

Autodesk®
Smoke® 2010

A Discreet® Systems product

For Mac OS® X

Installation and Configuration Guide



Autodesk® Smoke® 2010 For Mac OS® X

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Introduction

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Topics in this chapter:

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- [Workflow for Installing the 30-day Trial Version of Smoke for Mac OS X](#) on page 1
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About this Guide

This guide contains detailed information about installing and licensing the current version of Autodesk® Smoke® for Mac OS® X. The document also contains general guidelines about preparing your workstation and operating system before you install the Smoke software.

This document assumes that you have regular user knowledge of Apple® workstations and Mac OS X. You do not need prior knowledge of Autodesk Visual Effects and Finishing software.

Workflow for Installing the 30-day Trial Version of Smoke for Mac OS X

- 1 Visit the Autodesk Smoke for Mac OS X Product Trial Web page at www.autodesk.com/smoke-trial, to read about Smoke system requirements, and to download the Smoke Product Trial software installation package.

NOTE Before visiting the Product Trial Web page, make sure your Web browser is set to accept cookies.

- 2 Use the license generator on the Product Trial Web page to obtain a 30-day trial license code for Smoke. The license code is sent to you by e-mail.
- 3 Prepare your Mac® for the installation of Smoke.
See [Preparing Your Workstation](#) on page 5.
- 4 Install and configure Smoke on your Mac. See [Installing Smoke](#) on page 11 and [Configuring Smoke](#) on page 15.
- 5 Install the trial license code you received from Autodesk. See [Licensing Smoke](#) on page 21.

Workflow for Installing the Purchased Version of Smoke for Mac OS X

- 1 Consult the Autodesk Smoke for Mac OS X System Requirements Web page, www.autodesk.com/smoke_sysrequirements, to make sure your workstation and storage devices meet the requirements for this version of Smoke, and for the media format you plan to work with.
- 2 Consult the latest version of the *Autodesk Smoke for Mac OS X Release Notes* for important information you need to know before installing Smoke.
- 3 Obtain your Smoke for Mac OS X installation package.
 - Major releases are available on DVD, and as a downloadable *.dmg* file. The download path is provided in the release announcement you received from Autodesk.
 - Extensions and service packs are available only as a downloadable *.dmg* file. The download path is provided in the release announcement you received from Autodesk.
- 4 Prepare your Mac for the installation of Smoke.
See [Preparing Your Workstation](#) on page 5.
- 5 Install the Smoke software on your Mac. See [Installing Smoke](#) on page 11.
- 6 Configure Smoke. See [Configuring Smoke](#) on page 15.
- 7 Obtain and install a license for your application. See [Licensing Smoke](#) on page 21.
- 8 Run Smoke from the *Applications / Autodesk / Smoke 2010* folder. See [Starting Smoke for the First Time](#) on page 23

Notation Conventions

A number of style conventions are used throughout your documentation. 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. Press the Enter key after each command.	install rpm -qa
Variable names appear in Courier, enclosed in angle brackets.	<filename>
Feedback from the command line or shell appears in Courier.	limit coredumpsize

Convention	Example
Directory names, filenames, URLs, and command line utilities appear in italics.	<i>/usr/discreet</i>

Related Documentation

Documentation for this release is installed with the product as PDF files and as an HTML help system, and is also available on the Autodesk web site at <http://www.autodesk.com/me-documentation>. From this page you can access the complete documentation library.

You should also refer to the product release notes for all late-breaking release information.

Contacting Customer Support

For Autodesk Media and Entertainment Customer Support, visit <http://www.autodesk.com/support>.

Customer support is also available through your Autodesk reseller. To find a reseller near you, consult the reseller look-up database at <http://www.autodesk.com/resellers>.

Preparing Your Workstation

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Topics in this chapter:

- [Preparing Your Hardware](#) on page 5
- [Preparing Your Media Storage](#) on page 5
- [Updating Your Operating System](#) on page 6
- [Installing or Updating Hardware Drivers](#) on page 6
- [Setting System Preferences](#) on page 6
- [Configuring Your Network](#) on page 7
- [Configuring Mac OS X Keyboard Shortcuts](#) on page 7
- [Configuring Wacom Pen Buttons](#) on page 8

Preparing Your Hardware

Before you set up your workstation, consult the Autodesk Smoke for Mac OS X System Requirements Web page www.autodesk.com/smoke_sysrequirements, and make sure your hardware meets the minimum requirements for your version of Smoke for Mac OS X.

Consult your hardware documentation for information on how to install the necessary add-on cards in your system (such as the NVIDIA graphics card, and the AJA Kona card), and how to connect your workstation to the peripherals you want to use it with (such as a pen tablet, graphics monitor, broadcast monitor, or VTR).

Preparing Your Media Storage

Before configuring storage to work with Autodesk Smoke, contact your storage vendor to make sure your storage fulfills the requirements for the frame format you will be working with.

Remember that, in order to ensure the best quality results, Autodesk Smoke does not apply compression to rendered intermediates. This means that the storage bandwidth requirements are higher than those for applications that use compressed media. Select the appropriate storage solution to achieve sustained real-time playback.

Consult the Autodesk Smoke for Mac OS X System Requirements Web page www.autodesk.com/smoke_sysrequirements for guidelines about the throughput your storage should support for various frame formats.

Consult your vendor documentation for information on connecting the media storage disks to your Mac, and on using the Mac OS X Disk Utility to perform the RAID striping of your media storage device.

Recommended File System

For optimal performance, Autodesk recommends using the default *Mac OS Extended Journaled (HFS+)* file system, for your system drive and your media storage volume.

Use the Mac OS X Disk Utility to format your media storage volume to the recommended file system. Consult your Mac OS X documentation for information.

Updating Your Operating System

Consult the Autodesk Smoke for Mac OS X System Requirements Web page www.autodesk.com/smoke_sysrequirements for information on the version of the Mac OS X operating system required for Autodesk Smoke.

To find out which version of Mac OS X your workstation is currently running, select About this Mac from the Apple menu. The version number appears below the *Mac OS X* heading.

If your workstation is not running the required version of Mac OS X, click Software Update to upgrade your operating system.

WARNING Do not update your operating system or hardware drivers to versions other than the ones recommended by Autodesk. Ignore any updates offered by the Apple Software Update utility, unless instructed otherwise by Autodesk.

Installing or Updating Hardware Drivers

Before installing Smoke, install or upgrade the drivers for your hardware devices.

Consult the Autodesk Smoke for Mac OS X System Requirements Web page www.autodesk.com/smoke_sysrequirements for information on the supported driver versions.

You can update some of the drivers, such as the NVIDIA graphics card driver, through the Apple Software Update utility. To get drivers that are not installed by the Software Update utility (such as the AJA Kona video card driver, or the Wacom pen tablet driver), refer to the Web site of your hardware device vendor.

WARNING Do not install any driver versions other than the ones recommended by Autodesk. Ignore any driver updates offered by the Apple Software Update utility, unless instructed otherwise by Autodesk.

Setting System Preferences

Open the System Preferences application, and set the following options as indicated in the table below.

WARNING These settings are mandatory and will prevent Smoke from working correctly if they are not set as documented.

NOTE These system preferences are set per Mac OS X user account. Make sure you apply them to all the Mac OS X user accounts you plan to use with Smoke.

System Preference	Option to Modify
Desktop & Screen Saver	In the Screen Saver tab, set <i>Start screen saver</i> to Never.
Energy Saver	<ul style="list-style-type: none">■ Set <i>Computer sleep</i> to never.■ Disable <i>Put the hard disk(s) to sleep when possible</i>.
Spotlight	In the Privacy tab, add the Smoke media storage volume to the list of locations Spotlight does not search.
Software Update	<p>In the Scheduled Check tab, disable <i>Check for updates</i>.</p> <p>NOTE Before installing Mac OS X or QuickTime updates, consult the Autodesk Smoke for Mac OS X System Requirements Web page, to see if these updates are compatible with the installed version of Smoke.</p>
Sound	<p>In the Output tab, make sure the device selected for sound output is not the AJA card.</p> <p>Select, for example, <i>Internal Speakers</i>, or <i>Line Out</i>.</p>

Configuring Your Network

Smoke for Mac OS X supports both static IP and DHCP network configurations.

If your Mac uses DHCP to obtain its hostname or IP address, make sure the hostname and IP address assigned to your computer do not change when the DHCP lease is renewed.

WARNING If the hostname or IP address of your Mac change while Smoke is running (for example, if your Mac switches from a wired network to a wireless connection), close Smoke and restart your computer, to avoid any issues with the application.

Configuring Mac OS X Keyboard Shortcuts

The Smoke application uses many keyboard shortcuts that are also used by Mac OS X.

As a general guideline, make sure your operating system does not use any single-key shortcuts (such as **F1**, **F2**, etc.) or shortcuts that include the **CTRL** and **OPTION** key modifiers, as these could overlap with Smoke hotkey combinations.

It is recommended to include the **COMMAND** key when defining OS-level shortcuts, as Smoke does not use this key.

Update your keyboard preferences as suggested below. These changes are optional but will minimize keyboard shortcut conflicts.

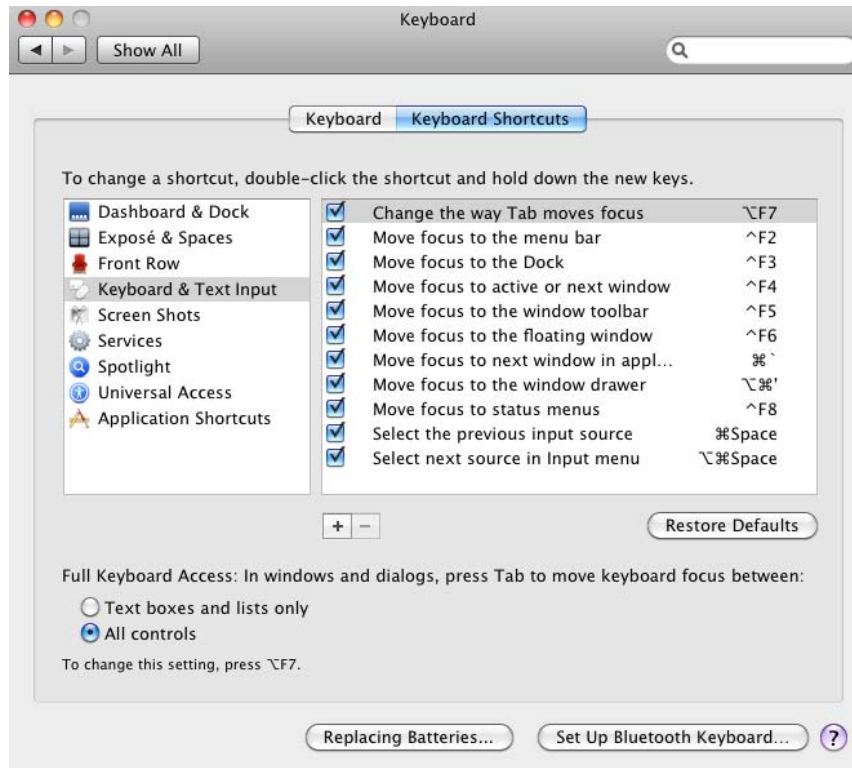
NOTE The keyboard preferences are set per Mac OS X user account. Make sure you apply them to all the Mac OS X user accounts you plan to use with Smoke.

To edit OS keyboard shortcuts:

- 1 Open the System Preferences application.
- 2 Click Keyboard.
- 3 In the Keyboard tab, enable *Use all F1, F2, etc. keys as standard function keys*.

NOTE This option is available only if you are using an Apple keyboard.

- 4 Click the Keyboard Shortcuts tab.

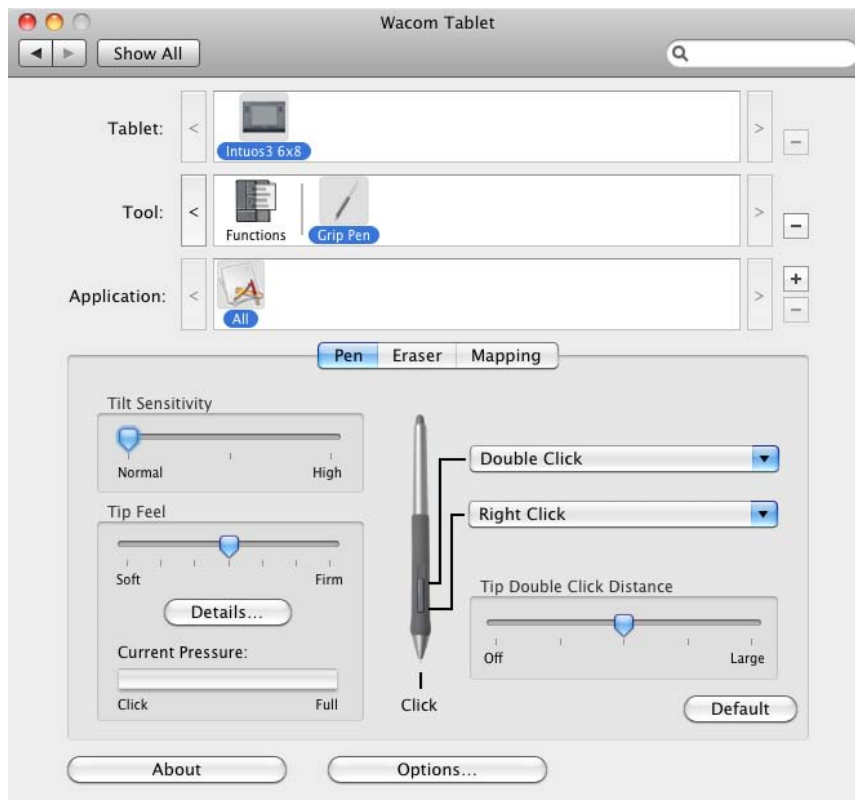


- 5 Select each section in the left panel, and then disable all its keyboard shortcuts, or change the shortcuts to include the **COMMAND** key.

Configuring Wacom Pen Buttons

To make sure the Wacom pen buttons work properly in Smoke, configure them as follows.

- 1 Open the System Preferences > Wacom Tablet panel.



- 2 If Grip Pen does not appear in the Tool section, touch the pen on the tablet.
- 3 Select the Pen tab.
- 4 Make sure the top pen button is assigned to the double-click function, and that the bottom pen button is assigned to the right-click function.

Installing and Licensing Smoke

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Topics in this chapter:

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- [Configuring Smoke](#) on page 15
- [Licensing Smoke](#) on page 21
- [Starting Smoke for the First Time](#) on page 23
- [Uninstalling Smoke](#) on page 24

Installing Smoke

Perform the following tasks to install the Autodesk Smoke software on your Mac.

To install Smoke:

- 1 If you are installing Smoke from a DVD, insert the DVD, and then double-click the DVD icon that appears on your desktop.
- 2 If you are installing Smoke from a downloaded *.dmg* disk image file, double-click the file. The contents of the DVD or *.dmg* disk image are displayed.

NOTE The *Standalone Installers* folder contains separate installers Autodesk® Backburner®, Autodesk® Stone® and Wire®, Autodesk® WiretapCentral™, Autodesk® Wiretap® Gateway, and the Autodesk® Backburner® Media I/O Adapter.

You do not need to run any of these stand-alone installers on your workstation, as they are automatically installed with Smoke. You only need to use these installers if you are relocating just the Backburner or Wiretap components to other Mac systems. Refer to the latest *Autodesk WiretapCentral and Wiretap Gateway Installation and Configuration Guide* for instructions.

- 3 Double-click *Install Smoke 2010*.

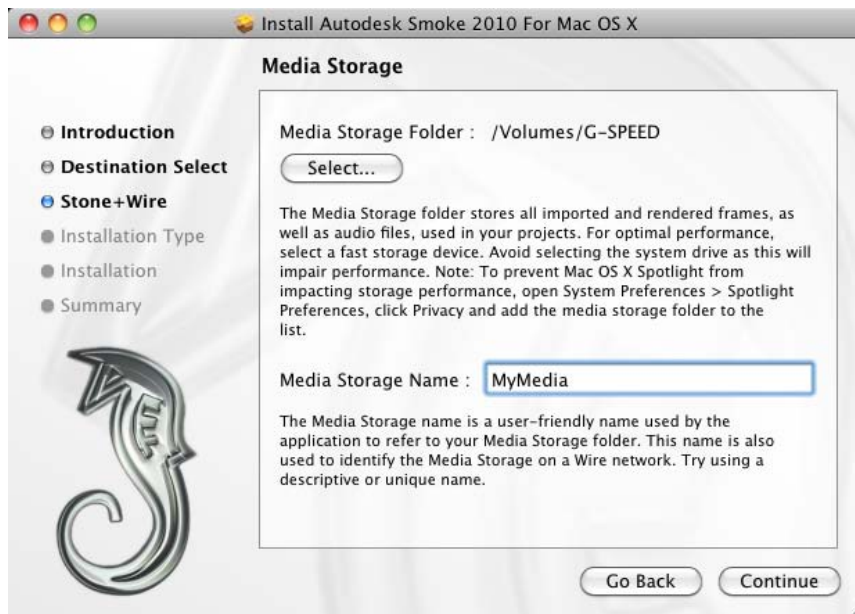
The installer starts.



- 4 Click Continue. Depending on your OS configuration, the Select a Destination window may appear.



- 5 Click "Install for all users of this computer", and then click Continue.
The Media Storage window appears. This windows enables you to define an internal or external storage volume for your media.



- 6 Click Select.
A file browser window opens.
- 7 Browse to the volume you want to use for media storage. The installer will automatically create a subfolder called *ManagedFolder7* under the folder you select, so that all Smoke media files are kept in one place.

WARNING Never use your Mac OS X system disk for media storage, as this may fill up the drive and impair system performance.

- 8 Type a name for your media storage folder in the Media Storage Name field. This name will also be used by Smoke to refer to your media storage folder.

NOTE This name can only contain non-accented latin letters and numbers. Do not use special characters.

- 9 Click Continue.



- 10 Click Install to begin the installation process.
You are prompted to log in.
- 11 Enter the user name and password of a user with administrative privileges.
A confirmation message is displayed, informing you that your computer must be restarted when the installation finishes.
- 12 Click Continue Installation.
Smoke is installed. Several additional components, such as Autodesk Backburner Manager, Autodesk Backburner Server, Autodesk WiretapCentral, Autodesk Wiretap Gateway, and Autodesk Backburner Media I / O Adapter are also automatically installed.
- 13 When the installation completes, click Restart to restart your Mac.
Restarting is necessary for the 64-bit Mac OS X kernel to be activated. This version of the kernel is required to run Smoke.
- 14 (Optional) To check that all necessary services have been properly installed and started, go to the *Applications / Autodesk / Smoke 2010 / Utilities* folder, and open the *Smoke Monitor* application.



A green status light means that the service is installed and started. A red light means that the service is not running. Click Restart to activate it.

WARNING Before stopping or restarting a background service, make sure Smoke is not running, and that there are no network connections to your media storage.

15 Configure and license your application.

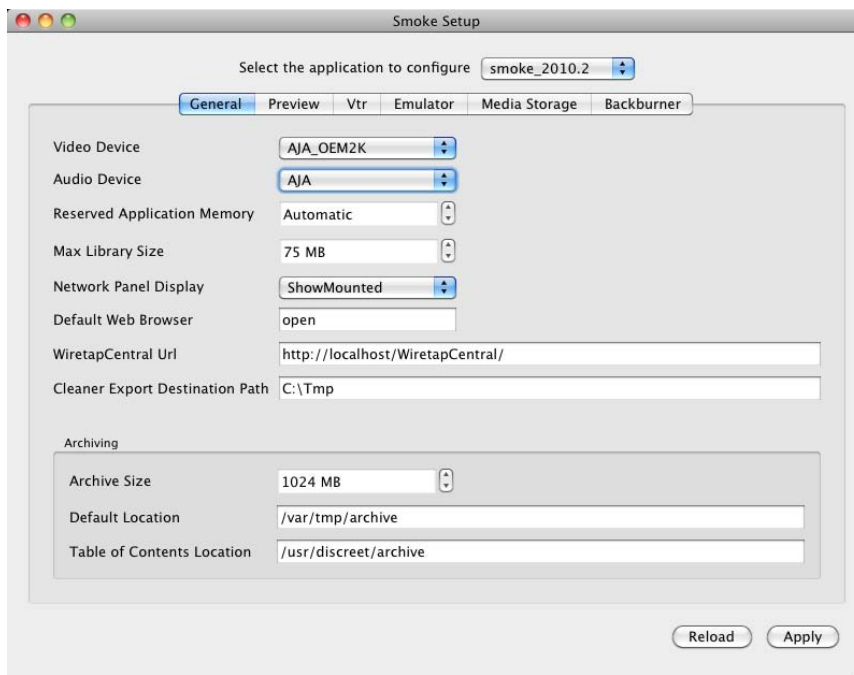
Configuring Smoke

The Smoke Setup utility allows you to easily configure general Smoke settings, add or edit the media storage, and configure background rendering.

Run the Smoke Setup utility from the *Applications / Autodesk / Smoke 2010 / Utilities* folder.

Configuring General Settings

The General tab of the Smoke Setup utility enables you to configure the following application settings.



- **Video Device** - Use this setting to specify the video output device to be used with Smoke. If your Mac is equipped with an AJA Kona 3 card, select AJA_OEM2K.
- **Audio Device** - Use this setting to specify the audio output device to be used with Smoke. Note that for the audio device to work, the correct video device must be selected in the Video Device. If your Mac is equipped with an AJA Kona 3 card, select AJA.
- **Reserved Application Memory** - Use this field to specify the amount of memory allocated for Smoke frame buffers. In most cases, you should leave this setting to *Automatic*. The default configuration is sufficient for most projects, regardless of the different resolutions you may be working with.
- **Max Library Size** - Use this setting to define the maximum size of any single clip library, in megabytes. The higher the value, the more memory the application uses. Using a larger value reduces memory fragmentation, which optimizes memory use.

NOTE To run Smoke, you must have at least 10 megabytes of free hard drive space in addition to the value set by this field.

- **Network Panel Display** - Use this setting to filter the list of remote media storage volumes that are displayed in the Network panel. Select *ShowMounted* to see only media storage volumes that are mounted and available on the Wire network, or *ShowAll* to show all media storage volumes available on the network without checking whether they are mounted.

NOTE Using *ShowAll* slightly reduces the time needed for your application to start, as no checks are performed on remote media storage volumes.

- **Default Web Browser** - Use this setting to specify the Web browser used by Smoke to browse the Help, open WiretapCentral, and view HTML tables of contents for archives. Set this option to *open* to use the default Web browser.
- **WiretapCentral Url** - If you relocate WiretapCentral to another Linux or Mac system, enter the new URL of WiretapCentral in this field. Smoke will open this URL in a browser when you click the WiretapCentral button in the Import Image menu.
- **Cleaner Export Destination Path** - If you are using Autodesk® Cleaner® XL digital video mastering and encoding software, use this field to define the default path on a Microsoft® Windows® workstation where clips are saved after encoding by Cleaner XL. The default path you enter appears in the Cleaner Destination Path field when you select *Cleaner* in the Format Box of the Image Export menu. You can edit the path there. If there is an ftp path in the output profile, the ftp path is used as an additional destination for encoded jobs. See your application help.
- **Archive Size** - Use this field to define the maximum size for a file archive in MB. The default value is 1024MB.
- **Default Location** - Use this field to define the default location for archives created in Smoke. The default location is */var/tmp/archive*.
- **Table of Contents Location** - Use this field to define the location where online HTML and ASCII tables of contents are saved when archiving. The default location is */usr/discreet/archive*.

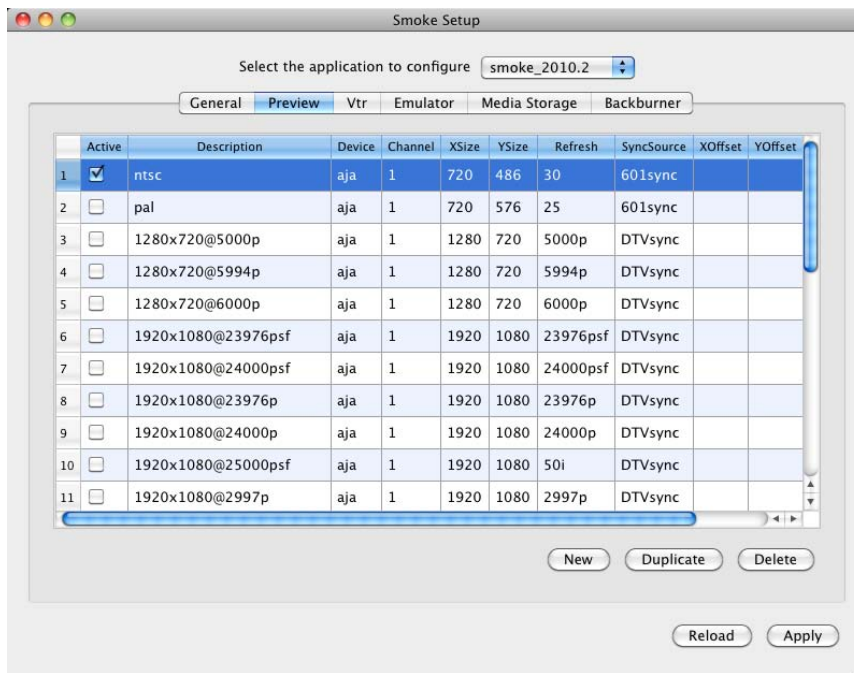
NOTE Click Apply to save the new settings. If you want to revert to the last saved configuration, click Reload. Note that this will undo any unsaved changes in all the tabs of the Smoke Setup utility.

Defining the Video Preview Device

Use the Preview tab of the Smoke Setup utility to specify the device used for the graphics-to-video display.

Enable entries for the resolutions of the projects on which you will be working, as well as the resolutions supported by your hardware configuration.

If necessary, you can also add new entries, and duplicate or delete existing entries.

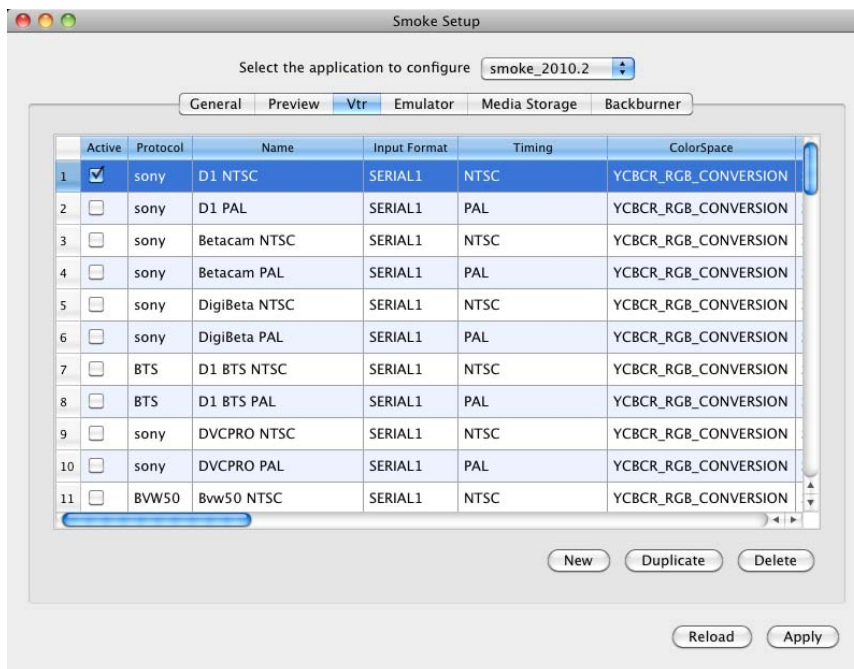


NOTE Click Apply to save the new settings. If you want to revert to the last saved configuration, click Reload. Note that this will undo any unsaved changes in all the tabs of the Smoke Setup utility.

Defining VTRs

Use the Vtr tab of the Smoke Setup utility to specify the video tape recorders you want to use for clip I/O. You can enable VTRs of different video formats. Any enabled VTR can be selected for a project, regardless of the project's video I/O timings.

If necessary, you can also add new entries, and duplicate or delete existing entries.



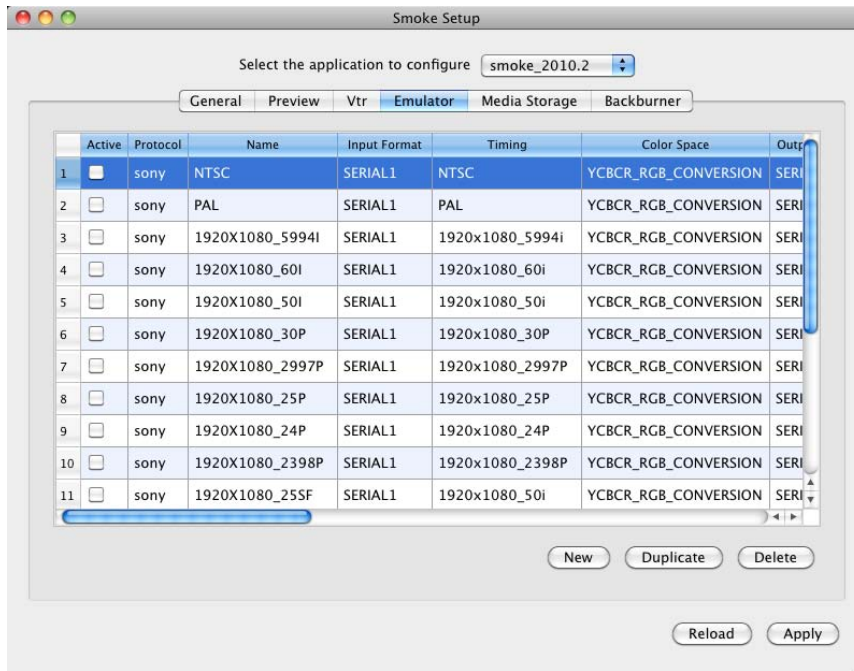
NOTE Click Apply to save the new settings. If you want to revert to the last saved configuration, click Reload. Note that this will undo any unsaved changes in all the tabs of the Smoke Setup utility.

Configuring VTR Emulation

Use the Emulator tab of the Smoke Setup utility if you want to configure your workstation to emulate a Sony™ VTR.

You can specify more than one emulator. Any enabled emulator can be selected for a project, regardless of the project's video I/O timings.

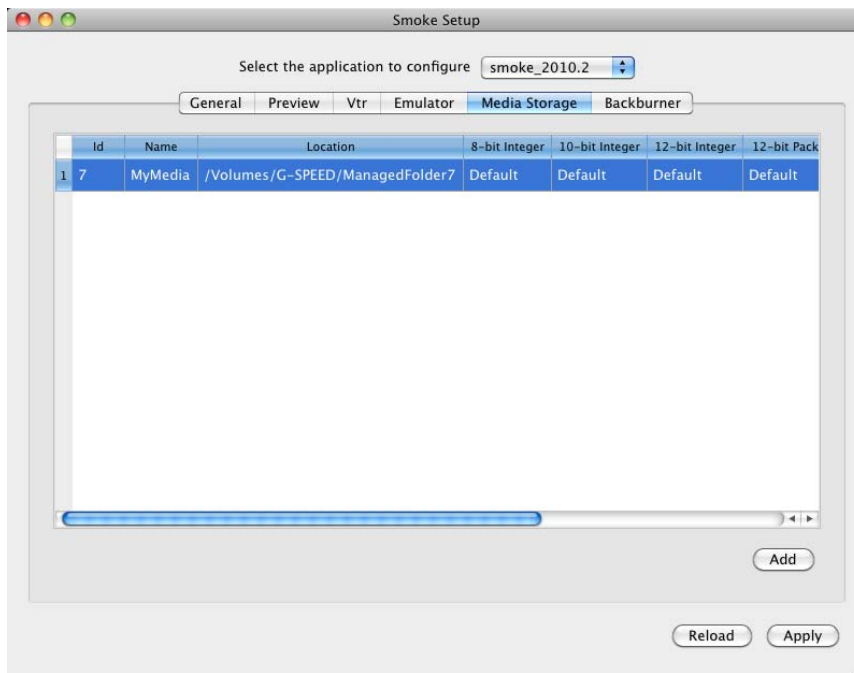
If necessary, you can also add new entries, and duplicate or delete existing entries.



NOTE Click Apply to save the new settings. If you want to revert to the last saved configuration, click Reload. Note that this will undo any unsaved changes in all the tabs of the Smoke Setup utility.

Adding or Editing Media Storage Volumes

Use the Media Storage tab of the Smoke Setup utility to define new media storage volumes for use with Smoke, or to edit the settings of existing media storage volumes.



To define a new media storage volume, click Add.

A new entry is created in the media storage list, and is populated with default values.

NOTE For safety reasons, the Name and Location fields are blank by default. You are required to fill in these fields before you can click Apply.

To edit the settings of a media storage folder:

- 1 Double-click the Name field and enter a meaningful label for the media storage. For example, *MyMedia*. This label identifies the media storage in Smoke.
- 2 Double-click the Location field, and browse to the directory that will contain the Smoke media files on your storage device. For example, */Volumes/G-SPEED/MyMedia*.

WARNING Do not select the root of a drive as your media storage folder. Create a subfolder to hold all your media files in one place. We recommend that you name the subfolder *ManagedFolder<x>*, where *<x>* is the number that appears in the Id column in the Smoke Setup utility.

- 3 (Optional) Double-click the 8-bit Integer, 10-bit Integer, 12-bit Integer and 12-bit Packed Integer fields, and choose the file formats that Smoke will use when writing frames of those bit depths to the storage.
- 4 (Optional) If you plan to use the *JPG* file format, double-click the Jpeg Compression field, and set JPEG compression to a value between 0 (lowest compression, highest quality) and 100 (highest compression, lowest quality).
- 5 Click Apply to save your configuration.

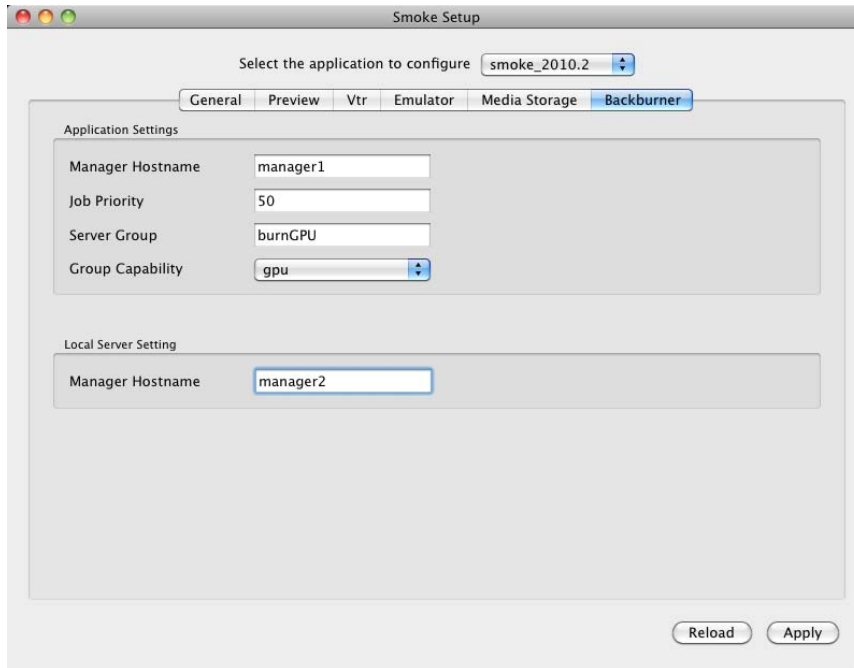
NOTE If you want to revert to the last saved configuration, click Reload. Note that this will also undo any unsaved changes in the other tabs of the Smoke Setup application.

Configuring Backburner Settings

If you want to use a Burn background processing network, or to use your Mac as a background processing node, define Backburner settings in the Backburner tab of the Smoke Setup utility.

To configure background processing for Smoke, use the four fields in the Application Settings Section.

To use your Mac as a background processing node, define the hostname of the Backburner Manager that will distribute processing jobs to your Mac, in the Local Server Settings section.



To configure settings for jobs submitted by Smoke to a Backburner network:

- 1 In the Manager Hostname field of the Application Settings section, enter the hostname or IP address of the Backburner Manager system that will handle background jobs submitted by Smoke.
Setting the Manager Hostname enables the Background Wire[®] and Background Proxies buttons in the application; they are otherwise greyed out.
- 2 In the Job Priority field, enter the priority for jobs sent by Smoke to the Backburner Manager on your rendering network. Job priority can range from 0 to 100, where 0 is the highest priority and 100 is the lowest. The default is 50.
- 3 In the Server Group field, enter the name of the group of render nodes to which jobs created in Smoke will be submitted. Refer to the latest *Autodesk Backburner User Guide* for information on creating groups in Backburner Monitor.

NOTE Autodesk Smoke 2010 for Mac OS X is compatible only with Burn render nodes running Autodesk[®] Burn[®] 2010 Extension 1. It is recommended to create a group of Burn 2010 Extension 1 nodes, and only use that group with Smoke 2010 for Mac OS X.

- 4 From the Group Capability drop-down list, select whether the nodes in your group are equipped with GPU-accelerated graphics cards or not.

Set this value as follows:

- If none of the nodes in your rendering network are equipped with GPUs, select *software*. Smoke will not send jobs that require a GPU to the rendering network, but only jobs that can be rendered in software mode by the render nodes.
- If **ALL** the nodes in your rendering network are equipped with GPUs, select *gpu*. Smoke will send all jobs to the GPU-equipped nodes, even if some jobs do not specifically require a GPU render node.

NOTE If your rendering network also contains render nodes without a GPU, but this value is incorrectly set to *gpu*, all jobs are sent only to GPU-equipped render nodes, and the nodes without a GPU are never used.

- If your rendering network contains a mix of nodes with GPUs and without GPUs, select *hybrid*. The application sends all jobs to the rendering network, and Backburner Manager distributes each job to the appropriate type of render node.

NOTE Select *gpu* or *hybrid* only if you are sure that at least one node in your rendering network is equipped with a GPU. Attempting to submit a job that requires a GPU to a rendering network with no GPU-equipped render node results in the job being stuck in the rendering queue indefinitely.

Licensing Smoke

Before you can use Smoke, you need to obtain and install a license code for it.

- To install a 30-day trial license for Autodesk Smoke for Mac OS X, generate the license code from the Smoke Product Trial Web page www.autodesk.com/smoke-trial. The license code is sent to the e-mail address you supply. Use the Smoke License Wizard to install the license code. See [To install a license code](#) on page 22.

NOTE The trial license code is valid for 30 days from the day you requested it, not from the day you install it. A trial license code cannot be renewed.

- If you are installing a purchased version of Autodesk Smoke for Mac OS X, use the Smoke License Wizard to request a license code, and then to install the license code once you receive it from Autodesk. See [To request a license code](#) on page 21.

The Smoke License Wizard runs automatically when you launch an unlicensed version of Autodesk Smoke.

You can also start the License Wizard manually from the *Applications / Autodesk / Smoke 2010 / Utilities* folder.

Use the following procedures to request and install a license. If you have already received a license code from Autodesk, skip the first procedure.

To request a license code:

- 1 Start an unlicensed version of Smoke, or open the License Wizard from the *Applications / Autodesk / Smoke 2010 / Utilities* folder. The License Wizard appears.



- 2 Select “No, request a License Code”, and click Continue.
- 3 Enter your contact information in the license code request form. The host ID and system serial number of your workstation are automatically filled in.
- 4 Click Continue.
- 5 Copy the information that appears in the next window and e-mail it to me.licensing@autodesk.com to request a license code. Be careful to copy all the information from that window.
- 6 Click Continue.
The License Wizard closes.

To install a license code:

- 1 When you receive your license code from Autodesk, start the unlicensed version of Smoke, or open the License Wizard from the *Applications / Autodesk / Smoke 2010 / Utilities* folder.



- 2 Select “Yes, install the License Code”, and click Continue.
- 3 Paste the license codes you received from Autodesk in the next window.

NOTE Be very careful to paste the license codes exactly as you have received them. Any incorrect or missing characters will prevent your application from recognizing the license.

- 4 Click Install to install the license code. Enter your password, if required.
Smoke is now ready to use.

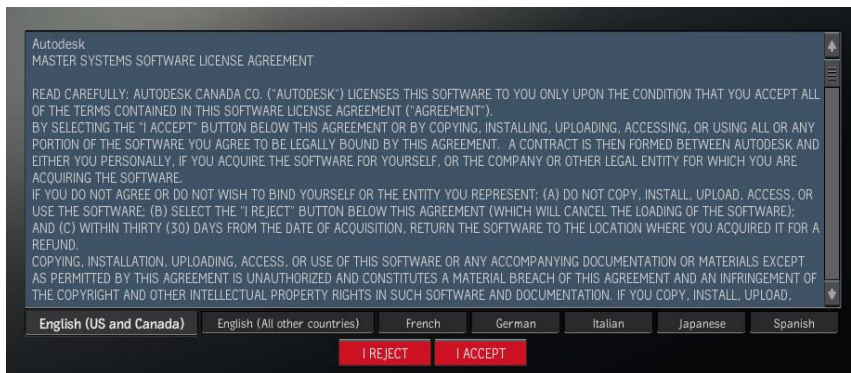
NOTE License codes are unique for each workstation, and are tied to the system hardware. If you replace major system components in your Mac, you must request and install a new license code for Smoke.

Starting Smoke for the First Time

After installing the license code, you are ready to start Smoke for the first time.

To start Smoke for the first time:

- 1 Double-click the Smoke icon in the *Applications / Autodesk / Smoke 2010* folder to start the application. Smoke starts, and the Autodesk Master Systems Software License Agreement appears.



- 2 (Optional) To view the License Agreement in another language, click a language tab at the bottom of the License Agreement window.

The localized version of the License Agreement appears in a new window.

- 3 Read the text carefully, and click I Accept if you agree to all the terms in the License Agreement. The Project Management menu appears.



- 4 Use the Project Management menu to create a project and a user. See the application Help for instructions.

- 5 Click Start or press **Enter**.

You are ready to start working in Smoke. If you see a splash screen rather than the application interface, click anywhere on the screen.

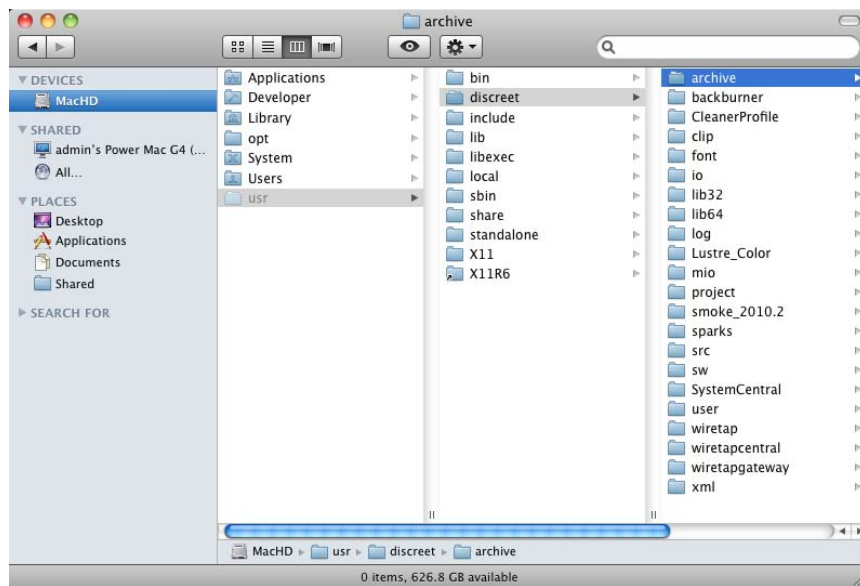
For information on using the software, consult the application Help, or the Smoke tutorials available online at www.autodesk.com/smoke-tutorials.

Uninstalling Smoke

Perform the following procedure to uninstall Autodesk Smoke from your Mac.

To uninstall Smoke from your Mac:

- 1 If Smoke is running, exit it.
- 2 In Finder, go to the *Applications / Autodesk / Smoke 2010* folder.
- 3 Run the *Smoke 2010 Uninstaller* application, and follow the on-screen instructions to uninstall Smoke.
- 4 (Optional, for advanced users) Perform the following steps to completely remove all the files installed by Smoke on your system drive:
 - Open Finder, and click **COMMAND+SHIFT+G**.
 - In the dialog box that opens, enter */usr/discreet*
The contents of the */usr/discreet* folder are displayed.



- Delete all the subfolders under the *discreet* folder, with the exception of the *clip*, *project* and *user* folders. These folders contain the data files of the projects and clips you created in Smoke, and might be useful next time you install Smoke.