AUTODESK®
EFFECTS AND EDITING
2007

Software Installation Guide for IRIX® Workstations

Autodesk®

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1 Introduction

Summary

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About This Guide

This guide provides basic information about installing the following Autodesk® Effects and Editing 2007 products on the IRIX® workstations that support them:

Product	IRIX Platform
Autodesk Smoke® 2007	Octane2™, Onyx2®, Tezro™
Autodesk Backdraft® Conform 2007	Octane2, Onyx2, Tezro
Autodesk Fire® 2007	Onyx2, Onyx® 3200, Onyx® 350
Autodesk Flame® 2007	Octane2, Tezro
Autodesk Inferno® 2007	Onyx2, Onyx 3200, Onyx 350

Use this guide in conjunction with the *Hardware Setup Guide* for your platform, and the *Configuration File Reference Guide for IRIX Workstations* to install and configure the hardware and software components of your Autodesk Effects or Editing system.

NOTE: In most cases, both hardware setup and application installation is done on delivery by an authorized technician, so you may not need to perform all of the procedures in these guides.

The most up-to-date versions of all guides are available in PDF format from the Web at *http://www.autodesk.com/discreet-documentation*. For best results viewing and printing these PDF files, use Adobe® Acrobat® Reader™ 6 or later.

Documentation for This Release

The following table describes the documentation associated with your application. For a detailed list of the latest documentation, see your application's release notes.

User Guides	Description
User's Guide	Detailed instructions on using the software.
What's New Guide	A complete list of the new features for this release.
Hot Keys Reference Guide	A complete list of hot keys for commonly used functions.
Hot Keys Card	A list of the most frequently used hot keys.
Release Notes	A complete list of documentation and information on late breaking features.

Installation and Configuration Guides	Description
Hardware Setup Guide for your platform	Information on how to set up your workstation and video I/O peripherals.
Installation and Configuration Guide for your operating system	Information on how to install and configure the Linux® or IRIX operating system on your workstation should you require to do so.
Stone and Wire Filesystem and Networking Guide for your release	Procedures for configuring your Autodesk Stone® filesystem, Wire® networking, and Wiretap™ services.
Stone Direct Configuration Guide for your release	Detailed connectivity diagrams and configuration procedures for you Stone storage arrays.
Software Installation Guide for your operating system	Information about installing and licensing your Autodesk Effects or Editing software and installing and configuring Autodesk Cleaner® XL.
Configuration File Reference Guide for your operating system	Information on how to modify the initialization and project configuration files associated with your Autodesk application.

Other Guides	Description
Autodesk Cleaner XL User's Guide	Information on how to use Cleaner XL.
Autodesk Effects andEditing 2007, Autodesk Cleaner XL Network Encoding Troubleshooting Guide	Troubleshooting information for Cleaner XL.
Autodesk Effects and Editing 2007, Using QuickTime with Linux Workstations	Information on how to use Cleaner XL to convert QuickTime® files for use on Linux workstations.
Autodesk Burn Installation and User's Guide	Information on how to install, set up, and use Autodesk Burn™.
Autodesk Backburner Installation and User's Guide	Information on how to install, set up, and use Autodesk Backburner™.

Other Guides	Description
Autodesk Wiretap Web Installation and User's Guide	Information on how to install, set up, and use Wiretap Web Server.

Consult the Autodesk Web site at *www.autodesk.com/discreet-documentation* for the latest version of all documents.

Workflow for Hardware Setup and Application Installation

The following procedure provides the general workflow for installing an Effects or Editing product on an IRIX workstation.

To install an Effects or Editing product on an IRIX workstation:

1. Follow the procedures in the *Hardware Setup Guide* for your platform to connect your workstation to peripherals, a VTR and a broadcast monitor, audio hardware, the Autodesk Stone Direct storage, and the Autodesk Wire network.
2. Verify the workstation meets all requirements for installing the application. These include having the correct version of IRIX installed. See "Installation Requirements Checklist" on page 7.

   NOTE: If you received a new system directly from Autodesk for this release, you do not need to verify workstation requirements.

3. Install the application. See "Installing the Application" on page 15.

   NOTE: If you received a new system directly from Autodesk for this release, your Effects or Editing application is already installed on the workstation.

4. Perform any necessary post-installation procedures. These include procedures for setting up Cleaner XL. See "Post-Installation Procedures" on page 19.
5. License the application. See "Licensing and Starting the Application" on page 31.

Notation Conventions

A number of style conventions are used throughout this guide. These conventions and examples of their use are shown as follows.

Convention	Example
Text that you enter in a command line or shell appears in Courier bold. You must press the Enter key after each command.	**`rpm -qa`**
Variable names appear in Courier, enclosed in angle brackets.	`<filename>`
Feedback from the command line or shell appears in Courier.	`limit coredumpsize`
Directory names, filenames, URLs, and command line utilities appear in italics.	*/usr/discreet*

Contacting Customer Support

You can contact Autodesk Media and Entertainment Customer Support in one of the following ways:

WWW:	*www.autodesk.com/support*
Within the Americas:	Hotline (North America): 1-800-925-6442 Direct dial: 415-507-5256 (Country code = 1) 8 AM to 8 PM EST Monday to Friday, excluding holidays *me.support@autodesk.com*
Within Europe, Middle-East and Africa:	Hotline (from London, UK): +44-207-851-8080 9 AM to 5:30 PM (local time) Monday to Friday, excluding holidays *me.emea.support@autodesk.com*
Within Asia Pacific: (Excluding India, China, Australia, New Zealand and Japan)	Hotline (from Singapore): +65-6555-0399 9 AM to 6 PM (local time) Monday to Friday, excluding holidays *me.support.singapore@autodesk.com*
Within India:	Hotline (from Mumbai): +91-22-6695-2244 9:30 AM to 6:30 PM (local time) Monday to Friday, excluding holidays *me.support.india@autodesk.com*

Within Japan:	Hotline (from Tokyo): 0120-107-290 Direct dial: +81-3-6221-1810 10 AM to 6 PM (local time) Monday to Friday, excluding holidays *me-sys-support@autodesk.jp*
Within China:	Direct dial: +86-10-6505-6848 9 AM to 6 PM (local time) Monday to Friday, excluding holidays *me.support.china@autodesk.com*
Within Australia and New Zealand:	Hotline (from Melbourne): +1-300-36-8355 Direct dial: +61-3-9876-8355 8 AM to 6 PM AEST Monday to Friday, excluding holidays *me.support.anz@autodesk.com*

Customer support is also available through your Autodesk reseller. To find a reseller near you, consult the reseller look-up database on the Autodesk web site at *www.autodesk.com/resellers*.

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Installation Requirements Checklist

Before you install your Effects or Editing application , you must ensure your system meets the following installation requirements.

Hardware — The workstation is a fully integrated system with all the appropriate hardware properly installed.

The workstation has sufficient system memory to run the application and, if required, sufficient additional memory for HD capture. See "Memory Requirements" on page 9.

Operating system — The workstation is running IRIX 6.5.28f. If your SGI® is currently running an earlier version of IRIX, you must upgrade to or install IRIX 6.5.28f. Autodesk recommends upgrading only if you are currently running IRIX version 6.5.19f or above. Otherwise, perform a full installation of IRIX 6.5.28f. For IRIX upgrade and full installation procedures, see the *IRIX 6.5.28f Installation Guide*. For help determining the version of IRIX currently running on the workstation, see "Determining the IRIX Version" on page 8.

Available disk space — The system drive of the workstation must have a minimum of 370 MB of free disk space to support SD or HD video I/O. For an explanation of this requirement and for help determining the amount of free disk space on the system drive, see "Free System Disk Space for Video I/O" on page 11.

System date — The system date must match the current calendar date to run the software. See "Setting the System Date" on page 11.

Installation materials — You have the Effects or Editing software CD. If you do not have the CD, you can download the software from the FTP site. For information, contact Customer Support.

CD-ROM drive — Your workstation has a mounted CD-ROM drive. See "Mounting a CD-ROM Drive" on page 13.

Permissions — You have root access to your system. If you do not have root access, contact your system administrator. Note that after the software is installed, you can configure and launch it by logging in to the system using its account.

Compatibility issues — All Effects and Editing applications for all systems on the Wire network at your facility must be upgraded to the current version to prevent degraded system performance. If you access a library created in one of the applications in the current release from an earlier version of an Effects or Editing application, the volume integrity check (*vic*) will not be aware of the existence of the later release and will execute. This action may cause invalid frames to occur in the library. Invalid frames are unrecoverable frames that degrade system performance. For information about media and resource compatibility if you are upgrading from a previous version, see the "Compatibility" chapter in the application's User's Guide.

Determining the IRIX Version

Use the following procedure to determine the IRIX version that is currently installed on your workstation.

To determine the version of IRIX currently running:

1. Log in to the IRIX workstation and open a shell.
2. In the shell, type:

   ```
   uname -R
   ```

   The command outputs the version of IRIX currently running on the workstation. For example, if the workstation is running version 6.5.28f, the output of the command is:

   ```
   6.5 6.5.28f
   ```

Memory Requirements

The memory requirements for your Effects or Editing application depend on the resolution of your projects and the type of work you perform. Use the following table to determine the minimum amount of memory required for your IRIX workstation. For help see "Determining the Amount of Memory Available" on page 9.

Project Resolution	Minimum RAM required
NTSC or PAL	3.0 GB
HD or 2K film (Flame, Inferno) HD, 2K film, or long-form editing (Backdraft Conform, Fire, Smoke)	4.0 GB
4K film	6.0 GB

In addition to these requirements, the following memory-related restrictions apply:

Restriction	Products
When sending jobs to an Autodesk Burn rendering network using 64-bit render nodes, ensure that all render nodes have at least as much memory as your IRIX workstation. Otherwise, you may experience problems rendering jobs on the network. See the "Troubleshooting Burn" chapter in the *Autodesk Burn 2007 User's Guide*.	All products
When capturing HD material, ensure that at least 100 MB of memory is available on the workstation before executing an input clip operation.	Backdraft Conform, Fire, and Inferno on Onyx2 systems

Determining the Amount of Memory Available

Use the *osview* application to determine the amount of memory currently available on your IRIX workstation.

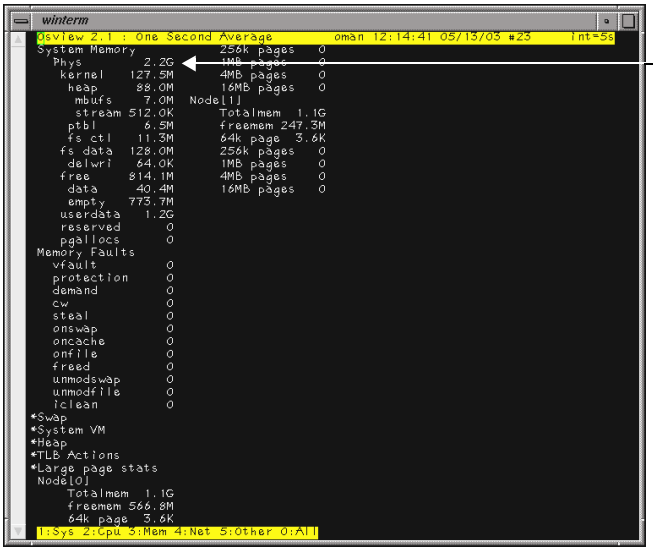
To determine available memory with *osview*:

1. In an IRIX shell, type:

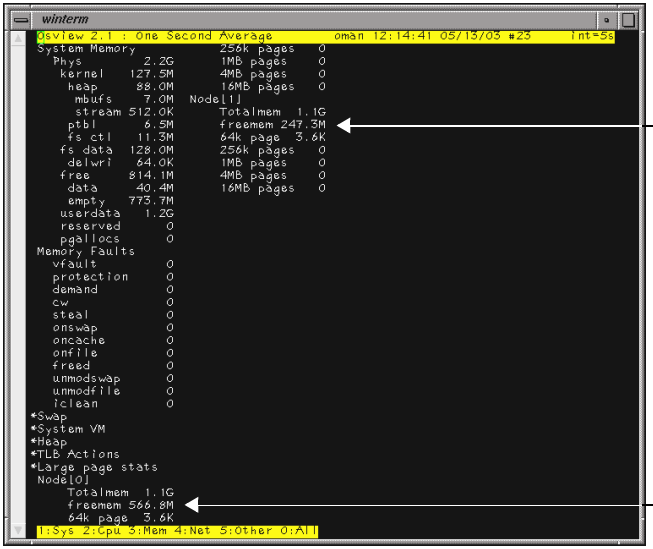
   ```
   osview
   ```

2. In the *osview* application, press 3.

The memory panel appears. The total amount of available memory appears at the top of the panel.



If your application is Fire or Inferno, to view the available memory per node, verify the freemem parameter illustrated as follows.



In this example, Node 0 has more than 560 MB and Node 1 has more than 240 MB of memory available, permitting an HD capture session to be carried out successfully.

Free System Disk Space for Video I/O

SD or HD video I/O requires a minimum of free disk space on the system drive of the workstation.

To perform:	Ensure a minimum free disk space of:
SD video I/O on SD systems	70 MB
SD or HD video I/O on HD-capable systems	370 MB

The application reserves this amount of free disk space on startup and frees it when you exit the application. An insufficient amount of free disk space prevents the application from starting. If the amount of free disk space falls below 10 MB while you are working, the application prompts you to remove files from the system drive. You can check the application's log file for messages indicating insufficient free disk space on the system drive.

NOTE: The free disk space requirement for video I/O is in addition to the disk space requirements set by the MaxLibrarySize keyword in the software initialization configuration file, *init.cfg*. Refer to the *Configuration File Reference Guide for IRIX Workstations* for more information on this keyword.

Use the following procedure to determine the amount of free disk space currently available on your system.

To determine the amount of free disk space:

As root, type the following command in a shell:

```
df -hl
```

Statistics for your system drive appear, including the amount of free disk space available. If the amount of free disk space is less than the minimum required, you need to remove files from your system disk until the requirement is met.

Setting the System Date

The procedures in this section describe how to check whether the system date matches the current calendar date and, if necessary, set the system date. If your SGI workstation is not on a network, before you can perform this procedure you must disable network-defined date and time information. See "Disabling Network-Defined Date and Time Information" on page 13.

To check and set the system date:

1. Log in as root.
2. In an IRIX shell, type:

   ```
   date
   ```

The system date and time appear, for example:

```
Tues Jun 20 09:00:00 EDT 2006
```

3. If the system date matches the current calendar date, you have completed this procedure. Otherwise type the following command to set the system date:

   date mmddHHMMyyyy.ss

Where:	Is:
mm	Month number
dd	Day number in the month
HH	Hour number using the 24-hour system
MM	Minute number
yyyy	Year number
ss	Second number

   For example, to set the system date to Tuesday, June 20th, 9:00:00, 2006, you would type:

```
date 062009002006.00
```

4. To set the time zone, edit the */etc/TIMEZONE* file. To open the file in a text editor, type:

   nedit /etc/TIMEZONE

5. Enter the appropriate time zone code in the file.

For:	Type:
Eastern North America	**TZ=EST5EDT**
Central North America	**TZ=EST6CDT**
Pacific North America	**TZ=PST8PDT**
Western Europe	**TZ=GMT-1**

   HINT: For more information on time zone codes, type **man timezone**

6. Save and close the file and then exit *nedit*.

7. Reboot the workstation by typing:

   reboot

8. Verify that the system date is now correct by logging in, opening a shell,and in the shell, typing:

   date

   The new system date and time appear, for example:

```
Tues June 20 9:00:00 EDT 2006
```

Disabling Network-Defined Date and Time Information

If your SGI workstation is not on a network (stand-alone), you must turn *timed* and *timeslave* off to disable network-defined date and time information, prior to checking or setting the system date.

To turn *timed* and *timeslave* off:

1. Log in as root.
2. In an IRIX shell, type:

   `chkconfig`

   The command output includes entries that indicate the current state of *timed* and *timeslave*. For example:

   ```
   timed       off
   timeslave   off
   ```

3. If the state of both timed and timeslave is not `off`, use the following commands to change the state:

To change the state of:	Type:
timed	**`chkconfig timed off`**
timeslave	**`chkconfig timeslave off`**

4. Reboot the system. Type:

   `reboot`

   You can now check or set the system date.

Mounting a CD-ROM Drive

To access content from a CD, you must have access to a mounted CD-ROM drive.

To mount a CD-ROM drive:

1. Insert an IRIX CD into the CD-ROM drive.
2. Log in as root.
3. In an IRIX shell, type:

   `mediad -k`

   All removable media drives, such as floppies, tapes, and CD-ROMs, are unmounted.

4. Type:

   mediad

   All removable media drives are mounted.

5. Wait a few seconds for the command to execute, and then check whether the CD-ROM drive is mounted. In the IRIX shell, type:

   df

   If the CD-ROM drive is mounted, the command output reports a line that ends with "/CDROM".

   If "/CDROM" does not appear at the output of the command, it is not mounted. Check the following:

   - Make sure a CD is in the drive.
   - Verify that no IRIX shell on the desktop or no running application is pointing to the *CDROM* directory—this prevents the CD-ROM drive from mounting.

6. If you are still not able to mount the CD-ROM drive using the *mediad* command, try the following procedure. Get the device and controller numbers of the CD-ROM drive using the *hinv* (hardware inventory) command. Type:

   hinv | grep CDROM

   and press **ENTER**. The hardware inventory for the CD-ROM drive appears. For example:

   ```
   CDROM: unit 3 on SCSI controller 0
   ```

   In this example, the device number is 3 and the controller number is 0.

7. Mount the CD-ROM drive. Using the controller and device numbers of the CD-ROM drive, type:

   mount -o ro /dev/dsk/dks<controller#>**d**<device#>**s7 /CDROM**

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Installing the Application

Use the procedure in this section to perform either a fresh install of the application or an upgrade from a previous version. The installation procedure also installs all supporting software the application requires (Stone and Wire, DL fonts, and a tablet driver).

NOTE: If you are upgrading from version 9.2 of Effects products, version 6.7 of Editing products, version 6.2 of Inferno, or a version earlier than these, and receive the error message "Cannot Successfully map soname 'libz.so' under any of the filenames", the 64-bit libraries the application requires are not installed. You can install these libraries by upgrading to, or performing a fresh install of, IRIX 6.5.28f, as described in the *IRIX 6.5.28f Installation Guide*.

NOTE: The installation script detects whether any required IRIX patches and packages are missing. If multiple patches and packages are required, you may have to reboot your system and restart the installation process more than once.

To install or upgrade the software:

1. Verify your system meets all installation requirements. See "Installation Requirements Checklist" on page 7.
2. Log in to your workstation as root, and if you have not already done so, mount the CD-ROM drive. See "Mounting a CD-ROM Drive" on page 13.
3. Insert the application CD into the CD-ROM drive, then go to the directory containing the installation script by typing:

   `cd /CDROM/``<application_name>`**`*IRIX`**

where <application_name> has an initial capital. In the case of Backdraft Conform, the application name is Backdraft_Conform. For example, if you are installing Smoke on a 64-bit workstation, type:

```
cd /CDROM/Smoke*IRIX
```

4. Start the installation script by typing:

   ```
   ./INSTALL
   ```

   The installation script checks for missing IRIX patches and packages:

   - If patches or packages are missing, they are installed automatically, and you are prompted to reboot the system. After the system is rebooted, begin the installation process again. Return to step 1 of this procedure.
   - If no patches or packages are missing (or after all patches and packages have been installed), the Software Manager appears.

5. When the Software Manager displays the message "Do you want to install Switchable storage?", type one of the following and press **ENTER**:

Type:	To:
Y	Install Stone Switched.
N	Skip the installation of Stone Switched.

   Refer to the *Autodesk Stone Switched 2007 Installation and User's Guide* for help understanding Stone Switched.

6. When the message "Distribution script completed, press ENTER to continue" appears, press **ENTER** to continue the installation script.

   The Software Manager reads the distribution CD, checks your system for previously installed components, and creates directories on your system disk. This process takes a few minutes.

7. If you do not have Backburner Server already set up on your system, you are prompted "Do you want to automatically run the Backburner Server on this machine?". If you want to perform background Wire transfers, you must set up Backburner Server. A background Wire transfer allows a clip to be transferred from a remote clip library as a background task. The user can initiate a transfer and continue working on other tasks instead of waiting for the transfer to complete. Background transfers

may have an impact on system performance (for example, resizing the file during transfer may slow system performance).

Click:	To:
No	Prevent the set up of Backburner Server. If you choose this option, you can install Backburner Server as part of the post-installation procedures.
Yes	Launch the Backburner Server setup script. When the script prompts you to "Get ready to enter the manager for this server.", click OK. In the file */usr/discreet/backburner/cfg/manager.host* that appears in the *nedit* text editor, replace the default value "manager" with the IP address or hostname of the Backburner Manager host. If you use the hostname, be sure it can be resolved. You can verify that it can be resolved by typing the following in a shell: **`ping`** `<Backburner Manager hostname>` If the hostname cannot be resolved, use the IP address of the Backburner Manager host instead. Save the file and exit *nedit* to continue with the application installation script.

8. If you receive the message "`Do you want to edit etc/config/dl_lucid.options now to update the MIDI serial port path?`", do one of the following:

Click:	If:
Yes	You are using a MIDI-based Lucid ADAT converter. The *dl_lucid.options* file opens in a *nedit* editor. Identify the port to which the MIDI interface cable (or serial-to-MIDI converter) is connected, then save and close the file.
No	You are using a serial-based Lucid converter or not using an ADAT converter.

9. If you have previous versions of the application installed on your workstation, the following message appears "`Please select the currently used version of <application_name>`". Do one of the following:

Click:	To:
None	Perform a clean install of the application.
The currently installed version	Copy the current software initialisation file settings to the new installation. If you choose this option, you are prompted to copy custom resource files (LUTs, custom menus, filters, brushes, palettes, and paint brush setups) to the new installation. If you opt to copy the resource files, the resource directories from the current installation are copied to the new installation. Application resource directories are located in */usr/discreet/<product_home>*. Note that only the application resource files are copied over; project resource files are not carried over. If you want to restore resource files from older projects, archive the project (or just its setups) in the previous version and then restore that archive in the new version.

10. When prompted, specify the preferred frame resolution (Film or Video). Choose the option that corresponds with the frame resolution of the majority of your projects.

NOTE: This selection does not prevent you from working in other resolutions. The default software initialisation file is generated based on this option, but you can edit it at any time.

11. When prompted to customize the software initialisation configuration file (*init.cfg*), click OK. This file is generated from a template for the frame resolution you specified. It identifies the devices connected to your system (VTRs, video monitors, MIDI devices such as external audio consoles, and so on).

- If you are installing the software for the first time or have opted for a clean install, the *init.cfg* file opens in a *nedit* editor.
- If you are upgrading from a previous version and opted to carry over the software initialisation file, an *xdiff* window appears, with the previous configuration file on the left and the new configuration file on the right.

12. Edit the *init.cfg* file as necessary, then save the file and exit *nedit* or *xdiff*.

For complete explanations of all keywords in the software initialisation file, as well as instructions on using *xdiff* to edit the new configuration file, refer to the *Configuration File Reference Guide for IRIX Workstations*.

The install script saves the *init.cfg* file in the */usr/discreet/<product_home>/cfg* directory. It is the default software configuration file the application reads on startup.

13. If you are prompted to make serial port 1 available for the application, that serial port is configured for use with a console terminal or modem. You can use it for a VTR or other peripheral. Do one of the following:

Click:	To:
Yes	Use the serial port for a VTR, tablet, or MIDI device. In this case the install script modifies the file */etc/inittab* to disable console terminal/modem use. You can therefore connect a peripheral device to serial port 1, although you will have to define the device accordingly in the software initialisation configuration file.
No	Leave the port available for a console terminal or a modem. If you decide to connect a VTR or peripheral device to serial port 1 at a later time, you must disable console terminal/modem use manually by editing the file */etc/inittab*.

14. If your workstation can connect to either a CRT or LCD monitor, when prompted, indicate whether you are using an LCD monitor. If you are using an LCD monitor, when prompted, indicate whether it is using an analog interface.

NOTE: Ifyou are unsure of whether your LCD monitor is using an analog or digital interface, consult your system administrator.

15. When you are prompted to reboot the system, click Yes.

    After the system is rebooted, the installation is complete.

16. Prior to starting the application do the following:

    - Perform all post-installation procedures necessary for your system. See "Post-Installation Procedures" on page 19.
    - Obtain and enter license codes. See "Licensing and Starting the Application" on page 31.

Post-Installation Procedures

After you complete the installation of the application, review the following list of post-installation procedures and perform the ones required for your system:

- Set up the Stone filesystem on the storage. Refer to the *Autodesk Stone 2007 and Autodesk Wire 2007 Filesystem and Networking Guide*. For help determining an appropriate inode ratio, refer to the *Autodesk Stone Direct 2007 Configuration Guide.*
- Set up the Wire network, if necessary. Refer to the *Autodesk Stone 2007 and Autodesk Wire 2007 Filesystem and Networking Guide*.
- Export directories to permit file sharing with other Linux or IRIX systems on the Wire network. Refer to the *Autodesk Stone 2007 and Autodesk Wire 2007 Filesystem and Networking Guide*.
- If you are planning to share setups and projects between Effects or Editing applications running on IRIX and Linux workstations, enable multicasting for Stone and Wire as well as the connected IRIX and Linux networks. Refer to the *Autodesk Stone 2007 and Autodesk Wire 2007 Filesystem and Networking Guide*.
- If you intend to use Autodesk Wiretap, configure Wiretap Server and set up pathname translation. Refer to the *Autodesk Stone 2007 and Autodesk Wire 2007 Filesystem and Networking Guide*.
- If you intend to use the background Wire transfer feature, you need to ensure the Backburner Server is installed and Backburner keywords are set correctly in the software initialisation file (*init.cfg*). See "Setting Up Background Wire Transfers" on page 20.
- If you intend to use Cleaner XL to encode video over the network, install and configure the necessary components. See "Setting Up Cleaner XL Network Encoding" on page 23.

Setting Up Background Wire Transfers

Background Wire transfers rely on Backburner. The Backburner Server you install on the Effects or Editing workstation communicates with a Backburner Manager on the Wire network to accomplish the transfers. Use the following procedure to set up background Wire transfers.

To set up background Wire transfers:

1. If you have not already done so, install Backburner Manager on the same network as your Effects or Editing workstation. Refer to the *Autodesk Backburner 2007 Installation and User's Guide*.
2. If you did not set up Backburner Server during application installation, do so now. See "Setting Up Backburner Server After Application Installation" on page 20.
3. Set the Backburner keywords in the software initialisation file (*init.cfg*) for your Effects or Editing application. See "Setting Backburner Keywords" on page 21.
4. Verify Backburner Server is running on the Effects or Editing workstation. See "Verifying Backburner Server is Running" on page 21.

Setting Up Backburner Server After Application Installation

Set up Backburner Server by specifying the hostname or IP address of the Backburner Manager host. This permits the Backburner Server on the Effects or Editing workstation to communicate with the Backburner Manager.

NOTE: The hostname or IP address you specify in the */usr/discreet/backburner/cfg/manager.host* file when you enable Backburner Server must match the hostname you set for the BackburnerManagerHostname keyword in the software initialisation file (*init.cfg*) for your Effects or Editing application. If they do not match, background Wire transfers will fail.

To enable Backburner Server after application installation:

1. As the user root, in a shell, type the following to open the *manager.host* file in the *nedit* text editor.

   ```
   nedit /usr/discreet/backburner/cfg/manager.host
   ```

2. Replace the default value "manager" with the IP address or hostname of the Backburner Manager host.

   NOTE: If you use the hostname of the Backburner Manager host, be sure this hostname can be resolved. You can verify hostname resolution by typing the following in a shell:

   ```
   ping <Backburner Manager hostname>
   ```

   If the hostname does not resolve, use the IP address of the Backburner Manager host instead.

Setting Backburner Keywords

Background Wire transfers rely on the following Backburner keywords in the software initialisation file (*init.cfg*): .

Keyword	Setting
BackburnerManagerHostname `<hostname>`	Set `<hostname>` to the hostname or IP address of the workstation running Backburner Manager. This hostname or IP address must match the one in the */usr/discreet/backburner/cfg/manager.host* file. If it does not, background Wire transfers will fail.
BackburnerManagerPort `<port number>`	Set `<port number>` to 3234, the default port on which Backburner Manager accepts jobs from workstations on the network. Do not change this value unless you are certain the Backburner Manager on your network is using a different port number.
BackburnerManagerPriority `<priority>`	Set `<priority>` to a value from 0 to 100. The default is 50.
BackburnerManagerGroup `<groupname>`	Set `<groupname>` to the name of a group of computers on a Burn rendering network. For example, if the name of the group is "renderfarm1", you would set this keyword to BackburnerManagerGroup renderfarm1.

For help understanding these keywords, or how to modify the file, refer to the *Configuration File Reference Guide* for your operating system. This guide is available on the Web at *http://www.autodesk.com/discreet-documentation*, in the folder for your release. It is also available on the application CD. Use the following procedure to view the guide included on the CD.

To consult the *Configuration File Reference Guide* included on the application CD:

1. Open a shell.
2. In the shell, navigate to the *Documentation* folder on the CD.
3. Type:

   `ls -l`

   to display a list of the contents of that folder.
4. Examine the list and determine the filename of the guide.
5. Type the following command to view the guide:

   `xpdf` `<filename_of_guide>`**`.pdf`**

Verifying Backburner Server is Running

Use the procedure to determine whether Backburner Server is running on the Effects or Editing workstation and, if necessary, start it.

To verify the Backburner Server is running:

1. As the user root, type the following command in a shell:

   `chkconfig | grep -i backburner`

   The command should return the following:

   ```
   backburner_server  on
   ```

2. If backburner_server is not set to "on" type the following commands to enable it and restart the Stone and Wire service:

   `chkconfig backburner_server on`

   `/etc/init.d/stone+wire restart`

4 Setting Up Cleaner XL Network Encoding

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About Cleaner XL Network Encoding

Autodesk Cleaner XL converts output from Effects and Editing applications to file formats such as Apple® QuickTime®, Windows Media™, and Real® formats. On SGI workstations, Cleaner XL provides a broader range of output formats and compression options than is offered natively.

This chapter describes how to set up and configure the software applications required to output to these formats with Cleaner XL. For help understanding the encoding process and how to export clips for encoding, see the chapter "Network Encoding with Autodesk Cleaner XL" in the application user's guide.

NOTE: Refer to the *Autodesk Cleaner XL 1.5.1 Readme* for late-breaking information on Cleaner XL 1.5.1.

Software Components

Network encoding with Cleaner XL requires the following software components:

Component	Function
Cleaner XL	Encode the clips.

Component	Function
Backburner	Receive jobs from the Effects or Editing workstation and dispatch them to Cleaner XL. Backburner is included on the Cleaner XL application CD.
Wiretap Server and Wiretap Client	Retrieve the clips for encoding from the framestore. Wiretap Server is installed with the Effects or Editing application. Wiretap Client is installed with Cleaner XL.

Workflow for Setting Up Cleaner XL Network Encoding

The following describes how to set up Cleaner XL 1.5.1 network encoding.

To set up Cleaner XL network encoding:

1. Ensure you have the Cleaner XL 1.5 application CD in hand.
2. Download the Cleaner XL 1.5.1 update as follows:
   - In a Web browser, navigate to *support.autodesk.com*.
   - In the Select a Product box, select Autodesk Cleaner XL.
   - Click the Data & Downloads link, then click the Updates & Service Packs link.
   - Download the Cleaner XL 1.5.1 update.
3. Extract the Cleaner XL 1.5.1 Readme from the update you downloaded.
4. Verify the Windows workstation on which you intend to install Cleaner XL meets the system requirements for both Cleaner XL and Backburner.

For system requirements for:	See:
Cleaner XL	*Autodesk Cleaner XL 1.5.1 Readme*
Backburner	"Checking Requirements for an Autodesk Rendering Network" in the "Installing Backburner" chapter of the *Autodesk Backburner 2007 Installation and User's Guide*.

5. Ensure you have a license for Cleaner XL. Cleaner XL is an optional installation that requires its own license code. For help with the Cleaner XL licensing procedure refer to the documentation included in the Cleaner XL box. If you cannot locate your original Cleaner XL box, contact Customer Support.
6. Install all the necessary media players/codecs on the Windows workstation on which you intend to install Cleaner XL. For example, if you want to encode QuickTime movies, install QuickTime. For a complete list of the formats Cleaner XL supports, see the *Autodesk Cleaner XL Readme* and the *Autodesk Cleaner XL User's Guide*.

NOTE: If you install new media players/codecs after you install Cleaner XL, rerun the *CleanerSetup.exe* and check the Media Layers box. This will install the necessary files for the newly installed media players/codec.

7. Install Cleaner XL and the Backburner components (Manager, Server, and Monitor). See "Installing Cleaner XL and Backburner Components" on page 25.

8. (Optional) Install Backburner components (Manager, Server, and Monitor) on other Windows workstations. For example, if you want to track Cleaner XL jobs from multiple locations, you might install Backburner Monitor on other workstations on the network. See "Installing Backburner Components on Other Workstations" on page 26.

9. Configure the Backburner components. See "Configuring Backburner Components for Cleaner XL Encoding" on page 27.

10. Set keywords in the software initialisation file for your Effects or Editing application. See "Setting Keywords for Cleaner XL Encoding" on page 27.

11. If you intend to export clips with soft imported segments for encoding using Cleaner XL, you must map the locations of soft imported media so that media can be located from different workstations. For more information, see "Path Translation Services" in the "Wiretap" chapter of the *Autodesk Stone 2007 and Autodesk Wire 2007 Filesystem and Networking Guide.*

12. If you encounter any problems using Cleaner XL for network encoding, consult the *Autodesk Cleaner XL Troubleshooting Guide.*

Installing Cleaner XL and Backburner Components

Cleaner XL must be installed on a Windows workstation that is networked to the workstation running the Effects or Editing application, using the TCP/IP protocol. Cleaner XL installation includes the installation of Backburner. It also includes the installation of Windows Media and .NET if these are not currently installed on your system.

To install Cleaner XL 1.5.1 and Backburner components:

1. Insert the Cleaner XL 1.5 CD into the CD-ROM drive of the Windows workstation.

2. If AutoPlay is enabled on your system, the installer launches automatically. If AutoPlay is not enabled, open the CD and double-click *CleanerXLSetup.exe*.

   The Cleaner XL installer appears, and guides you through the installation of Cleaner XL and, if necessary, Backburner, Windows Media, and .NET.

NOTE: If Backburner 2007 is not already installed, the installer prompts for confirmation to install it. Similarly, if you do not have .NET installed on your system, the installer prompts for confirmation to install it. You must install .NET as it is required to run Cleaner XL.

Note the following about the installation:

- Cleaner XL 1.5 is installed by default to the *Program Files\Autodesk* folder.
- Backburner 2007 is installed to the *Program Files\Autodesk* folder. If you have a previous version of Backburner 3 installed, it is upgraded. Versions of Backburner prior to version 3 are not uninstalled. They remain available from *Program Files\discreet*.

3. Activate Cleaner XL by choosing Start | All Programs | Autodesk | Cleaner XL 1.5. In the activation dialog, enter the serial number and activation key. For more information about activation, refer to the Read This First Card included in the Cleaner XL box, and the section "Before Installing Cleaner XL" in the Introduction chapter of the *Cleaner XL User's Guide*.
4. Install the Cleaner XL 1.5.1 update you downloaded. The installer for the update is included in the download.

Installing Backburner Components on Other Workstations

You can install Backburner on Windows workstations other than the one on which Cleaner XL is running. For example, you might install Backburner Monitor on several workstations on your network to permit operators to track Cleaner XL jobs from multiple locations.

To install Backburner 2007:

1. Verify the workstation meets the system requirements for Backburner. Refer to "Checking Requirements for an Autodesk Rendering Network" in the "Installing Backburner" chapter of the *Autodesk Backburner 2007 Installation and User's Guide*.
2. Insert the Cleaner XL 1.5 CD into the CD-ROM drive.
3. Navigate to the *Backburner2007* directory. For example, if your CD is mounted on the D drive, navigate to the following:

   D:\Backburner2007
4. Unzip *Backburner.zip* to an accessible location.
5. Navigate to where you unzipped *Backburner.zip*, then double-click *Backburner.exe*.

   You are guided through the installation of Backburner 2007.

   Backburner 2007 is installed to the *Program Files\Autodesk* folder. If you had version 3 of Backburner installed, it is upgraded. Versions of Backburner prior to version 3 are not uninstalled. They remain available from *Program Files\discreet*.

6. Install the Cleaner XL 1.5.1 update you downloaded. The installer for the update is included in the download.

Configuring Backburner Components for Cleaner XL Encoding

For help configuring the Backburner components for Cleaner XL network encoding, refer to the *Autodesk Backburner 2007 Installation and User's Guide*. Use the following table to locate configuration information in that guide.

To configure:	On:	Refer to:
Backburner Manager	A Windows workstation	"Configuring Backburner Manager" in the "Installing Backburner" chapter
Backburner Server	The Windows workstation on which Cleaner XL is installed	"Installing Backburner Server" and "Configuring Backburner Server" in the "Installing Backburner" chapter
Backburner Monitor	A Windows workstation on the same network as Backburner Manager and Backburner Server	"Managing Jobs and Render Nodes" chapter
(Optional) Backburner Web Monitor	A Windows workstation	"Setting Up Backburner Manager for Web Monitoring" in the "Installing Backburner" chapter

NOTE: Backburner Web Monitor includes a subset of the monitoring and control functions available from the standalone Backburner Monitor application.

Setting Keywords for Cleaner XL Encoding

Set keywords in the *init.cfg* file on the Effects or Editing application workstation so your application can communicate with Backburner and to set the default output destination to which Cleaner XL saves encoded jobs. For more information on any of these keywords, refer to the *Configuration File Reference Guide for IRIX Workstations*.

To configure keywords for Cleaner XL network encoding:

1. Log in to your Effects or Editing application.
2. In a UNIX shell, type **`dlcfg`** to open the *init.cfg* file in a text editor.

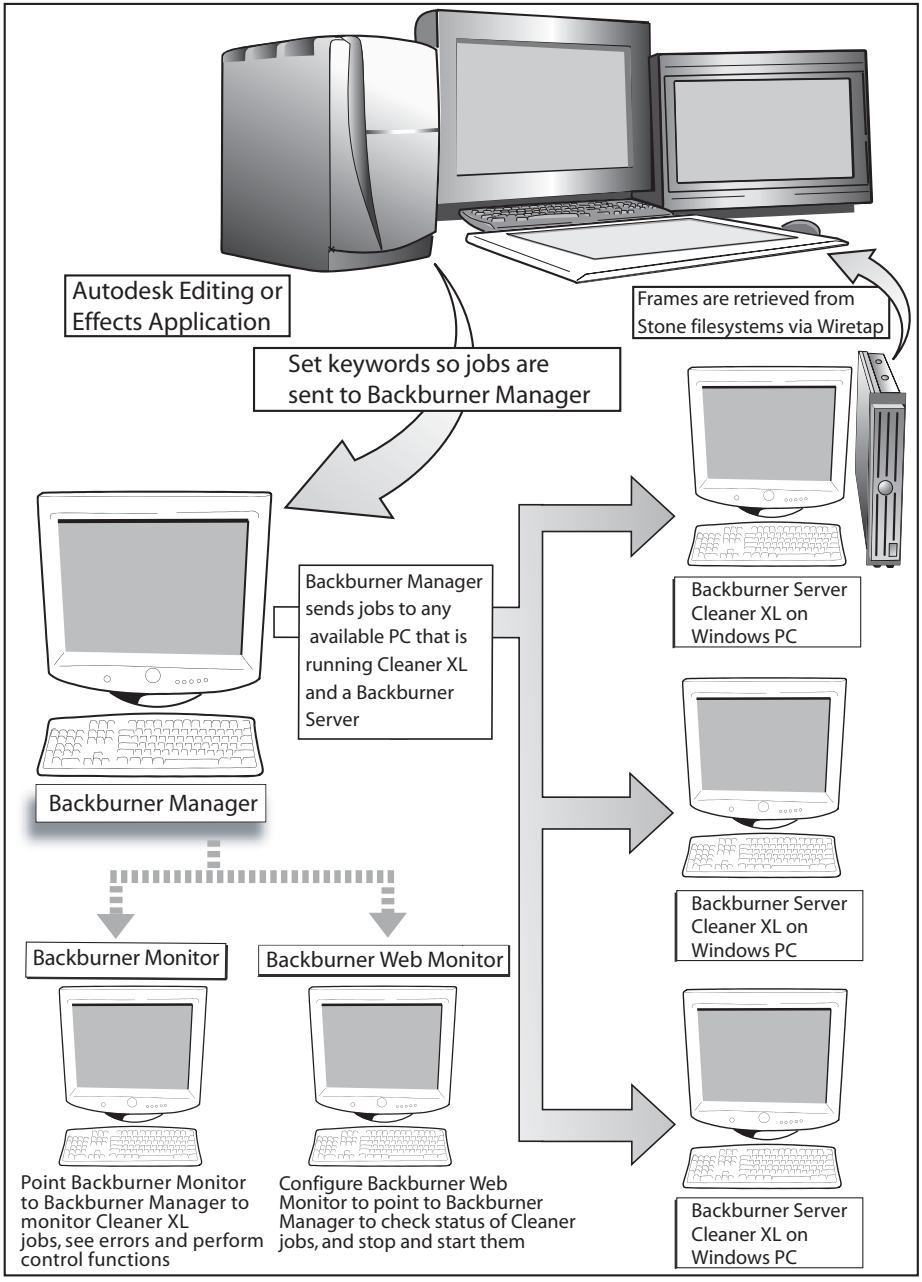
3. Uncomment and edit the following keywords:

Keyword	Description
BackburnerManagerHostname	The hostname of the workstation on which the Backburner Manager is running. If you configured background Wire transfers prior to installing Cleaner XL, this keyword should already be set.
BackburnerManagerPort	Sets the port where the Backburner Manager accepts jobs from the Effects or Editing application workstation. If you configured background Wire transfers prior to installing Cleaner XL, this keyword should already be set.
CleanerDestinationPath	Sets the default path on a Windows workstation where clips are saved after encoding by Cleaner XL. Make sure this path is shared and available to other systems and users on the network.

4. Save the file and exit.

Example Cleaner XL Network Encoding Configuration

The setup illustrated below includes multiple Windows workstations running Cleaner XL.


Autodesk Editing or Effects Application
Set keywords so jobs are sent to Backburner Manager
Frames are retrieved from Stone filesystems via Wiretap
Backburner Manager sends jobs to any available PC that is running Cleaner XL and a Backburner Server
Backburner Server Cleaner XL on Windows PC
Backburner Server Cleaner XL on Windows PC
Backburner Server Cleaner XL on Windows PC
Backburner Manager
Backburner Monitor
Backburner Web Monitor
Point Backburner Monitor to Backburner Manager to monitor Cleaner XL jobs, see errors and perform control functions
Configure Backburner Web Monitor to point to Backburner Manager to check status of Cleaner jobs, and stop and start them

5 Licensing and Starting the Application

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Licensing Workflow

The following describes the workflow for obtaining and installing license codes.

To obtain and install license codes for the application:

1. Determine which license codes you require. See "Determining the Licenses You Require" on page 32.
2. Obtain the host ID of the workstation. See "Obtaining the Host ID" on page 32.
3. Request temporary license codes. See "Requesting License Codes" on page 33.
4. Start the application and install the temporary license codes. See "Entering License Codes" on page 33.
5. When you receive permanent license codes, install those codes. See "Entering License Codes" on page 33.

NOTE: Permanent license codes for Effects or Editing applications earlier than version 2007 shipped with a dongle. As of version 2007 the dongle is no longer required. Should you ever need to roll back to an earlier version of the application that had a permanent license installed, you will need to re-install the dongle.

Determining the Licenses You Require

You may need more than one license code. Refer to the following table to determine which license codes you require.

License Code	Required/ Optional	Description
Application	Required	Runs the application.
wire	Optional	Permits the local framestore to be accessed by remote workstations on the network.
Cleaner XL	Optional	Makes it possible to perform remote encoding of video or audio using Cleaner XL. For help licensing Cleaner XL, refer to the documentation included in the Cleaner XL box. If you cannot locate the box, contact Customer Support.

Obtaining the Host ID

To request a license code, you must provide the unique host ID of your workstation. This host ID is used to authenticate your registration. On an SGI workstation, the host ID is the number of your SGI workstation, as set by SGI.

To obtain the host ID of an IRIX workstation:

1. Log in to the workstation as root and open an IRIX shell.
2. Type:

   `lmhostid`

   A message indicating your host ID appears:

   ```
   lmhostid — Copyright © 1989-2003 Macrovision Corporation. All
   rights reserved.
   The FLEXlm host ID of this machine is "<host ID>"
   ```

   The host ID differs from platform to platform.

The host ID for an:	Begins with:
Octane2	`69`
Tezro	`10`
Onyx2	`b00`
Onyx 3200	`c10 or c20`
Onyx 350	`d10 or d20`

Requesting License Codes

You can obtain application license codes by registering the application and Wire with the Autodesk Media and Entertainment Licensing Department by e-mail, telephone, or fax. All license codes obtained by e-mail, fax, or telephone are temporary 30-day licenses that you use until your permanent license is confirmed and delivered.

NOTE: For emergencies, you can acquire an immediate temporary license code by going to the Autodesk Registration web page (*www.autodesk.com)*, clicking the Support link, selecting your product, then clicking Register Your Product and following the step-by-step instructions. A 4-day license code is emailed to the address you provide.

To obtain license codes by e-mail or fax:

1. Start the application to open the License Wizard. See "Entering License Codes" on page 33.
2. When the License Wizard appears, click the Form for E-Mail or Fax button.
3. Provide the required information, and then send the completed form by e-mail or fax to submit the request.

To submit the form by:	Use:
E-mail	*me.support@autodesk.com*
Fax	1-514-954-7254

You will receive your temporary license code within 8 business hours.

To obtain license codes by telephone:

Speak to a licensing representative by calling the Licensing Department toll-free in North America at 1-800-925-6442 between 9 AM and 5:30 PM eastern standard time (EST). Outside of North America, call 1-415-507-5256 between 7 AM and 3 PM EST.

Entering License Codes

You cannot use the application until you enter the required license code. There are three ways to enter license codes:

- Launch an unlicensed application, and use the License Wizard that appears to enter the license codes. See "Launching an Unlicensed Application to Enter License Codes" on page 34.
- Launch the standalone License Wizard and enter the codes through the wizard. See "Launching the Standalone License Wizard to Enter License Codes" on page 35
- Manually edit the license file. See "Manually Editing the License File" on page 35.

Launching an Unlicensed Application to Enter License Codes

The following procedure describes how to enter temporary license codes using the License Wizard. This wizard automatically appears when you start an unlicensed application. The procedure assumes you have your license codes in hand and are ready to enter them.

To launch an unlicensed application and enter license codes:

1. Log in to the application account on your workstation. For example, if you installed Smoke, log in to the Smoke account.
2. From the Toolchest on the desktop, open an IRIX shell.
3. Type the name of the application, all in lower case, in the shell to start the application. For example, if you want to start Smoke, type:

   `smoke`

   After a few moments, the License Wizard appears.
4. Read the License Process Overview and click Next to continue.
5. Enter values for the Feature Name, Expiry Date, License Code, and Checksum fields in the Wizard, and verify the automatically generated value in the System ID field. All of these values appear in the codes you received from the Licensing Department.

   The example below illustrates how to complete the fields in the Wizard using the values in the license code.

   Permanent License for Smoke 2007 on a Tezro

   ```
   FEATURE smoke_tezro_r_2007 discreet_1 2007.999 \
   1-jan-0 0 2D507C1D984BE01F7FE7 HOSTID=c1000136 ck=29
   ```

For field:	Enter:
Feature Name	`smoke_tezro_r_2007`
License Code	`2D507C1D984BE01F7FE7`
System ID (automatically generated)	`01000136`
Expiry Date	`1-jan-0` (never expires)
Checksum	`29`

6. Click Install.

   The License Wizard installs the license and displays a message indicating the install was successful, and telling you to restart the application to use the new license.
7. Click Finish to exit the License Wizard and return to the command prompt in the shell.

Launching the Standalone License Wizard to Enter License Codes

Use the following procedure to install license codes using the Standalone License Wizard.

To install license codes using the standalone License Wizard:

1. Log in to the application account.
2. Go to the directory containing the License Wizard by typing:

   `cd /usr/discreet/``<product_home>`**`/bin`**
3. Launch the License Wizard by typing:

   `./dlinstall_license`
4. Enter your license code in the wizard and then click Install.
5. Click finish to exit the License Wizard.

Manually Editing the License File

License codes for the application are stored in the text file *DL_license.dat* in the folder */usr/local/flexlm/licenses*. You can edit this file manually to add or change licenses. Edit this file with care; an incorrect character or missing space may prevent the application from recognizing the license.

Starting the Application for the First Time

After you enter the temporary license code for the application, you are ready to start the application for the first time.

NOTE: If you receive the error message "VOLUMEMGT: Error initialising volume stonefs" during startup, there is a problem communicating with the framestore. This error message may appear if you launch the application immediately following a reboot, before the Volume Integrity Check on the framestore has had time to complete. In this case, wait a few minutes and start the application again. This error message may also be due to a mismatch between the framestore ID in the sw_framestore_map file and the one defined in the *sw_config* file. This can occur when you install on a workstation that had storage configured prior to the install. You can solve this by launching */usr/discreet/sw/sw_config* to determine the framestore ID, then updating the */usr/discreet/sw/cfg/sw_framestore_map* file to match that ID, and finally, rebooting the workstation.

To start the application the first time:

1. Log in to the application account on your workstation. For example, if you installed Smoke, log in to the Smoke account.
2. From the Toolchest on the desktop, open an IRIX shell.

3. Type the name of the application, all in lower case, in the shell to start the application. If this is the first time you are starting the application on a new system, you should also specify the `-v` option to initialise the framestore.

WARNING: The `-v` option deletes all material on the framestore. Use this option only if you have no material on the framestore that you want to preserve.

For example, if you want to start Smoke:

Type:	To:
`smoke`	Start Smoke.
`smoke -v`	Start Smoke and initialise the framestore.

NOTE: If you are running Inferno, Fire, or Backdraft Conform on an Onyx2 and using the XTHD video board to perform HD video I/O, you must launch the software with a special configuration file for this video board by typing <*application_name*> **`-c xthd.cfg`**. For example, if you are running Inferno, type **`inferno -c xthd.cfg`**. to start Inferno, or **`inferno -v -c xthd.cfg`** to start Inferno and also initialise the framestore

4. When prompted to confirm the framestore initialisation, answer "yes" to the questions.

   After a few moments, the Project Management menu appears.

5. Using the Project Management menu:

   • Create a project. This includes selecting a video I/O timing option for the project.

   • Create a user (or you may prefer to use the default user).

   For information on creating projects and users, see the chapter "Managing Projects and Users" in the application user's guide.

6. After you have created a project and user, click Start or press **ENTER**.

   After a few moments, the following message appears:

   ```
   Startup complete.
   ```

   You are ready to start working in the application. If you see a splash screen rather than the application interface, click anywhere on the screen to display the EditDesk (Editing applications) or desktop (Effects applications).

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