be ingetsted by the Avid components. The destination is in the form of <server name>/<share name>. The notification allows you to identify a shared network location (folder) which corresponds to the default media destination on the FlipFactory server. In most cases, this is the *Telestream\FlipFactory\http\media* directory. The media directory must be shared with read and write permissions by the UNC path *FFServername\media*, where FFServername is the hostname of the FlipFactory server:

	Folder	
Look <u>i</u> n: 🗐	<u> </u>	
AvidTMDe	st	
C C		
📑 media		
Media (D)		
🔲 newmedia	3	
1		
File <u>N</u> ame:	TMServer1/AvidTMDest	
File <u>N</u> ame: Files of <u>T</u> ype:	TMServer1 (AvidTMDest	_ _
File <u>N</u> ame: Files of <u>T</u> ype:	TMServer1/AvidTMDest	\ *

- Note: This path implies that the user of the computer has shared the folder that corresponds to the default media destination. In a typical FlipFactory installation, this path is C:\Program Files\Telestream\FlipFactory\http\media. You should select the media directory and share it as a network folder. If this step is not performed, the folder will not be available as a selection during Notification configuration and the ingest workflow will fail.
- 7. To save the new factory, click the Save icon (the disk icon in the upper left corner of the window). The new factory is now ready to be tested.

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