



FlipFactory®

USING AVID TRANSFER MANAGER/ENGINE VERSION 2.6 WITH FLIPFACTORY

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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 7.3 and Avid Transfer Manager v2.6:

XP Pro SP3 32-bit

Server 2003 R2 32-bit

Server 2003 R2 64-bit

Server 2008 SP2 32-bit

Server 2008 SP2 64-bit

Server 2008 R2 64-bit

The following video formats are supported for Avid TransferManager v2.6:

- DV25, DVCPPro25, DVCPPro50, DVCPProHD, DNxHD
- IMX30, IMX40, IMX50
- XDCAM HD 4:2:0, XDCAM HD 4:2:2
- AVC Intra (for Avid versions 2.2.1 and later)

Project	Edit Rate	MB/Sec
1080i	25	50MBit
1080i	25	100MBit
1080i	29.97	50MBit
1080i	29.97	100MBit
720p	59.94	50MBit
720p	59.94	100MBit
720p	50	50MBit
720p	50	100MBit

Note: Before configuring a factory to implement automated Avid ingest workflows via Interplay Transfer Engine, Avid Interplay Transfer Client V2.6, 32-bit installer (obtained from Avid) must be installed on the server. The 64-bit installer is not supported, but the Avid Interplay Transfer Client V2.6, 32-bit installer is supported on a Windows 64-bit OS. Additionally, the updated Interplay Transfer Engine components (obtained from Telestream) must also be installed.

Note: If the v2.6 Avid Interplay Transfer Server is running on the same computer as the Avid Media Composer, the version of Avid Media Composer used must be v6.0.

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 7.3 the matching Avid Client version is 2.6.

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 *FlipFactory 7.3* and save the zip file to your computer.
4. Download Avid Interplay TransferManager Components for v2.6.

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:



To install the Interplay TransferManager components, follow these steps:

1. Unzip the downloaded installer file and run the TE Component Prerequisites installer to install all required DLL libraries.

Next double-click FlipFactory.7.Interplay.TM.2.6.Update_V7.0.0.msi file:



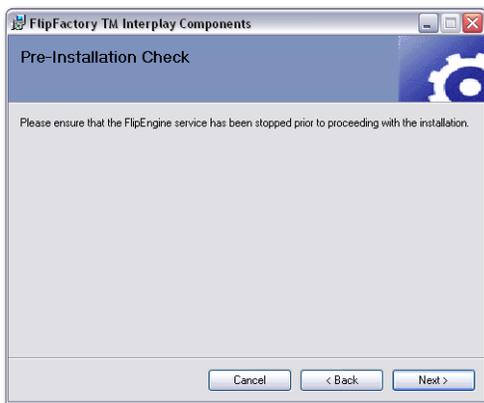
2. When the installer Welcome window displays, click Next:



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



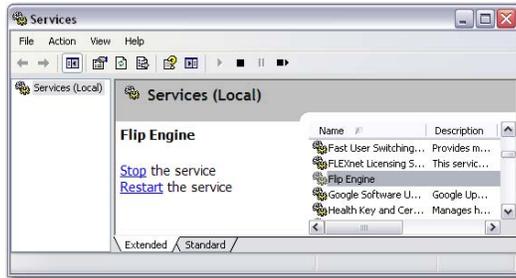
4. When the Pre-Install Check window displays, make sure the FlipEngine service is stopped. Click Next to continue:



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:



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:



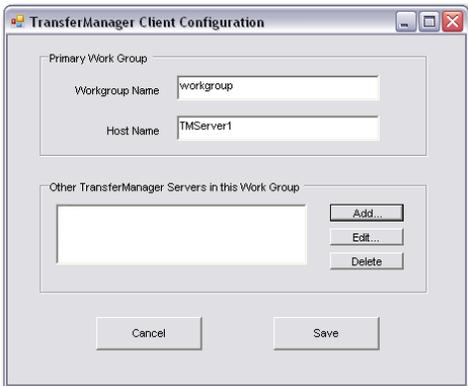
6. When the Confirm window displays, click Next:



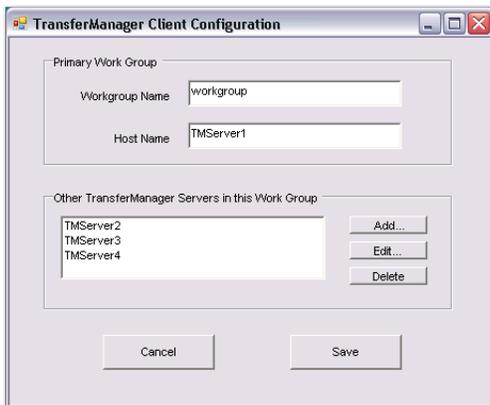
7. When the TransferManager Client Configuration window displays, provide the following information to configure Interplay TransferManager:

Workgroup Name. Enter domain or workgroup name of the TransferManager server location.

Host Name. Enter the computer name where the TransferManager server is running.



Note: If multiple servers 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:

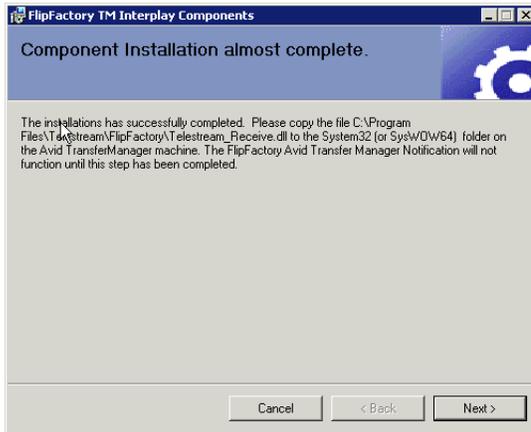


Since Other Servers (i.e. TMServer2) get licensing information from the Primary Server (i.e. TMServer1), the Primary Server must be turned on and locatable on the net.

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 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.

9. Click Close to quit the installer:

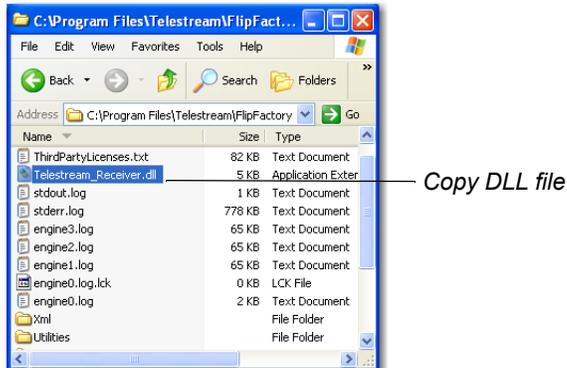


10. Restart the Flip Engine.

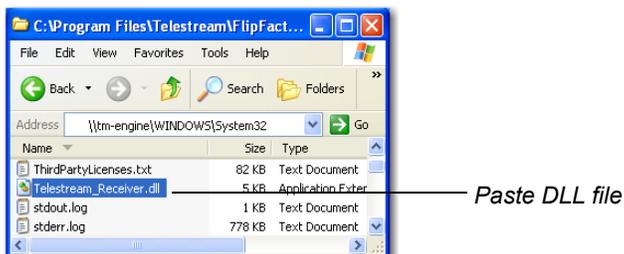
Copying the DLL to Interplay TransferManager Server

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

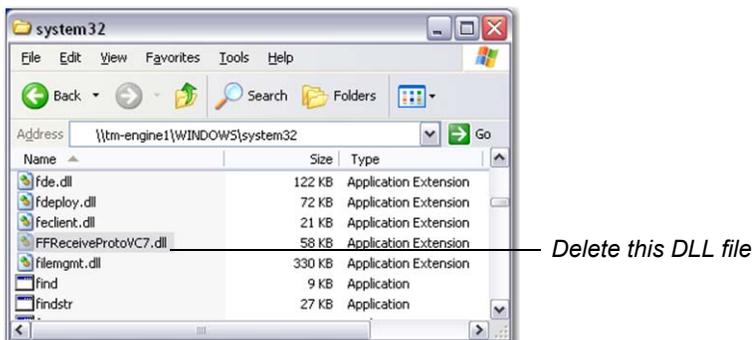
1. In Windows Explorer, browse to the FlipFactory installation folder (default: C:\Program Files\Telestream\FliPFactory) and locate the file named *Telestream_Receiver.dll*, and copy it in preparation for pasting it into the Windows\System32 (or SysWow64) folder on the Interplay TransferManager server:



2. In Windows Explorer, open My Network Places and browse to the Interplay TransferManager server, and open the Windows\System32 (or SysWow64) folder. Paste the *Telestream_Receiver.dll* file into the System32 (or SysWow64) 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:



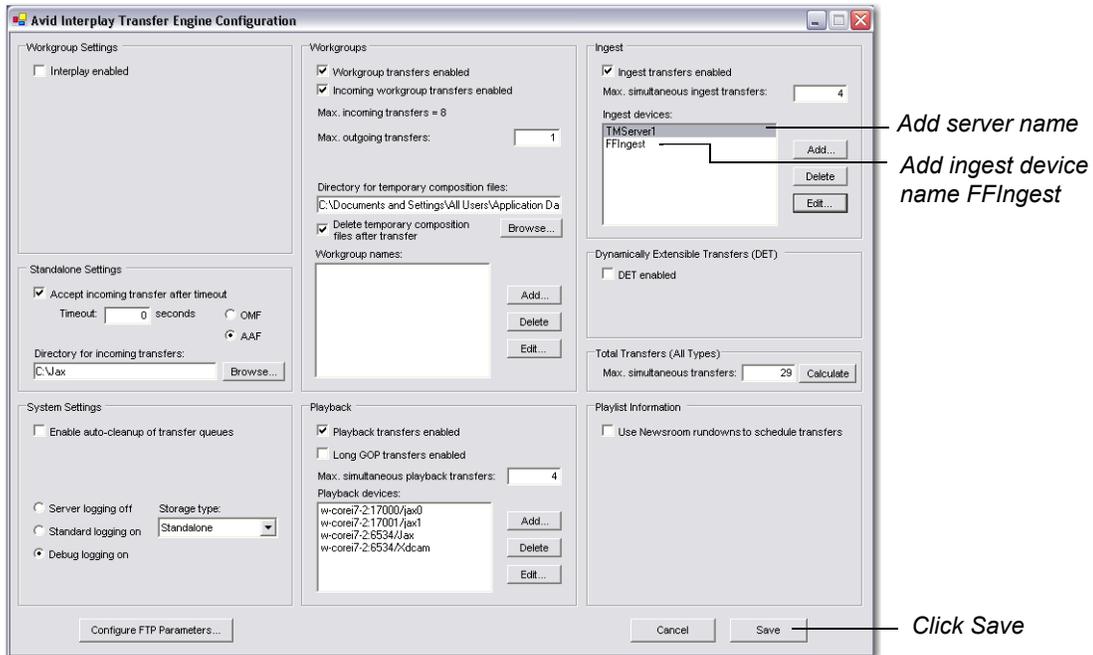
WARNING: Failure to remove the previous version DLL can cause the system to fail.

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:



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.

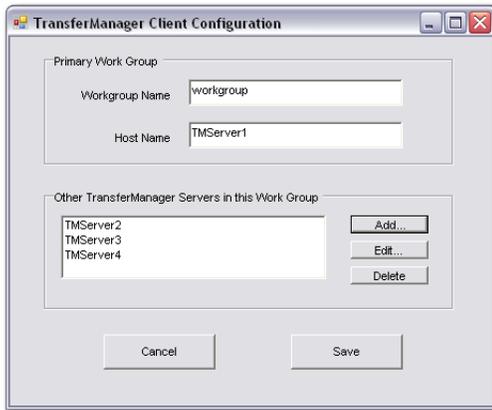
Multiple Server Configuration

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):



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



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\FliFactory\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 that:

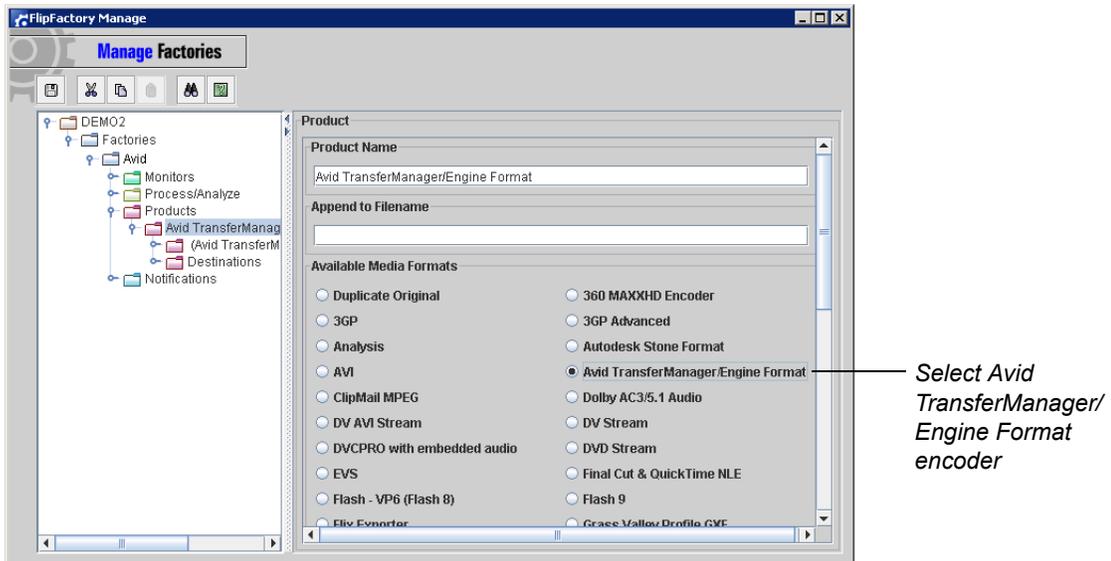
- Transcodes media into the appropriate format
- Enables Interplay TransferManager Notify (which must be configured appropriately for your workflow).

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.

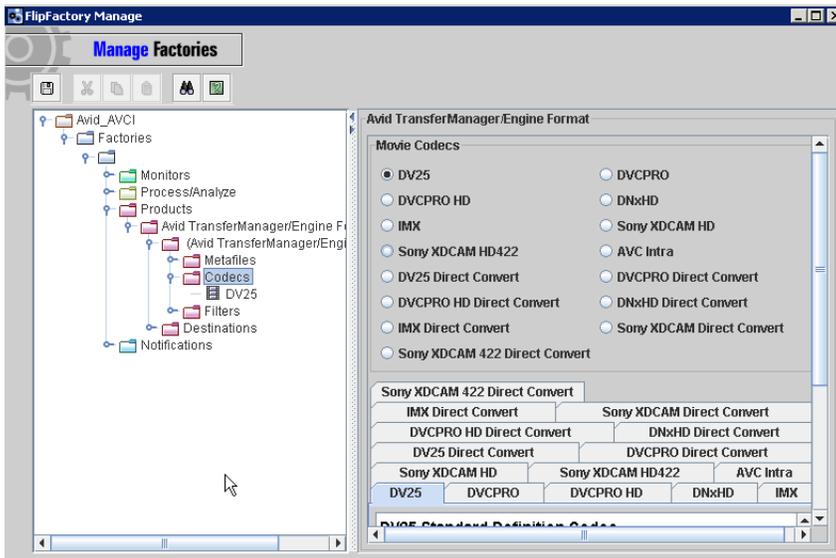
Creating a Factory with Interplay TransferManager Notify

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):

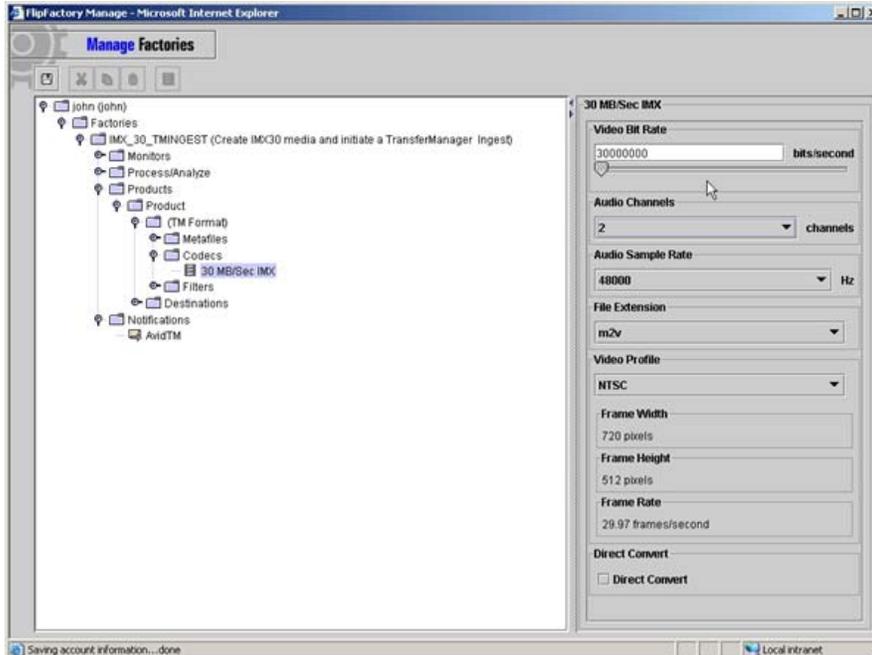


Note: If you enter a Nickname, the specified string is appended to the output file name of the job. For example, if you create an MPEG product with a Nickname of `_imx` and you submit a file name of `source1.mpg`, the output name will be `source1_imx.mpg`.

- Open the TM Format folder and select one of the codecs from the list of codecs supported by the TM Format encoder:

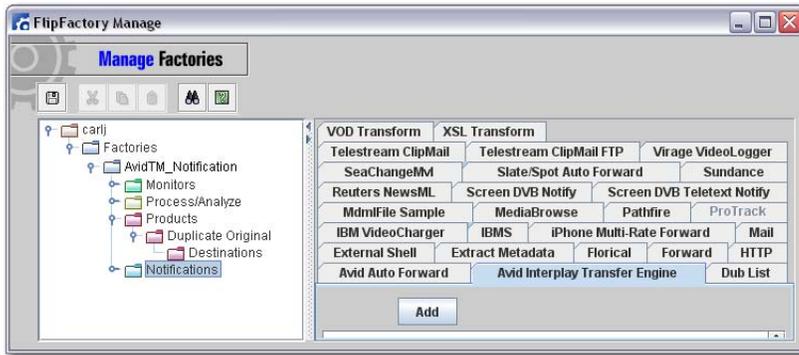


- When you select a codec, an appropriately-named codec icon is displayed under the Codecs folder. Click the new codec icon to display the codec editor panel. Codec-specific information about the selected codec may be provided or configured. In this example, the codec is set at 30 Mbps bitrate, and two-channel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

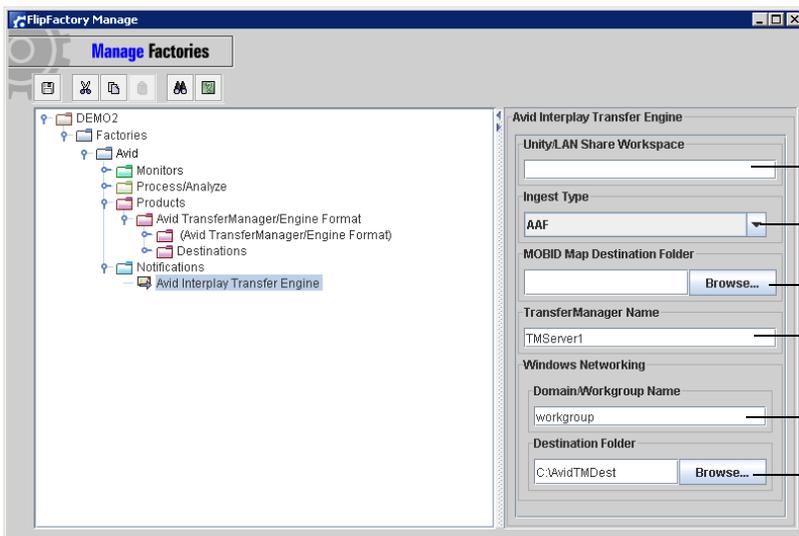


Note: This codec may have a Direct Convert option specified. If Direct Convert is selected, the encoder assumes that the source is IMX 30 data, and will only re-wrap the input stream. This means that no decoding or re-encoding occurs. If your source is not IMX 30, do not select the Direct Convert option.

- 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:



- Select Avid Interplay Transfer Engine to configure your Interplay TransferManager parameters:



Enter workspace name

Select ingest type

Click Browse and navigate to location of MOBID XML file

Enter Transfer Manager name

Enter domain or workgroup name

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.

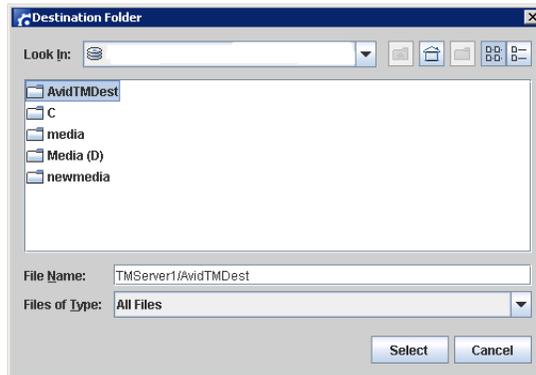
Ingest Type. Select the ingest type from the drop-down menu. The ingest type must correspond with the work environment of your editors. If you are using an OMF editor, select OMF. If you are using an MXF/AAF editor, select AAF. Specifying the wrong ingest type will result in an ingest failure or uneditable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



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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