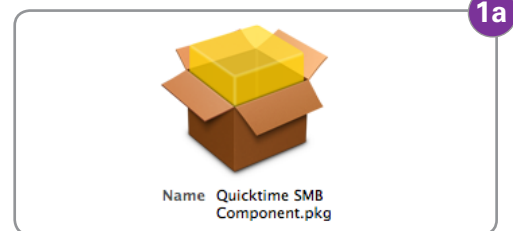




Getting Started with the AVID/SMB Component

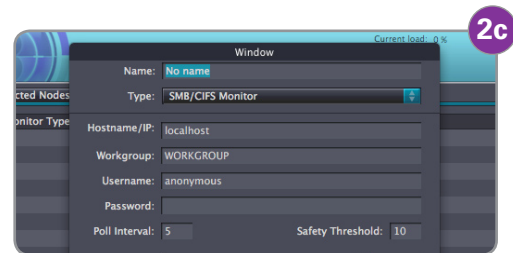
1 Install

Double click the package "Quicktime SMB Component" in the plugin folder on the Episode Engine disk image and complete the installation.



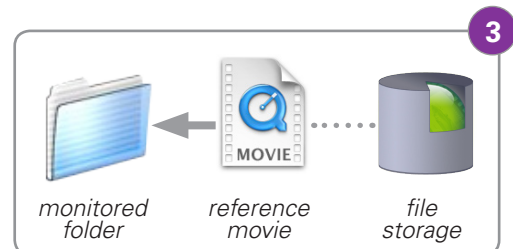
2 Setup

- Make sure that you share all the necessary folders for your reference files on your SMB host and/or Avid Unity.
- Create a shared folder on your SMB host. This folder will be monitored for new reference files by Episode Engine.
- Open Engine Admin and create a new input monitor using the SMB option and the folder that you created in step 2c.



3 Encode

Export a reference movie to the monitored folder to start encoding.



For more information - visit Telestream.net

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