AUTODESK®
EFFECTS AND EDITING
2008

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 2008 products on the IRIX® workstations that support them.

Product	IRIX Platform
Autodesk Smoke® 2008	Tezro™
Autodesk Backdraft® Conform 2008	Tezro
Autodesk Fire® 2008	Onyx® 350
Autodesk Flame® 2008	Tezro
Autodesk Inferno® 2008	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 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
User's Guide	Detailed instructions on using the application
What's New	A complete list of the new features for this release
Online Help	All of the information in the User's Guide along with powerful search functionality
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
Fixed and Known Bug List	A complete list of fixed and known bugs for this release

Installation and Configuration Guides	Description
Hardware Setup Guide (for your workstation)	Information on how to set up your workstation's video I/O components and other 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 be required to do so
Stone and Wire Filesystem and Networking Guide (for this release)	Procedures for configuring your Autodesk Stone® filesystem, Autodesk Wire® networking, and Autodesk Wiretap™ services
Stone Direct Configuration Guide (for this release)	Detailed connectivity diagrams and configuration procedures for your Stone storage arrays
Software Installation Guide (for your operating system)	Information about installing and licensing your Autodesk Editing or Effects software
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 Product Reference Guides	Description
Using Autodesk Cleaner XL with Effects and Editing Applications	Installation and troubleshooting information for Cleaner® XL
Autodesk Burn Installation and User's Guide	Information on how to install, set up, and use Autodesk Burn™
Autodesk Backburner Installation Guide	Information on how to install and set up Autodesk Backburner™

Other Product Reference Guides	Description
Autodesk Backburner User's Guide	Information on how to use Autodesk Backburner™
Autodesk Wiretap Web Installation and User's Guide	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 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, 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 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. See "Post-Installation Procedures" on page 19.

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.	*/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) Within Montreal: 514-954-7199 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 66952244 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 62211810 10 AM to 6 PM (local time) Monday to Friday, excluding holidays *med-sys-support-jp@autodesk.com*
Within China:	Direct dial: +86 10 65056848 9 AM to 6 PM (local time) Monday to Friday, excluding holidays *me.support.china@autodesk.com*
Within Australia and New Zealand:	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 *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*.

2 Preparing to Install the Application

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

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.

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 requirements — 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 at hand. If you do not have the CD, you can download the software. 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 restriction applies:

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 User's Guide* for your release .	All products

Determining the Amount of Memory Available

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

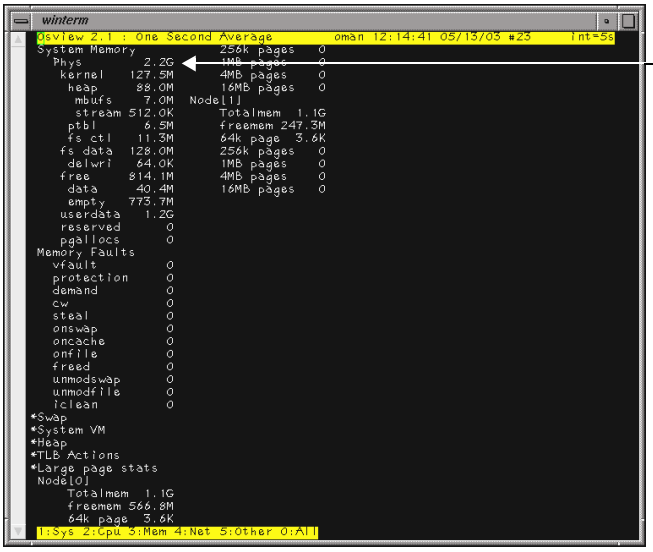
To determine available memory with *osview*:

1. In an IRIX shell, type:

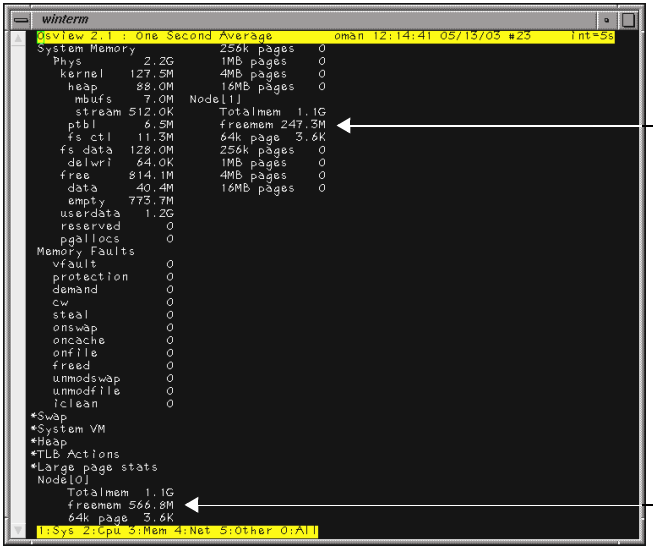
   ```
   osview
   ```

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**

3 Installing the Application

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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 that 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.
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 13.
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 /CDROM`**
- If you are installing from a downloaded *tar* file, uncompress and *untar* the file by typing the following two command lines. Refer to your release announcement for the download location of the application *tar* file.
  `gunzip` `<filename.tar.gz>`
  `tar -xvf` `<filename.tar>`
  The file is uncompressed and an install directory is created on your system.

  NOTE: An IRIX sum 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 IRIX sum by using the following command:
  `sum -r` `<filename.tar.gz>`
  If the displayed number matches the IRIX sum 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>`**`*IRIX`**

   where `<application_name>` has an initial capital, although you would type Backdraft_Conform for Backdraft Conform. For example, if you are installing Smoke on a 64-bit workstation, type:

   `cd Smoke*IRIX`

6. 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.

7. 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 2008 Installation and User's Guide* for help understanding Stone Switched.

8. 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.

9. 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.

10. 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.

11. 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.

12. 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.

13. 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.

14. 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.

15. 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*.

16. 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, later, you will have to 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.

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

    After the system is rebooted, the installation is complete.

18. 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 23.

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. 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 20.
- 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 21.
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 22.

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 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 and Proxy generation 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.

Keyword	Setting
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 to leanr 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 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 25.
5. When you receive permanent license codes, install those codes. See "Entering License Codes" on page 25.

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 license for Wire. 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 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`

The host ID for an:	Begins with:
Onyx 350	`d10 or d20`

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 25.
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 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. 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 2008 on a Tezro

   ```
   FEATURE smoke_tezro_r_2008 discreet_l 2008.999 \
   1-jan-0 0 2D507C1D984BE01F7FE7 HOSTID=c1000136 ck=29
   ```

For field:	Enter:
Feature Name	`smoke_tezro_r_2008`
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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