

AUTODESK®
EFFECTS AND EDITING
2008

Software Installation Guide for Linux® Workstations

Autodesk®

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Introduction

Summary

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About This Guide

This guide provides basic information about installing the following Autodesk® Effects and Editing 2008 products on the Linux® workstations that support them.

Product	Linux Platform
Autodesk Smoke® 2008	IBM® 6224, IBM 6217 SC, IBM 6217 DC, HP 8400, HP 9400
Autodesk Backdraft® Conform 2008	IBM 6217 DC, HP 8400, HP 9400
Autodesk Flint® 2008	IBM 6224, IBM 6217 SC, HP 8400, HP 9400
Autodesk Flame® 2008	IBM 6217 DC, HP 8400, HP 9400
Autodesk Inferno® 2008	IBM 6217 DC, HP 8400, HP 9400

NOTE: The IBM 6224 is available in both 32-bit and 64-bit models. The 2008 version of the Effects and Editing products only supports the 64-bit one.

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

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 www.autodesk.com/discreet-documentation. For best results viewing and printing these PDF files, use Adobe® Acrobat® Reader™ 6 or later.

Related Documentation

The following tables list the documentation associated with the current release. For details on each of these documents, as well as for help obtaining them, refer to your application's release notes.

User and Reference Guides	Description
<i>User's Guide</i>	Detailed instructions on using the application
<i>What's New</i>	A complete list of the new features for this release
<i>Online Help</i>	All of the information in the User's Guide along with powerful search functionality
<i>Hot Keys Reference Guide</i>	A complete list of hot keys for commonly used functions
<i>Hot Keys Card</i>	A list of the most frequently used hot keys
<i>Release Notes</i>	A complete list of documentation and information on late-breaking features
<i>Fixed and Known Bug List</i>	A complete list of fixed and known bugs for this release

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

Other Product Reference Guides	Description
<i>Using Autodesk Cleaner XL with Effects and Editing Applications</i>	Installation and troubleshooting information for Cleaner® XL
<i>Autodesk Burn Installation and User's Guide</i>	Information on how to install, set up, and use Autodesk Burn™
<i>Autodesk Backburner Installation Guide</i>	Information on how to install and set up Autodesk Backburner™
<i>Autodesk Backburner User's Guide</i>	Information on how to use Autodesk Backburner™
<i>Autodesk Wiretap Web Installation and User's Guide</i>	Information on how to install, set up, and use Autodesk Wiretap™ Web

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 a Linux workstation.

To install an Effects or Editing product on a Linux 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, and audio hardware. You will find details about the Autodesk Stone Direct storage in the *Stone Direct Configuration Guide* while the Autodesk Wire network is described in the *Stone and Wire Filesystem and Networking Guide*.

2. Verify the workstation meets all requirements for installing the application. These include having the correct version of Linux and the correct version of the Discreet® Kernel Utility 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 13.

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. See [“Post-Installation Procedures”](#) on page 18.
5. License the application. See [“Licensing and Starting the Application”](#) on page 23.

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.	<i>/usr/discreet</i>

Contacting Customer Support

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

WWW:	<i>www.autodesk.com/support</i>
Within the Americas:	Hotline (North America): 1-800-925-6442 Direct dial: 415-507-5256 (Country code = 1) Within Montreal: 514-954-7199 8 AM to 8 PM EST Monday to Friday, excluding holidays <i>me.support@autodesk.com</i>
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 <i>me.emea.support@autodesk.com</i>
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 <i>me.support.singapore@autodesk.com</i>
Within India:	Hotline (from Mumbai): +91 22 66952244 9:30 AM to 6:30 PM (local time) Monday to Friday, excluding holidays <i>me.support.india@autodesk.com</i>

<p>Within Japan:</p>	<p>Hotline (from Tokyo): 0120 107 290 Direct dial: +81 3 62211810 10 AM to 6 PM (local time) Monday to Friday, excluding holidays <i>med-sys-support-jp@autodesk.com</i></p>
<p>Within China:</p>	<p>Direct dial: +86 10 65056848 9 AM to 6 PM (local time) Monday to Friday, excluding holidays <i>me.support.china@autodesk.com</i></p>
<p>Within Australia and New Zealand:</p>	<p>Hotline (within Australia to Melbourne): +1 300 368 355 Hotline (within New Zealand to Melbourne): 0800 555301 Direct dial: +61 3 9876 8355 8 AM to 6 PM AEST Monday to Friday, excluding certain holidays <i>me.support.anz@autodesk.com</i></p>

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.

Preparing to Install the Application



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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 requirements — The workstation is a fully integrated system with all the appropriate hardware properly installed, as described in the *Hardware Setup Guide* for your platform.

The workstation has at least the minimum amount of RAM installed for the project resolution you use, the type of work you perform, and the platform on which your application is installed. See “[Memory Requirements](#)” on page 8.

Operating system requirements — The workstation is running the correct version of Red Hat® Enterprise Linux Workstation and the correct version of the Discreet Kernel Utility (DKU). See “[Red Hat Enterprise Linux WS Version](#)” on page 9 and “[Discreet Kernel Utility \(DKU\) Version](#)” on page 10.

Backburner Manager IP Addresses — If you intend to use the background Wire transfer feature, you need the hostname and IP address of the Backburner Manager host. The installation script for your Effects or Editing application will prompt you to provide this information. You do not need to install Backburner Manager prior to installing your Effects or

Editing application; only the hostname and IP address of the host on which it will run is required.

Installation materials — You have the Effects and Editing application CD in hand. If you do not have the CD, you can download the application. For information, contact Customer Support.

CD-ROM drive — Your workstation has a mounted CD-ROM drive. See [“Mounting a CD-ROM Drive”](#) on page 12.

Permissions — You have root access to your system. If you do not have root access, contact your system administrator. The default root account password on a Linux workstation with an Autodesk application installed is *password*. Note that after the application is installed, you can configure and launch it by logging in to the system using its account.

Compatibility — 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 between versions, see the “Compatibility” chapter in the application user’s guide.

NOTE: To guarantee optimal performance, it is recommended that only Effects and Editing applications and required Red Hat Enterprise Linux WS packages be installed on Linux workstations.

Memory Requirements

Use the following table to determine the minimum memory requirement for your Effects and Editing system. This requirement depends on the resolution of your projects, the type of work you perform and, in some cases, the platform on which you are running the application. In general, more memory is better. Large projects, in particular, may benefit from increased memory.

The table also includes the recommended amount of memory where appropriate. The recommended amount of memory ensures optimal interactivity and stability when using complex setups.

Project Resolution	Minimum RAM
NTSC, PAL, HD	4.0 GB 3.0 GB (IBM 6224)
Long-form editing (Smoke)	8.0 GB
Long-form editing with 2K or 4K film (Flame, Inferno, Smoke, Backdraft Conform)	8.0 GB (minimum) or 12.0 GB (recommended)
2K film (Smoke, Backdraft Conform)	8.0 GB
2K film (Flame, Inferno)	8.0 GB (minimum) or 12.0 GB (recommended)
4K film (Flame, Inferno, Smoke, Backdraft Conform)	8.0 GB (minimum) or 12.0 GB (recommended)

NOTE: The IBM 6224 can contain a maximum of 4.0 GB of RAM and is thus not equipped to handle 4K film projects.

For projects based on long form 2K or 4K film, while the minimum physical memory requirement is 8GB, it is highly recommended that your system be fitted with 12GB for optimal interactivity and stability while using complex setups.

NOTE: The HP9400 supports up to 16 GB of memory.

You can also adjust the `MemoryApplication` keyword in the software initialization file (*init.cfg*). For example, a system running at 8GB with a 2K project could benefit from having the `MemoryApplication` keyword set to 5500. For more information about this keyword, consult the *Configuration File Reference Guide for Linux Workstations*.

Red Hat Enterprise Linux WS Version

Use the following table to determine the correct version of Red Hat Enterprise Linux WS for your release and platform.

Release	Platform	Linux Version
Effects and Editing 2008	IBM 6224, IBM 6217 SC, IBM 6217 DC	Red Hat Enterprise Linux WS 4, Update 2
	HP 8400, HP 9400	Red Hat Enterprise Linux WS 4, Update 3

If your workstation is not currently running the correct version of Red Hat Enterprise Linux WS, to install your Effects or Editing 2008 product you must use the procedure described in [“Upgrading from a Pre-2007 Version of the Application”](#) on page 13.

Use the following procedure to determine the version of Red Hat Enterprise Linux WS your workstation is currently running.

To determine the version of Red Hat Enterprise Linux WS currently installed:

1. As root, open a terminal.
2. Type:

```
cat /etc/redhat-release
```

The Red Hat Enterprise Linux WS version appears. For example, if the correct version for your release is Red Hat Enterprise Linux WS 4 Update 2, your terminal should display the following:

```
Red Hat Enterprise Linux WS release 4 (Nahant Update 2)
```

Discreet Kernel Utility (DKU) Version

Use the following table to determine the correct version of the Discreet Kernel Utility (DKU) for your release and platform.

Release	Platform	DKU Version
Effects and Editing 2008	IBM 6224, IBM 6217 SC, IBM 6217 DC HP 8400 HP 9400	2.5.0

If you are not sure which version of the DKU your workstation is currently running, you can determine the version by either running the *dlConfigCheck* utility (if a previous version of the application was installed on the system) or examining the */etc/DKUversion* file (if no previous version of the application was installed on the system). The procedures below describe each of these methods.

If you do not have the correct version of the DKU installed, you can install it from the DKU CD you received with your release. For help installing the DKU, refer to the *Linux Installation and Configuration Guide*, available from the same DKU CD.

NOTE: You must have the correct version of Red Hat Enterprise Linux WS installed prior to upgrading the DKU.

To use the *dlConfigCheck* utility:

1. As root, open a terminal.
2. Run the *dlConfigCheck* utility to check if the workstation is running the latest DKU. Type:

```
dlConfigCheck
```

The *dlConfigCheck* utility starts. If you have multiple Effects and Editing applications installed, you may be prompted to choose the application the utility should check the kernel against. Otherwise, the utility checks the workstation configuration and the DKU to ensure it is up-to-date.

3. If prompted, choose the application for which you want to check the DKU version.
4. Scroll to the Kernel Config section and check that the kernel release and the DKU version items are marked [PASSED]. For example, if your release requires Red Hat Enterprise Linux WS 4 Update 3, and version 2.5 of the DKU, the following items should be marked [PASSED]:

```
Checking if kernel release is 2.6.9-34.0.1.EL.ADSKsmp :
DKU disk installed version DKUversion 2.5.0 :
```

If these two items are marked [PASSED], you are using the correct version of the Discreet-customized kernel.

HINT: You can also use the *dlConfigCheck* utility to troubleshoot problems with your Linux workstation.

To examine the *DKUversion* file:

1. As root, open a terminal.
2. Type the following to display the content of the *DKUversion* file:

```
cat /etc/DKUversion
```

The first line of the output of the command should be:

```
DKUversion <version_number>
```

where <version_number> is the correct DKU version number for your release. For example, if the workstation is running version 2.5.0 of the DKU, the first line of the command output is:

```
DKUversion 2.5.0
```

Mounting a CD-ROM Drive

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

To verify the CD-ROM drive is mounted:

1. Log in as root.
2. Type:

```
df -k
```

You should see `/dev/cdrom` appear in the system response.

If `/dev/cdrom` does not appear, mount the CD-ROM drive.

To mount a CD-ROM drive:

1. Insert a CD into the CD-ROM drive.
2. Log in as root.
3. Access the content of the CD-ROM. In a terminal, type:

```
mount /mnt/cdrom
```

Installing the Application



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Upgrading from a Pre-2007 Version of the Application

The 2008 release of Effects and Editing products runs under Red Hat Enterprise Linux WS 4, Update2 or Update 3. Since you cannot upgrade to either of these Linux versions from an earlier Linux version, you must perform a fresh install of the operating system before you can install the Effects or Editing application. A fresh install of Linux erases the contents of the system disk so you must archive all of your project’s clip libraries and setups.

To upgrade from a pre-2007 version of an Effects or Editing product:

1. Ensure your system meets all installation requirements. See [“Installation Requirements Checklist”](#) on page 7.
2. Perform a complete archive by archiving the clip libraries and setups of every project. Use the Archive module in your Effects or Editing application. Refer to the “Archiving” chapter of the user’s guide for your application.

NOTE: You can also back up configuration files such as *init.cfg*. Use these files as a reference when setting up the new configuration files.



WARNING: Do not back up anything to the system disk of your workstation. The upgrade procedure destroys all data on that system disk.

3. Install the correct version of Red Hat Enterprise Linux WS and the Discreet Kernel Utility (DKU), as specified in [“Red Hat Enterprise Linux WS Version”](#) on page 9 and [“Discreet](#)

[Kernel Utility \(DKU\) Version](#)” on page 10. Refer to the *Linux Installation and Configuration Guide* for the appropriate version of Red Hat Enterprise Linux WS for help installing both of these. The latest version of this guide is available on the Web at <http://www.autodesk.com/discreet-documentation>. A version is also available on the DKU CD included with your release shipment.

4. Install your Effects or Editing application. See [“Installing or Upgrading the Application”](#) on page 14.
5. Restore your projects using the archives you created in step 2. If necessary, refer to the “Archiving” chapter of the user’s guide for your application.

Installing or Upgrading the Application

Use the following procedure to perform a fresh install of the application and supporting software (Stone and Wire, DL fonts, etc.), or to upgrade your 2008 software to a Service Pack (SP) or Extension release. If you are upgrading from a pre-2007 release, use the procedure in [“Upgrading from a Pre-2007 Version of the Application”](#) on page 13.

NOTE: When upgrading your software, archiving the media from your frame store is always a recommended practice. Archiving is done by using the Archive module in your Effects or Editing application. If necessary, refer to the “Archiving” chapter of the user’s guide for your application.

To install the application:

1. Ensure your system meets all installation requirements. See [“Installation Requirements Checklist”](#) on page 7.
2. Log in to your Linux workstation as root.
3. If you are installing from an application CD, and if you have not already done so, mount the CD-ROM drive. See [“Mounting a CD-ROM Drive”](#) on page 12.
4. Do one of the following:
 - If you are installing from an application CD, insert that CD into the CD-ROM drive, then go to the root directory of the CD-ROM by typing: **cd /mnt/cdrom**
 - If you are installing from a downloaded *tar* file, uncompress and *untar* the file by typing the following two command lines.


```
gunzip <filename.tar.gz>
tar -xvf <filename.tar>
```

 The file is uncompressed and an installation directory is created on your system. Refer to your release announcement for the download location of the application *tar* file.

NOTE: A Linux md5sum is usually provided with the downloaded *tar* file, so that you can verify the file's integrity. Before using the downloaded file, you should verify that its checksum matches the provided Linux md5sum by using the following command

```
md5sum <filename.tar.gz>
```

If the displayed number matches the Linux md5sum listed in the *cksum* file, you can use the downloaded file. If the numbers do not match, try downloading the file again, or call customer support.

5. Go to the directory containing the installation script by typing:

```
cd <application_name>*LINUX64*
```

where <application_name> has an initial capital, although you would type Backdraft_Conform for Backdraft Conform. For example, if you are installing Smoke, type:

```
cd Smoke*LINUX64*
```

6. Start the installation script by typing:

```
./INSTALL_<application_name>
```

where <application_name> is in upper case. For example, if you are installing Smoke, type:

```
./INSTALL_SMOKE
```

The installation script verifies the installation packages and checks your system for previously installed versions of the application. This process may take a few minutes.

7. If you are upgrading from a previous version of the application, earlier versions are detected. Do one of the following:
 - Click None if you would like a clean installation of the application.
 - Click one of the versions to carry over custom resource files from that version. You will then be prompted to confirm. The resource and setup directories belonging to the previous version of the application are copied to the directories belonging to the new version. These directories are located in */usr/discreet/<product_name>*.
8. If you are prompted “Do you want to install Backburner Manager?”, indicate whether you want to install it. Backburner Manager is an optional installation.
9. If you do not have Backburner Server already set up on your system, you are prompted to confirm that you want to set it up. 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; they do not need to wait 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	<p>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 <code>/usr/discreet/backburner/cfg/manager.host</code> that appears in the <i>nedit</i> 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:</p> <pre>ping <backburner manager hostname></pre> <p>If the hostname cannot be resolved, use the IP address of the Backburner Manager host instead. Save the file and exit <i>nedit</i> to continue with the application installation script.</p>

10. When prompted, specify the preferred frame resolution (Film or Video).
11. When prompted to configure the software initialisation file (*init.cfg*), click OK.

If you are installing the application for the first time, the *init.cfg* file appears in a text editor. If you are upgrading the application, old (previous) and new *init.cfg* files appear beside each other in an *xxdiff* window. The left panel displays the old *init.cfg* file settings. The right panel displays the default *init.cfg* that will be installed with your application. The vertical bar on the right side indicates where differences exist between the two panels.
12. Scroll through the *init.cfg* file and verify the keyword settings described in [“Keyword Settings”](#) on page 17. Modify the settings by doing one of the following:
 - If you are in a text editor, edit the settings, then save and exit the *init.cfg* file.
 - If you are in *xxdiff*, each difference between the two *init.cfg* files appears highlighted. Select the appropriate keyword values for your configuration, regardless of whether they are in the left or right panel. Make sure you select a value for each highlighted difference. Then save and exit as follows: in the File menu, choose Save as Right. If you are prompted to save, click OK. When prompted that the file already exists, click OK to overwrite it. In the File menu, choose Exit.
13. If any changes are detected in the `/etc/X11/xorg.conf` file, you are prompted to configure this file. When the file appears in the *xxdiff* editor, in the Global menu, choose Select Right, and then, in the File menu, choose Save as Right. If prompted to overwrite, click OK.

NOTE: The `/etc/X11/xorg.conf` file contains specific parameters for the graphics display, tablet, and other external devices for running the application on the Linux workstation. It is customized prior to shipping to reflect your configuration. It is strongly recommended that

you never manually edit this file, as incorrect entries may result in peripherals that do not function properly, or an inability to launch the user interface. Use *xxdiff* to move entries from one version of the file to another.

14. If you modified the *xorg.conf* file, you receive a message to restart the X server. When the installation scripts completes, log out and then log in again as root to restart the X server.
15. Prior to starting the application do the following:
 - Perform all post-installation procedures necessary for your system. See [“Post-Installation Procedures”](#) on page 18.
 - Obtain and enter license codes. See [“Licensing and Starting the Application”](#) on page 23.

Keyword Settings

The software initialisation file (*init.cfg*) contains settings the application reads on startup. This section lists the system-dependent keyword settings you should verify during application installation. For help understanding keywords in the *init.cfg* file see [“Consulting the Configuration File Reference Guide”](#) on page 18.

A pound sign (#) preceding a keyword in the *init.cfg* file indicates that the keyword option is disabled or *commented out*. Keyword options that are commented out are ignored when the application is started.

NOTE: The DVIRamp and VideoPreviewDevice keywords are applicable only if your workstation is equipped with a Miranda DVI-Ramp. You can also use the VideoPreviewDevice keyword to enable alternate SD or HD broadcast monitors.

Keyword	Setting
Video	Refer to the description of this keyword in the <i>Configuration File Reference Guide for Linux Workstations</i> to determine the correct setting for your system.
DVIRamp	Refer to the description of this keyword in the <i>Configuration File Reference Guide for Linux Workstations</i> to determine the correct setting for your DVI Ramp.
VideoPreviewDevice	Refer to the description of this keyword in the <i>Configuration File Reference Guide for Linux Workstations</i> to determine the correct setting for your system.
TabletDriver	wacom
VTR	Enable the VTR keywords that have settings corresponding to the VTRs you intend to use.
Audiodevice	DVS (on IBM systems) AJA (on HP systems)

Consulting the *Configuration File Reference Guide*

The *Configuration File Reference Guide for Linux Workstations* is available on the Web at www.autodesk.com/discreet-documentation, in the folder for your release. It is also available on the application CD. The following procedure describes how to view the guide included on the CD during application installation.

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

1. Open a terminal (right-click on the desktop and choose Open Terminal).
2. In the terminal, 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
```

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:

NOTE: If you are upgrading your Effects or Editing application, you have already performed the steps listed below during the original installation. You do not need to repeat these procedures, but you should review them.

- Set up the Stone filesystem on the storage. When you configure your storage, you should ensure that each partition does not exceed 8 terabytes and that inodes are correctly configured. The Linux operating system has a file system limit of 8 terabytes on 64-bit systems. Refer to the *Autodesk Stone 2008 and Autodesk Wire 2008 Filesystem and Networking Guide*. For help determining an appropriate inode ratio, refer to the *Autodesk Stone Direct 2008 Configuration Guide*.
- Set up the Wire network, if necessary. Refer to the *Autodesk Stone 2008 and Autodesk Wire 2008 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 2008 and Autodesk Wire 2008 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 2008 and Autodesk Wire 2008 Filesystem and Networking Guide*.
- If you intend to use Autodesk Wiretap, configure Wiretap Server and set up pathname translation. Refer to the *Autodesk Stone 2008 and Autodesk Wire 2008 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 and Proxy Generation”](#) on page 19.
- If you intend to use Cleaner XL to encode video over the network, install and configure the necessary components. Refer to *Using Cleaner XL with Autodesk Effects and Editing Applications*.

Setting Up Background Wire Transfers and Proxy Generation

Background Wire transfers and Proxy generation 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 or generate the proxies. Use the following procedure to set up background Wire transfers and Proxy generation.

To set up background Wire transfers and Proxy generation:

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 2008 Installation 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 19.
3. Set the Backburner keywords in the software initialisation file (*init.cfg*) for your Effects or Editing application. See [“Setting Backburner Keywords”](#) on page 20.
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 and Proxy generation will fail.

To enable Backburner Server after installing the application:

1. As the user root, in a terminal, 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 and Proxy generation rely on the following Backburner keywords in the software initialisation file (`init.cfg`): .

Keyword	Setting
<code>BackburnerManagerHostname</code> <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 <code>/usr/discreet/backburner/cfg/manager.host</code> file. If it does not, background Wire transfers will fail.
<code>BackburnerManagerPort</code> <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.
<code>BackburnerManagerPriority</code> <priority>	Set <priority> to a value from 0 to 100. The default is 50.
<code>BackburnerManagerGroup</code> <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 <code>BackburnerManagerGroup renderfarm1</code> .

For help understanding these keywords, or to learn how to modify the file, refer to the *Configuration File Reference Guide* for your operating system. See [“Consulting the Configuration File Reference Guide”](#) on page 18.

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 terminal:

```
chkconfig --list | grep -i backburner
```

The command should return the following:

```
backburner          0:off  1:off  2:on   3:on   4:on
                   5:on   6:off
backburner_server  0:off  1:off  2:on   3:on   4:on
                   5:on   6:off
```

2. If backburner_server is not set to “on” for run levels 2, 3, 4, and 5, type the following commands to enable it and restart the Stone and Wire service:

```
chkconfig backburner_server on
/etc/init.d/stone+wire restart
```

3 Installing the Application



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 24.
2. Obtain the host ID of the workstation. See [“Obtaining the Host ID”](#) on page 24.
3. Request temporary license codes. See [“Requesting License Codes”](#) on page 25.
4. Start the application and install the temporary license codes. See [“Entering License Codes”](#) on page 26.
5. When you receive permanent license codes, install those codes. See [“Entering License Codes”](#) on page 26.

NOTE: Permanent license codes for Effects or Editing applications pre-2007 were 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.
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.
di	Optional	Enables support for key code, 3D LUTs, and 12-bit HSDL on a Linux workstation. This license is not required for 12-bit HSDL support in Autodesk Backdraft Conform.

NOTE: As of the 2008 release of your Effects or Editing application, the application license includes the licenses for Wire and hdio. You no longer need specific license codes for those features.

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 a Linux workstation, you generate the host ID using a utility installed with your application.

To obtain the host ID of a Linux workstation:

1. On your Linux workstation, log in using the account for your application, and open a terminal.

2. Navigate to the directory that contains the Discreet host ID utility. Type:

```
cd /usr/discreet/<product_home>/bin
```

3. Type:

```
dlhostid
```

NOTE: The `dlhostid` command replaces the `lmhostid` command previously used on Linux workstations.

A message similar to the following one appears, containing the host ID:

```
dlhostid - Copyright © 2005 by Autodesk, Inc./Autodesk Canada
Co. All rights reserved.
The host ID of this machine is "00110910DA2E"
```

The Discreet host ID of this machine is
 "DLHOST01=25231AEF83AD9D5E9B2FA270DF4F20B1"

4. Send the Discreet host ID to the Licensing Department to receive your application license code. When you record the Discreet host ID, make sure you include the DLHOST01= string as well as the number; for example,

DLHOST01=25231AEF83AD9D5E9B2FA270DF4F20B1

NOTE: Make sure you obtain a host ID for each Linux workstation on which you install the application.

Requesting License Codes

You can obtain application license codes by registering the application 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 26.
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	<i>me.support@autodesk.com</i>
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 26.
- Launch the standalone License Wizard and enter the codes through the wizard. See [“Launching the Standalone License Wizard to Enter License Codes”](#) on page 27.
- Manually edit the license file. See [“Manually Editing the License File”](#) on page 27.

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. Open a terminal.
3. Type the name of the application, all in lower case, in the terminal 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 (similar to Flint, Flame)

```
FEATURE smoke_x86_64_r_2008 discreet_1 2008.999 1-jan-0 0 \
0D506C1F4F6B12728DA9 \
HOSTID=DLHOST01=886C2B75E8E57E4B03D784C3A2100AC0 ck=74
```

For field:	Enter:
Feature Name	smoke_x86_64_r_2008

For field:	Enter:
License Code	0D506C1F4F6B12728DA9
System ID (automatically generated)	HOSTID=DLHOST01=886C2B75E8E57E4B03D784C3A2 100AC0
Expiry Date	1-jan-0 (never expires)
Checksum	74

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 terminal .

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:
./dinstall_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. Open a terminal.
3. Type the name of the application, all in lower case, in the terminal 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:
<code>smoke</code>	Start Smoke.
<code>smoke -v</code>	Start Smoke and 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.
 - 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).

The KDE Desktop Environment

The KDE desktop environment is the desktop environment installed with the Autodesk-customized installation of Red Hat Enterprise Linux WS 4, Update 2 and Red Hat Enterprise Linux WS 4, Update 3. You should not modify KDE desktop settings for the application account. Modifying the settings may disable hot keys and other functionality. You should also always run the application from the application account. If, for example, you run the application from your own account and the KDE settings do not match those of the application account, hot keys and other functionality may be disabled.

In the KDE desktop environment you can press **ALT+TAB** to switch between applications. For information on using the KDE graphical desktop environment, refer to *www.kde.org*.

4 Licensing and Starting the Application

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