Avid® Interplay® | Capture ReadMe

Version 3.6.3

Revision History

Date Revised	Changes Made
November16, 2016	Updated and added the following: • Added a note about configuring time synchronization without using the Adrienne timecode card. See "Installing and Configuring the Timecode Software" on page 8. • Fixed limitation for v3.6.3 that now provides full support for routing 422 signals to VTR workstations. See "Fixed in v3.6.3" on page 22.
October 12, 2016	Updated and added the following: • Added a list of Interplay Capture and Interplay Router Control release versions. See "Interplay | Capture Versions" on page 5. • Expanded description of deprecated Audio and Ancillary Data Track Settings and Aspect Ratio menu. See "Removed Audio and Ancillary Data Track Settings" on page 16 and "Removed Aspect Ratio Menu" on page 17.. • Added fixed limitations for v3.6.2. See "Fixed in v3.6.2" on page 22.
August 17, 2016	Added fixed limitations for v3.6.1. See "Fixed in v3.6.1" on page 22.
June 30, 2016	Added new features: • Added new features for v3.6. See "New Features for Version 3.6" on page 15. • Added fixed limitations for v3.6. See "Fixed in v3.6" on page 23.
March 29, 2016	Updated the following: • Added fixed limitations for v3.5.1. See "Fixed in v3.5.1" on page 23. • Added limitation for v3.5.1. See "Deleting Local Clips after Ingest with AirSpeed 5000" on page 36. • Added limitation for v3.5. See "Segmented Recording with Manually Entered Video ID" on page 35. • Revised a note on using the Avid Interplay Capture AirSpeed API Device Service. See "Avid Interplay Capture API Device Service (AirSpeed 5000 only)" on page 20.
February 11, 2016	Updated the following: • Revised the section on the Avid Interplay Capture AirSpeed API Device Service. See "Avid Interplay Capture API Device Service (AirSpeed 5000 only)" on page 20. • Added information and links for the Interplay Capture training and demo videos posted to Avid's YouTube channel. See "Interplay | Capture Training Videos" on page 15.

Date Revised	Changes Made
December 16, 2015	Updated the following: • Added new feature, Timeline Colors, for v3.5. See “New Feature for Version 3.5” on page 18. • Added fixed limitations for v3.5. See “Fixed in v3.5” on page 24. • Added a known limitation for v3.5. See “Limitation in the Grouping Pane” on page 37. • Removed the version compatibility table. You can find Interplay Capture compatibility information in the Avid Knowledge Base article “Avid Video Compatibility Charts.
October 9, 2015	Updated the following: • Added v3.4 support in the compatibility table. See “Version Compatibility Matrix” on page 5. • Added information on the Interplay Capture AirSpeed API Device Service. See “Avid Interplay Capture API Device Service (AirSpeed 5000 only)” on page 20.
September 22, 2015	Updates include the following: • Noted the version number changes for this release. See “Interplay | Capture Versions” on page 5. • Modified the 64-bit migration procedures. See “Interplay | Capture 64-bit Migration” on page 6. • Added some information on editing favorites in the Favorites pane. See “Favorites Panel” on page 44. • Added a note about the maximum number of characters in recording names. See “Maximum Length of Recording Name” on page 45. • Added a list of fixed limitations. See “Fixed in v3.4” on page 24.
June 09, 2015	Updated the following: • Added v2.2 to the compatibility tables. See “Version Compatibility Matrix” on page 5. • Updated hardware requirements. See “Hardware and Software Requirements” on page 5. • Added new feature for v2.2 (segment recording dialog box). • Revised description of how Interplay Notifications to explain how these notifications are used. • Added a list of fixed limitations. See “Fixed in v2.2” on page 25.
March 09, 2015	Updated the following: • Added a note about installing VS2012 x64 • Added a note about making sure your Windows Server 2008 OS has all patches applied See “Interplay | Capture 64-bit Migration” on page 6.

Date Revised	Changes Made
December 05, 2014	Updated the following: • Added new feature supporting an informational tooltip that appears when you move the mouse pointer over a recording in the Schedule panel. • Updated the version compatibility table. See "Compatibility Notes" on page 5. • Added two fixed limitations for v2.1. See "Fixed in v2.1" on page 25. • Updated the illustration of the Schedule Item Detail Panel Text Helper toolbar to show the Source token icon.
October 17, 2014	Updated the following: • Added new feature allowing for text input from the keyboard to specify start, end, and duration times for recording. • Expanded description of Release Channel feature. • Add two fixed limitations for v2.0.1. • Updated the serial wiring diagrams. See "Digi Port Server Installation" on page 10.
August 21, 2014	Updated Interplay Capture v1.7.5 support for ISIS. See "Compatibility Notes" on page 5. And added "Limitations for Auto Segmentation Feature" on page 37.
August 07, 2014	Updated the following: • Added support for Interplay Capture v1.7.5 in Interplay v3.1. Also removed DS 4.5 and added DS 3.8. See "Compatibility Notes" on page 5. • Added x86 and x64 info regarding the following: "Installing Interplay | Capture and Router Control on the Same Server" on page 8. • Added a note about contacting Avid before you build your own cables for Digi Port. See "Digi Port Server Installation" on page 10.
June 30, 2014	• Updated the version compatibility table ("Compatibility Notes" on page 5). • Updated for v2.0, including new features, bug fixes ("Fixed in v2.0" on page 26), and known limitations ("Logging in to Avid Administrator on a Interplay | Capture Server Returns an Error" on page 37 and "Release Channel in Interplay | Capture Route Manager" on page 38).
September 12, 2013	Added Support for Interplay Capture v1.7.5 and Router Control v2.4.5. Updated Version Compatibility Matrix.Updated VTR Setup and Configuration for Digi Serial PCI Card and added VTR Setup and Configuration for Device Manager and ASF.Updated Segmenting of VTR Recordings at Timecode Breaks.

Important Information

Avid recommends that you read all the information in this ReadMe file thoroughly before installing or using any new software release.



Search the Avid Knowledge Base for the most up-to-date ReadMe file, which contains the latest information that might have become available after the documentation was published.

This document describes compatibility issues with previous releases, hardware and software requirements, software installation instructions, and summary information on system and memory requirements, when applicable. This document also lists any hardware and/or software limitations.

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Interplay | Capture Versions

Starting with the v3.4 release, Interplay Capture releases match the corresponding releases of the Avid Interplay Production components and are labeled with the same version number. References to earlier versions of Interplay Capture continue to use the version numbers at the time of those releases.

The following table lists the Interplay Capture and Avid Router Control release version numbers that correspond to Interplay Production release version numbers.

Interplay Production Release	Interplay Capture Release	Avid Router Control Release[a]
3.0.5+	1.7.5+	2.4.5+ (2.4.6)
3.1.x	2.0.x	2.5.0 (2.5.1)
3.2.x	2.1.x	2.5.0 (2.5.1)
3.3.x	2.2.x	2.5.1
3.4.x	3.4.x	2.5.1
3.5.x	3.5.x	2.5.1
3.6.x	3.6.x	3.6.x

a. Some Router Control releases require an updated version for compatibility with Interplay Production and Interplay Capture. The compatible Router Control versions are listed in parentheses.

Avid recommends using newer versions of Interplay Capture and Router Control, which contain important fixes, with older versions of Interplay Production. For more details, see the Compatibility Support Matrix on the Avid Knowledge Base.

Compatibility Notes

Version Compatibility Matrix

For a list of software supported with Interplay Capture v3.6.x and earlier releases, see the Avid Knowledge Base article "Avid Video Compatibility Charts.

Do not install AMS DS if you use the AMS API Service. For more information on the AMS API Service, see "Avid Interplay Capture API Device Service (AirSpeed 5000 only)" on page 20.

Hardware and Software Requirements

Interplay | Capture Server

Avid AS3000 Server Platform with a minimum of:

- Processor: Xeon 5335 quad core 2.0 GHz
- Memory: 12 GB RAM
- Storage Space: 500 GB SW Raided Operating System Hard Drive
- Operating System: Windows Server 2008 R2 SP1 64-bit

Dell DL630 server with a minimum of:

- Memory: 12 GB RAM
- Storage Space: 1 TB
- Operating System: Windows Server 2012 R2

Windows Server 2012 R2 support on Dell DL630 servers was added in Capture v2.2. If your server runs on Windows Server 2012, you must set up the Interplay Router Control and the VTR Device services to run in Windows 7 compatibility mode. If your server runs on Windows 2008, you do not need to use Windows 7 compatibility mode.



The client software may be installed on the Interplay Capture Server but it is only used for troubleshooting and must not be left open for long periods of time.

Other Hardware: The following hardware is shipped separately and installed by Avid field support staff.

- Digi Port Server (AS3000 Server)



You can have one Digi card in each Interplay Capture Server with a separate VTR service for each server.

Interplay | Capture Workstation (Standalone)

- Processor: 3 GHz single CPU or better
- Memory: 4 GB RAM or higher
- Operating System: Windows 7 SP1, Windows 8.0, Windows 8.1, and Windows 10.



Since Interplay Capture v2.0, the Interplay Capture workstation is a 64-bit system.

Interplay | Capture Workstation on an Interplay Assist Workstation

- Use the Interplay Assist hardware specifications (found online)
- Memory: 4 GB RAM or higher if these workstation clients are to run at the same time.

Installation and Configuration Information

Important Avid Interplay Capture installation and configuration information is found in the *Avid Interplay Capture Installation and Administration Guide*. This information may also be found online in the Avid Knowledge Base.

Interplay | Capture 64-bit Migration



You must have a valid (unexpired) license to install the application before upgrading.

Interplay Capture v2.0 and later is an x64 (64-bit) application and is designed to work with other x64 components. When you migrate your Interplay Capture system from an x86 (32-bit) to an x64 installation, you must perform the following steps:

- Uninstall all x86 components on the Capture Server that is being migrated:
  - Uninstall the x86 version of Avid Service Framework (ASF).
  - Uninstall the x86 version of Avid License Service (ALS) (if installed on the same server).

  - Uninstall the x86 version of Interplay Capture Service.
  - Uninstall the x86 version of Interplay Capture client.
  - Uninstall the x86 version of Interplay Administrator.
  - Uninstall the x86 version of Avid Router Control.

- Remove all manually-created shortcuts on your system desktop, in the start menu, and on all task bars. These existing shortcuts point to the x86 version of Interplay Capture.
- Run the migration tool included in the Interplay Capture installer after you uninstall all x86 components.
- Install the x64 version of ASF and ALS, as well as other x64 Interplay Capture and x64 Router Control components.
- Copy any custom configuration files and the values in those files - for example, workgroup.properties, logging.properties, jini - to the corresponding x64 Interplay Capture, ASF, Router Control directories (for example, Program Files/Avid/Interplay Capture/).

The migration tool is only needed when moving from 32-bit to 64-bit Interplay Capture. Interplay Capture versions v1.7.x and earlier are 32-bit. Interplay Capture v2.0 and later are 64-bit. You do not need to run the migration tool on new installations or when upgrading from Capture v2.0 to a later version.

In addition, the Avid License Service steps are only needed if you install ALS on the same server as Interplay Capture. If Interplay Capture and ALS are installed on different servers, you can skip the steps related to ALS.

When installing Avid License Service, you must install the VS2012 x64 redistributable. You can download the installer (vcredist_x64.exe) from the Microsoft support Web site. The Avid Service Framework (ASF) installer for the Interplay Capture bundle also includes the VS2012 redistributable. When you install the x64 version of ASF, the installer detects if VS2012 is present on your system. The ASF installer displays a dialog box, asking permission to install VS2012. If the dialog box does not appear, you can manually install VS2012 using the installer from Microsoft.

When upgrading Interplay Capture from versions earlier than Interplay Capture v1.5.x, Avid recommends that you re-image your server to Windows Server 2008 R2 or later, including Windows patches. Once your operating system is updated, continue the Interplay Capture upgrade as a new installation. You should take notes or collect screenshots of your configuration, including the details of your router, lookup, and pools, before re-imaging the server. You should also have your licenses available when you upgrade.



When you perform a clean install on a server that does not have any Avid software installed on it, a number of warning dialogue boxes display that refer to issues related to migrating from a 32-bit to a 64-bit installation. This occurs even though the server does not have any 32-bit Avid software installed. You can ignore these warning messages, as they do not apply to a new, 64-bit installation.

Installing Interplay | Capture and Router Control on the Same Server

If installing both Router Control and Interplay Capture on the same server, it is recommended that you install either x86 or x64 bit versions.

Example: Installing Interplay Capture and Router Control on single server:

- If installing Interplay Capture 2.0 or later, install Router Control 2.5 or later since both are x64 applications.
- If installing Interplay Capture 1.7.x, install Router Control 2.4.6 since both are x86 applications.

If installing Interplay Capture and Router Control on separate servers, you can intermix x86 and x64 versions, as long as the x86 and x64 components are on the separate servers.

The following are x64 applications, most are included in the Interplay Capture 2.0 installer.

- Interplay Capture 2.0 and later
- Router Control 2.5 and later
- Avid License Service 4.0
- Avid Service Framework 1.8 and later

For the Avid Device Service, use the one currently installed on your Air Speeds. Check the compatibility matrix for Device Service versions tested.



The AMS Device Service 4.5 that is included under Miscellaneous Tasks on the Interplay Capture 2.0 Installer is x64, and not currently supported by any AirSpeed systems yet. Do not install on currently available AirSpeed systems.

International Character Support and Installation

Interplay applications are qualified on an English operating system running locales for the following languages:

- Simplified Chinese and Traditional Chinese
- Japanese
- French, Italian, German, and Spanish

When you install Interplay applications, including Interplay Capture, you must use an English-language operating system. You can change the locale to those listed above.

Installing and Configuring the Timecode Software

Avid recommends that users do not use the Adrienne timecode card, as the card is no longer manufactured. If the Adrienne timecode card is already part of a site's time synchronization hierarchy, it can be left in place.

Customers can use Meinberg or other reliable NTP software to configure a time synchronization hierarchy. This configuration is useful in eliminating Adrienne hardware and known driver issues. This will also simplify the timecode hierarchy, as well as remove the reliance on timecode which in some cases represents an inferior time source.

In all configurations, however, customers must set a proper time synchronization hierarchy between servers and clients. Customers should refer to the latest version of *A Guide to Time Synchronisation for Avid Interplay Systems* for guidance on configurations without Adrienne cards. This guide is available on the Avid Knowledge Base,.

Note that for AirSpeed 3000 systems, Meinberg and NTP software is included with the Avid OS Image version 7 and later disks. Meinberg software is also available on the Meinberg Web site: www.meinberg-usa.com. (U.S.A.) or www.meinbergglobal.com (international).

VTR Setup and Configuration for Digi Serial PCI Card

Avid Interplay Capture allows you to use a VTR as a source or as a destination for recordings. When using the Digi serial PCI card in your VTR setup, make sure you follow the instructions for installing the Digi serial card. These instructions are found in the installation guide that came with the Digi serial PCI card.

You can have one Digi card in each Interplay Capture Server with a separate VTR service for each server.

For more information, see the *Avid Interplay Capture Installation and Administration Guide*.

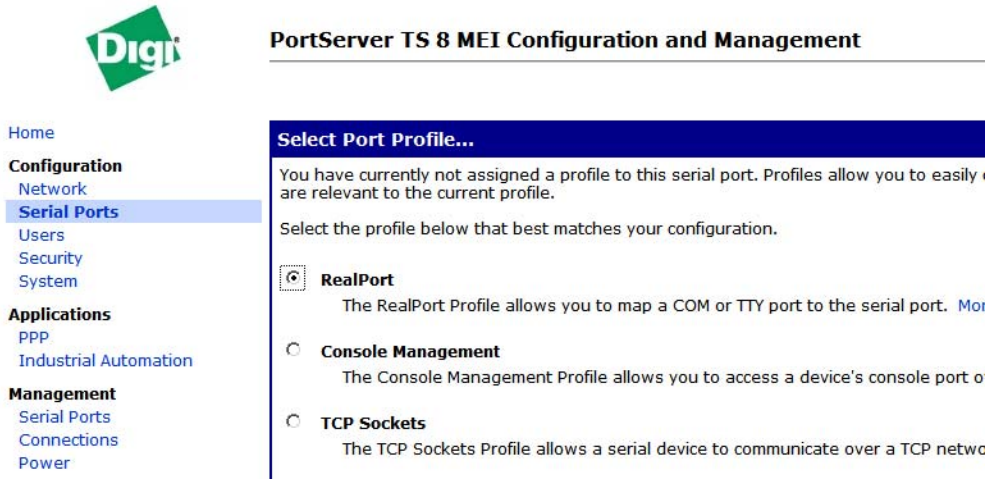
Serial Port Configuration

After installing the Digi Port Server, the serial ports can be configured. Open a Web page, navigate to the IP address of the server, and log in. The default login username is “root” and password is “dbps”. The Web Configuration Tool opens.

Use the Web Configuration Tool to configure each of the serial ports you are using as a “RealPort”.

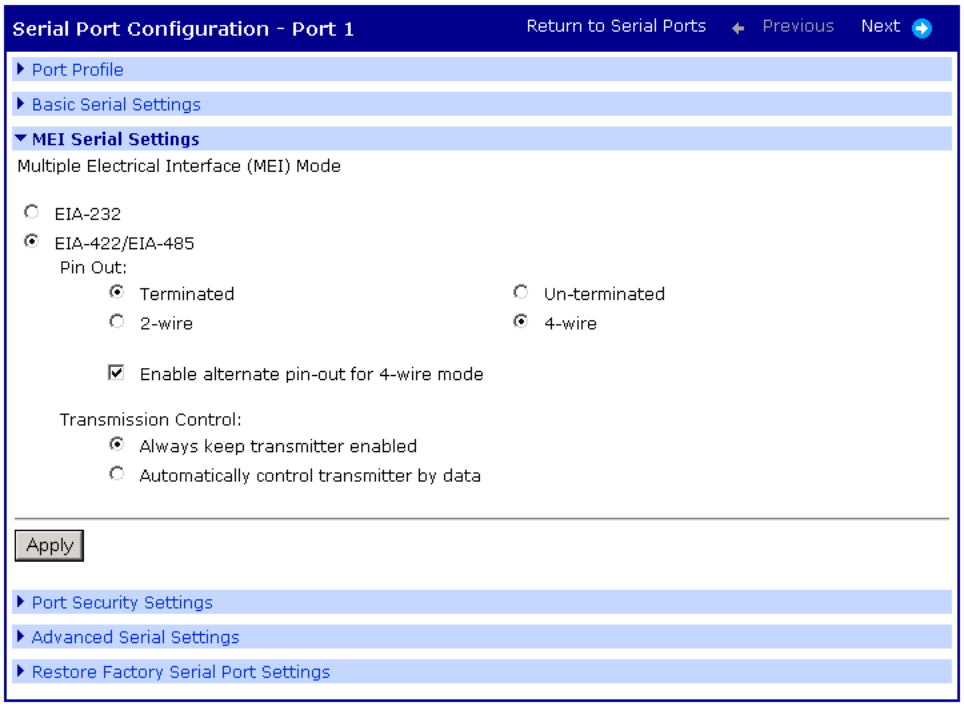
To configure the serial ports:

1. Open Serial Ports under the configuration section of the menu.
2. Open one of the serial ports to use for VTR control.



3. Select RealPort profile.
4. Click Apply.

5. Open the MEI Serial Settings.



6. 6.Select Terminated and 4-wire in the Pin Out section.
7. Mark the Enable alternate pin-out for 4-wire mode Check box.
8. Click Apply.

Digi Port Server Installation

When a Digi Port Server is used, instead of or in addition to the Digi PCI serial card, follow the instructions in the installation guide, which came with Digi Port Server, to configure the device with an IP address on the network. Avid recommends installing the Digi Port Server in the same IP subnet as the Interplay Capture Server so that discovery can automatically find the Port Server.

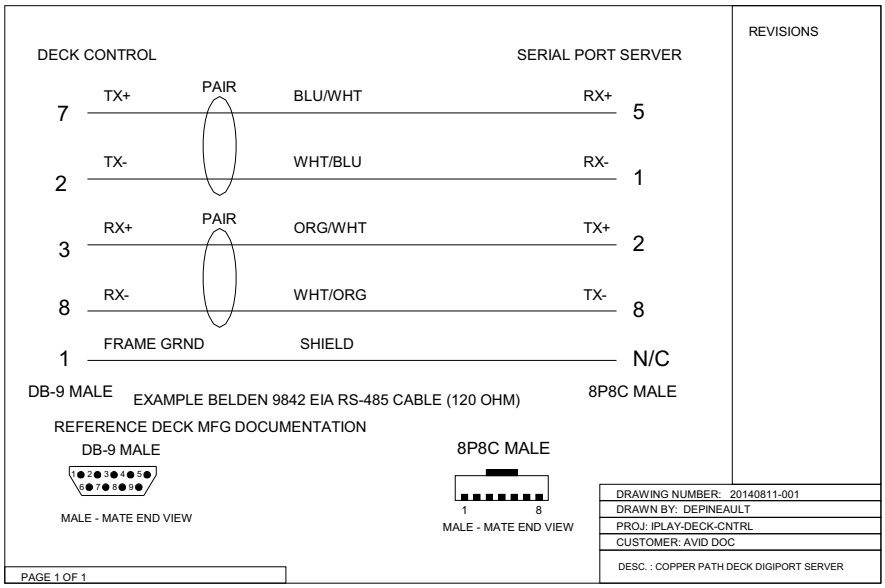
The pin connections for the Digi PortServer's RJ45 8 pin connectors to route controller and VTR DB9's are described in the following topics.

The pin assignments on the PortServer's RJ45 connectors are different depending on whether it is configured to run with the 10 pin configuration or the 8 pin. The default for the PortServer is to use the 10 pin variant. The RJ45 receptacles on the PortServer do accommodate both 10 and 8 pin RJ45 plugs. Please ensure that you are configured for and are using the correct RJ45 pin out settings. The wiring example in the following illustration shows the RJ45 8-pin assignments.

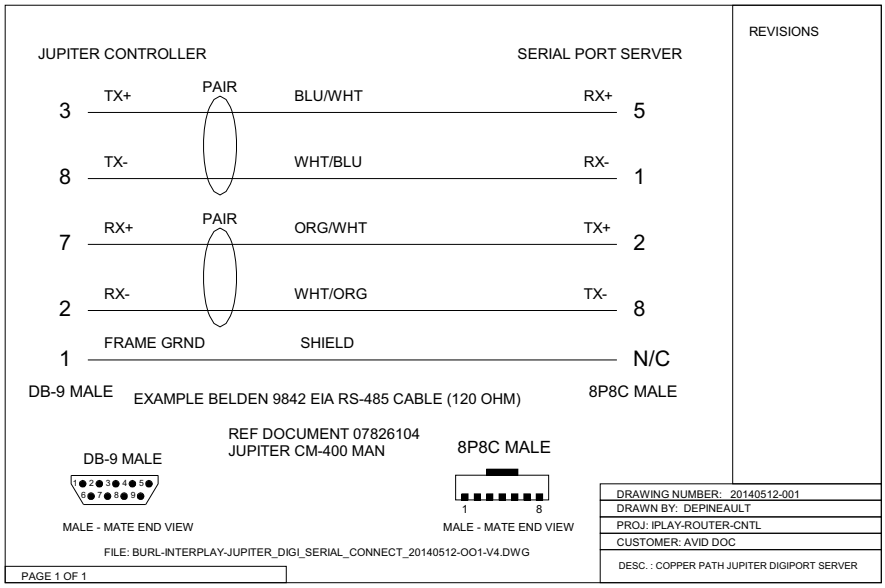
Wiring Diagrams for Serial Connections

Please remember to verify the continuity of your wire. Using an oscilloscope is the preferred method. You should see a nice clean square wave on the cable when in use.

Serial wiring for the DigiPort to VTR deck



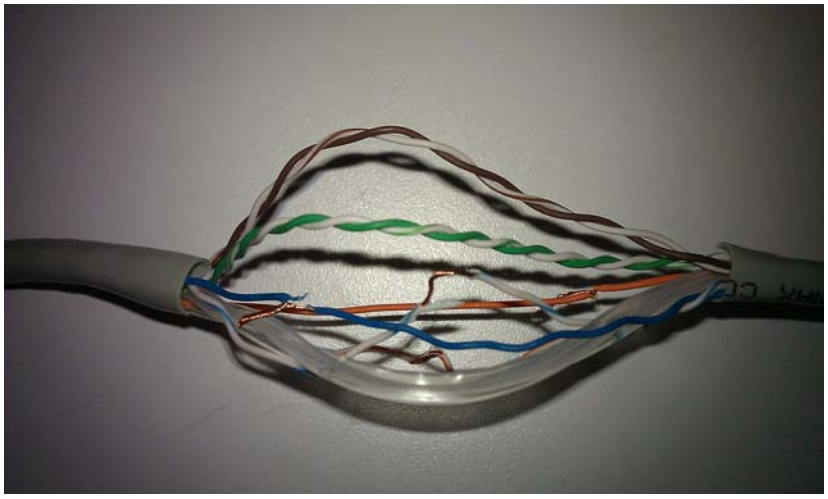
Serial wiring for the 422 router



The most common mistake in creating a serial cable is incorrectly wiring the twisted pair or using cable that is not within the specification. In the following example of a test cable with exposed wires (used for attaching an oscilloscope), you can see the twisted pairs:

- brown and white-brown
- green and white-green

- blue and white-blue
- orange and white-orange



Keep these pairs together when creating the cabling. The twisted pairing is shown on the diagrams in this section as a circle around the pins and the wording “Pair.” The objective is to keep the twisted pair together and to make the correct pin out on the DB-9.



Please contact Avid services and support if you are attempting to make your own cabling. It is very important to understand the twisted pairing of the wiring.

VTR Setup and Configuration for Device Manager and ASF

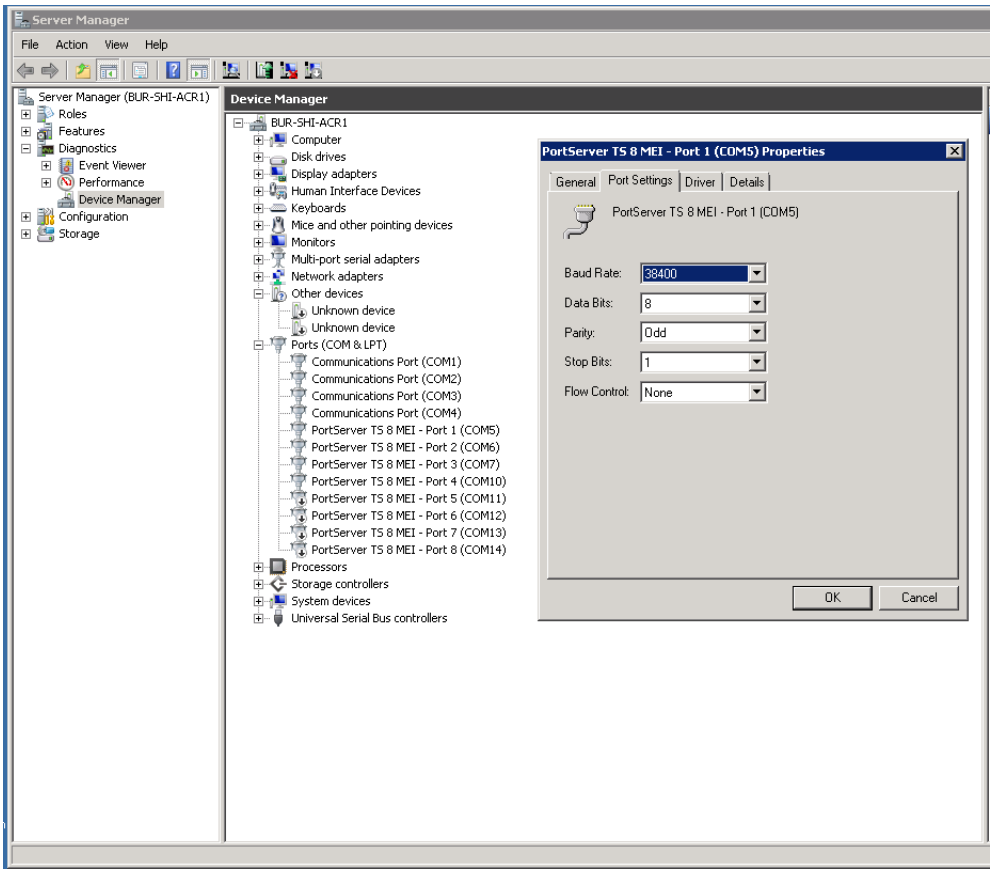
After you configure the Digi PortServer you must make corresponding entries in the Device Manager and Avid Service Framework.

Before you configure the ports, make sure the system is configured with the PortServer drivers that you will be using. In this example we use Digi PortServer drivers.

Configure the PortServer Ports

To configure the portserver ports:

1. Open the Server Manager and select Diagnostics > Device Manager.
2. Open the Ports list.
3. Right-click the first port you want to configure and select Properties.
4. Click the Port Settings tab and enter the values for this com port. The following illustration shows the settings for Port 1 (COM5).



The following settings are used in this example:

- Baud Rate: 38400
- Data Bits: 8
- Parity: Odd
- Stop Bits: 1
- Flow Control: None

5. Click OK and configure any additional ports.

Field installations have found that the parity for Jupiter routers must be set to Odd.

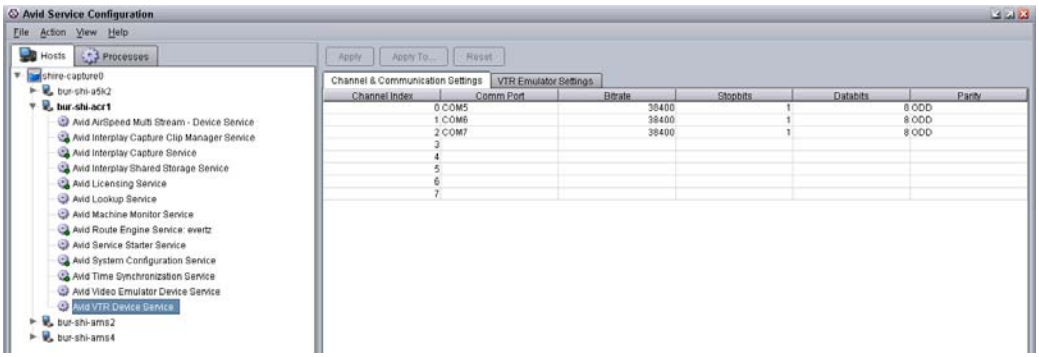
After you configure the ports you must configure the same settings for the corresponding VTR Device Service in the Avid Service Framework.

Configure the VTR Device Service Entries for the Ports

To configure the VTR Device Service entries:

1. Open the Interplay Administrator and the Avid Service Configuration tools.
2. Select the Interplay Capture server and the Avid VTR Device Service.
3. Click the Channel & Communication Settings tab and enter values to match the ports you defined in the Device Manager.

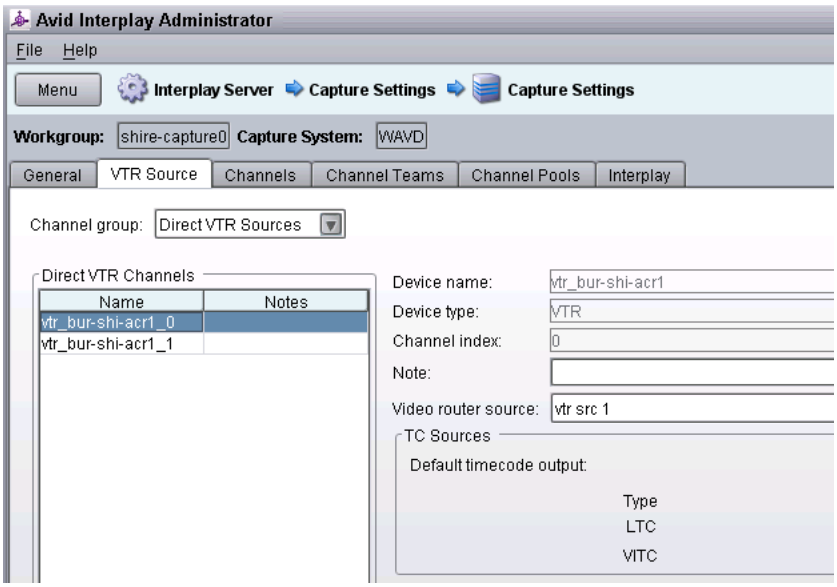
   The following illustration shows the entries for three com ports.



   The bit rates (baud rates), stop bits, Databits values and parity must match the values entered in the Device Manager for each com port.

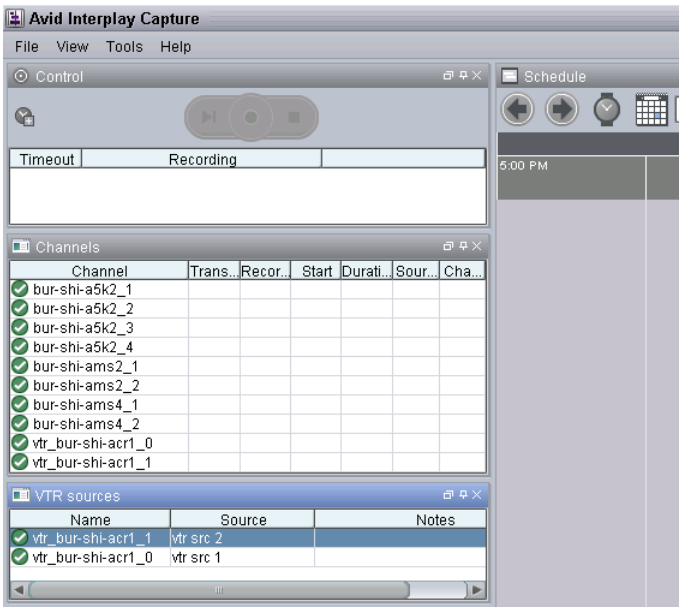
4. Click Apply.
5. Close the Service Configuration tool and open the Interplay Capture Settings tool.
6. Select the VTR Source tab and click Search at the bottom of the window

   The comm ports you defined earlier should appear in the Direct VTR Channels area as shown in the following illustration.



   If you are using a router, select a router server for each source. Also select any timecode values that are used at your site.

After you configure the Direct VTR sources, they should appear in the VTR Source panel as shown in the following illustration.



Interplay | Capture Training Videos

Avid publishes training and demonstration videos to its YouTube™ channel. Videos on Interplay Capture topics include the following:

- Interplay | Capture Basics: Migrating a 32-bit to 64-bit Installation
- Interplay | Capture Basics: Creating a Channel Pool
- Interplay | Capture Basics: Navigating the Menu Bar View
- Interplay | Capture Basics: Creating a Recording

New Features for Version 3.6

Grouping Tab Sorting

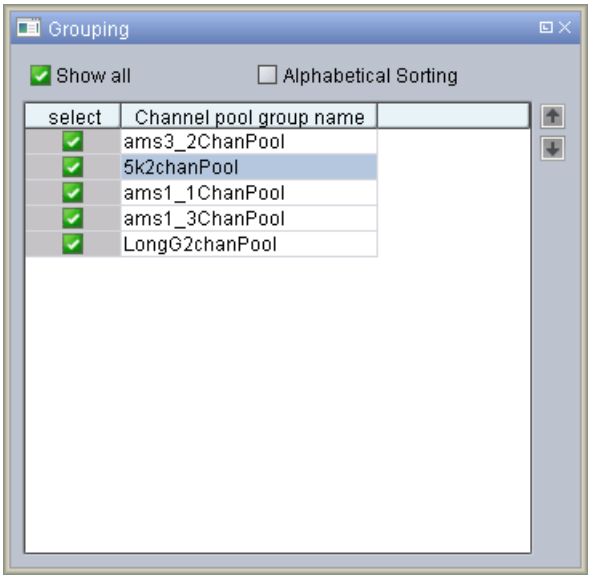
You can sort the items in the Grouping tab alphabetically in addition to using a user-defined sorting order. The sorting method you select persists between Interplay Capture client sessions.

These sorting order in the Grouping tab affects the display order in the schedule calendar.

To sort channel groups in the Grouping tab, do one of the following:

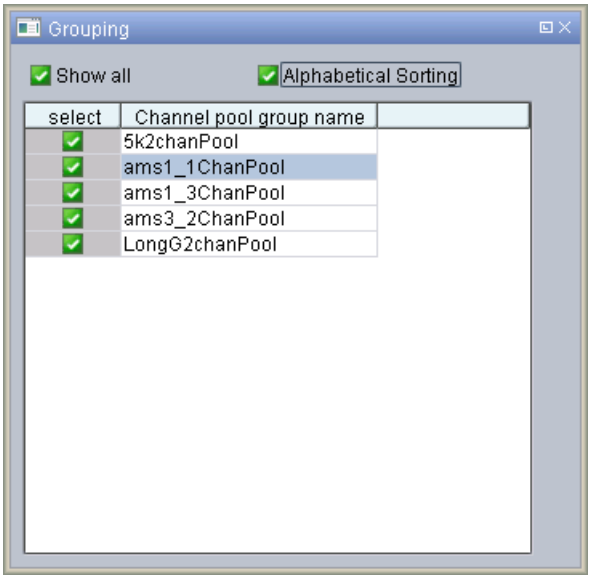
- Click one of the channel pool groups, and then click the Move Up or Move Down button.

  The selected channel group moves to the new location in the Grouping pane.



- Select Alphabetical Sorting.

  The channel groups in the Grouping tab automatically sort alphabetically.



Removed Audio and Ancillary Data Track Settings

You do not need to set the audio and ancillary data track to match the AirSpeed recording template. The Audio Tracks and Enable Ancillary Data Track options in the Channel Pools tab of the Interplay Administrator tool have been removed.

Interplay Capture parses the AirSpeed's device clip checked into Interplay Production and creates the corresponding number of audio tracks as well as an ancillary data track, if present. The resulting Interplay Capture clip then reflects the actual media and device clip checked into Interplay Production. AirSpeed is the source of the track details, since it creates the actual media. Removing audio and ancillary data track settings eliminates the requirement to specify the audio and ancillary data tracks manually to match the AirSpeed recording template.

In the past, problems might occur if the AirSpeed recording template settings are not reflected correctly in the Interplay Capture clip — for example, if the Enable Ancillary Data Track option is set for the Interplay Capture clip but not set in the AirSpeed recording template. In this case, the Interplay Capture clip shows as media offline (the ancillary data track is missing) when the Media Indexer or the Avid Media Composer dynamic relinking is applied. This is due to the Interplay Capture clip being set to expect an ancillary data track, while the AirSpeed's actual media and device clip has no such track.

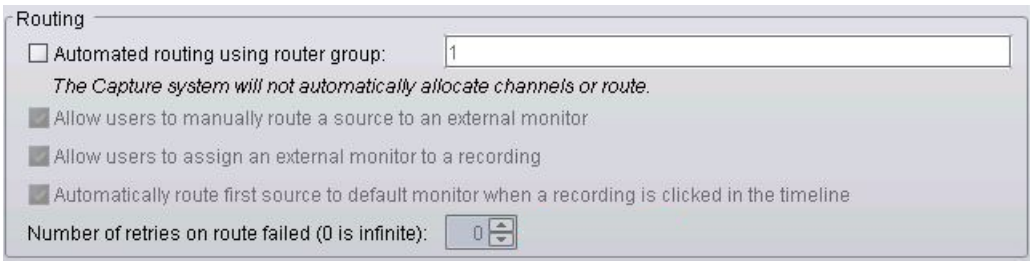
Removed Aspect Ratio Menu

The Aspect Ratio menu in the General tab of the Schedule Item Detail panel has been removed. The aspect ratio options do not affect on Interplay Production v3.3 or later. AirSpeed, Media Composer, and Interplay Production use the aspect ratio directly from AAF attributes — for example, using the ImageAspectRatio attribute — which more accurately describe the aspect ratio used by media files.

The Aspect Ratio menu had no effect in Interplay Production or on the AirSpeed's media and device clip creation. The options in the menu populated an unused attribute in the Interplay Capture clip. For Interplay Production v3.3 and later, this unused attribute was not even populated. The Aspect Ratio menu was removed to clarify that the menu option have no effect on AirSpeed or media creation.

Router Control Failure Retry Counter

An option in the General tab of the Interplay Administrator tool allows you to set the maximum number of retries when the system encounters a router failure. The default value for the router retry option is 0, which indicates that the number of retries is unlimited. Avid recommends that you accept the default, which is optimal for most configurations. However, if you use a third-party router controller system that does not allow you to recover from a limitation in the recording process, you can set this retry option so that the system stops recording attempts before failing completely.



The Recording countdown timer in the Control pane Timeout field takes precedence over the number of retries set in the Interplay Administrator. The countdown timer times out after 10 minutes.

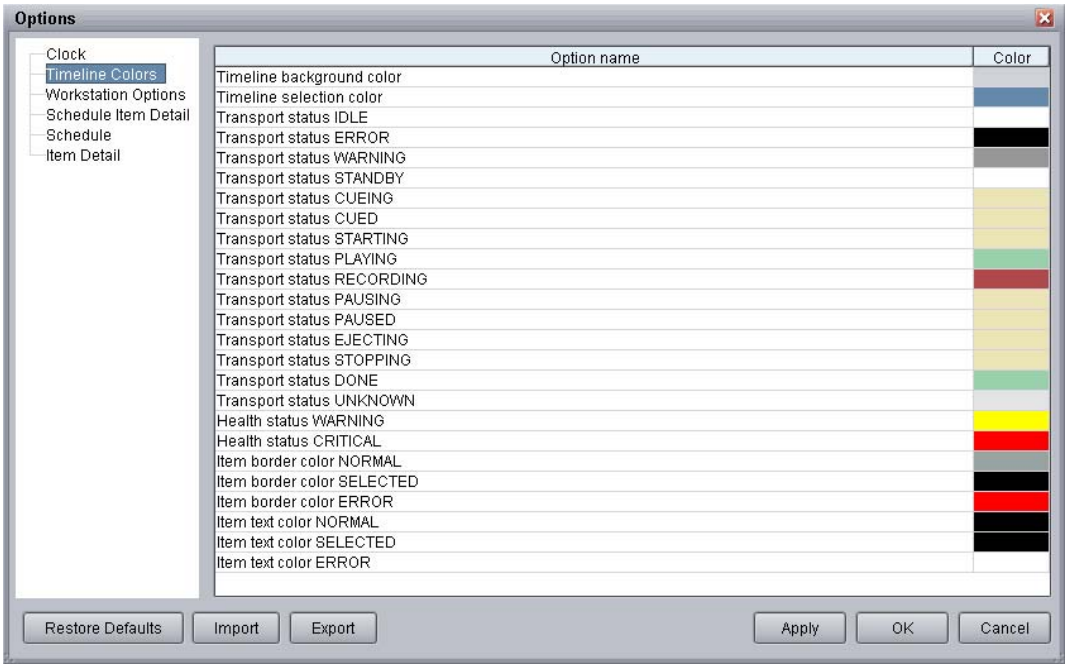
VTR Batch Recording

In previous releases, you when entered mark-in and mark-out points for a VTR batch recording, you had to cue the tape to within one minute of the first mark-in point for the recording to start successfully. Now, the VTR batch recording operation searches for the beginning of the mark-in point to start the recording. If no mark-in and mark-out points are found, the recording stops.

New Feature for Version 3.5

Timeline Colors

You can use the Timeline Colors panel to customize the color scheme used in the Timeline for your recording.



You can set a custom color for any of the following Timeline components:

- Background
- Transport status
- Health status
- Borders
- Text

You can also set any of your customizations back to the default color.

Clicking the Restore Defaults button in the Options dialog box restores the default values for all options, not just the Timeline Color options.

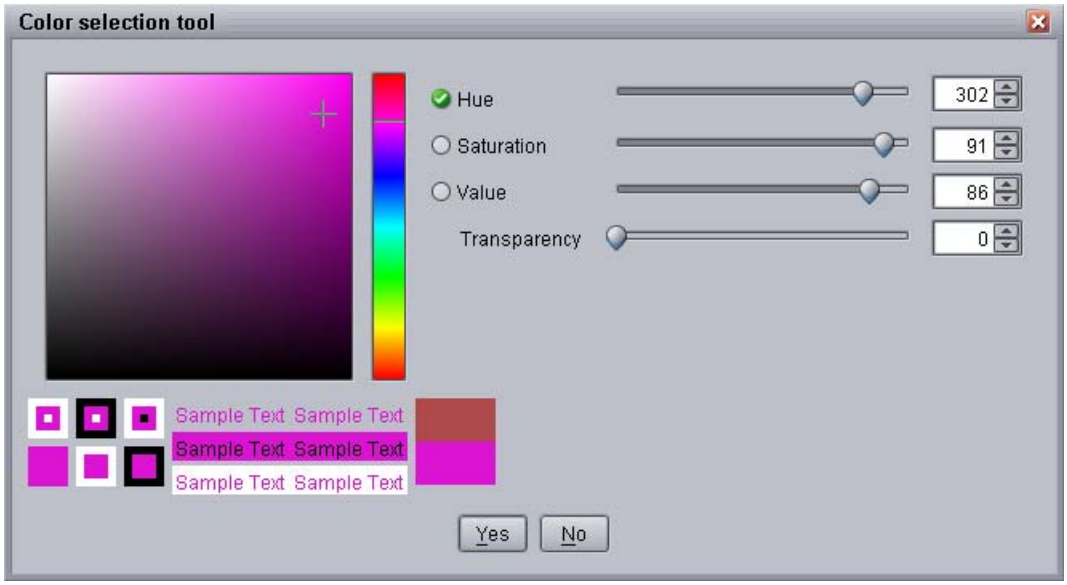
You can export your customizations so they can be used by others, but the export operation exports all Option settings — for example, the Clock or Schedule Item Detail settings — and not just the Timeline Color settings.

To customize the Timeline colors:

1. Open the Options dialog box.
2. In the directory pane select the Timeline Colors option.

   The Timeline Colors panel opens.
3. Double-click an item to set a custom color.

   The Color Selection tool opens.



4. Do one of the following to set a custom color:
   - Click the Color field, and then drag the mouse pointer to select the color you want.
   - Click the Color slider and adjust it to select the color you want.
   - Set the Hue, Saturation, and Value sliders to the values you want.

   The adjusted color displays below the original color in the preview area, with sample borders and text.
5. (Optional) If you want to customize and other Timeline components — for example, the color of the text or of borders — double-click additional items in the Timeline Colors panel and set the appropriate colors in the Color Selection tool.
6. Click Yes.

   The Color Selection tool closes.
7. Click Apply.

   The Timeline displays the custom colors for the selected items.

To reset a custom color to the default color:

1. Right-click the item you want to rest to the default color, and select Restore Default.
2. Click Apply.

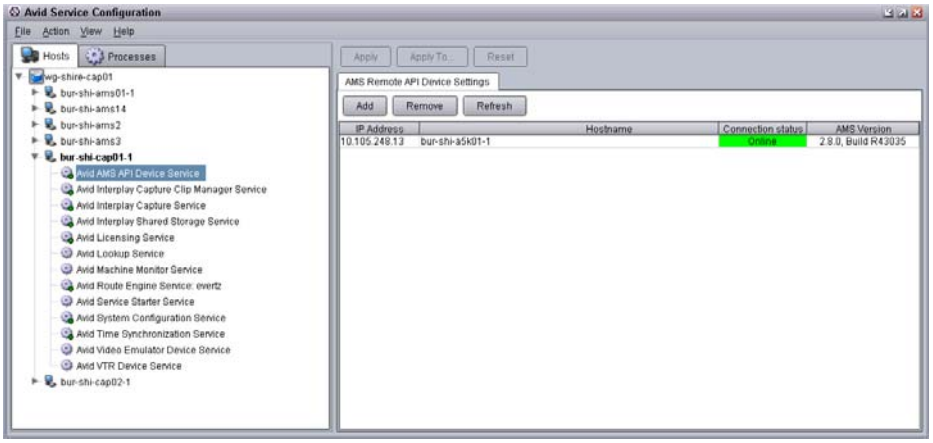
   The Timeline displays the default colors for the selected item.

New Feature for Version 3.4

New Feature for Version 3.4

Avid Interplay Capture API Device Service (AirSpeed 5000 only)

Once configured, the Avid Interplay API Device Service lists all AirSpeed 5000 servers in a workgroup. Refreshing the display checks the connection between Interplay Capture and the AirSpeed servers. This service is an optional replacement for the AMS Device Service, and the releases of Interplay Capture v3.4 and later. Avid will continue to support the AMS Device Service v4.0.1.



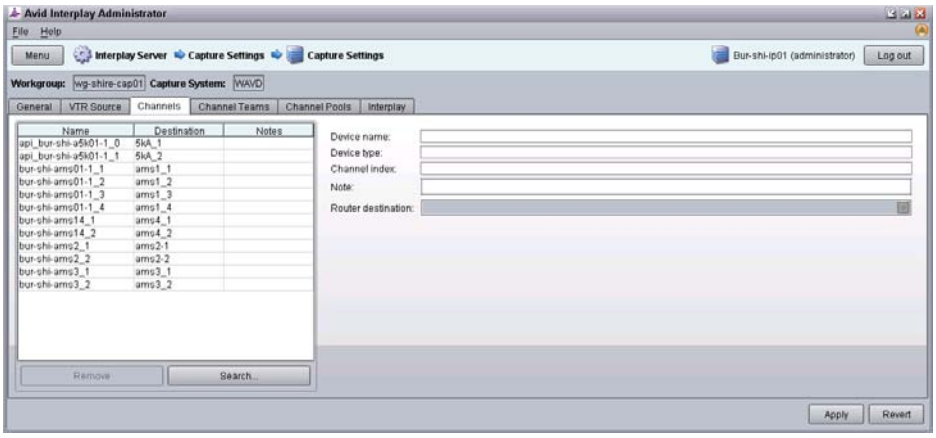
The Avid Interplay Capture API Device service does not install by default when you install Interplay Capture services. You must select this option during installation. See the *Avid Interplay Capture Installation and Administration Guide* for more information on installing Interplay Capture services.

If you use the API Device Service, keep in mind the following:

- The API Device Service supports AirSpeed 5000 only. It is not recommended for AirSpeed MultiStream servers. There are known limitations with AirSpeed MultiStream servers that are not supported and will not be fixed for these servers.
- You can use the AMS Device Service for both AirSpeed MultiStream and AirSpeed 5000.
- If your configuration includes mixed servers, you can use the AMS Device Service for your AirSpeed MultiStream and the API Device Service for your AirSpeed 5000.

If your site is already configured with AirSpeed and uses the AMS Device Service, you do not need to reconfigure the Interplay Capture setup. However, if you want to use the API Device Service with Interplay Capture and AirSpeed 5000, you must remove the AMS Device Service from all AirSpeed 5000 servers and then reconfigure the Interplay Administrator Capture Settings.

If you see both the old and the new device services listed for each AirSpeed server when you open the Channels tab of the Capture Settings in the Interplay Administrator, you must delete the old service from the AirSpeed servers and modify the Capture Settings. Then you can reassign the new service settings to your AirSpeed servers using the Capture Administrator.



Hardware and Software Changes

Capture Web Services Test Application Deprecated

The Capture Web Services test application has been deprecated and no longer is supported. Avid recommends that you use SoapUI to test the Capture Web Services API. For more information, see the SoapUI Web site.

New License Service v4.0.0 installation

Avid License Service v4.0.0 and higher is an x64 (64-bit) application. It is intended to be used with Interplay Capture v2.0 and Router Control v2.5 and higher installations, which are also x64 applications.

You must install the x64 Avid Service Framework, which is already included in the Interplay Capture 2.0 installers.

Upgrade License Service v4.0.0 installation

Avid License Service v4.0.0 and higher is an x64 application. It is intended to be used with Interplay Capture v2.0 and Router Control v2.5 and higher installations, which are also x64 applications.

The following procedure describes how to migrate your current licenses from x86 to an x64 Avid License Service.

- Uninstall the x86 version of Avid Service Framework (ASF).
- Uninstall the x86 version of Avid License Service (ALS).
- Remove all manually-created shortcuts on your system desktop, in the start menu, and on all task bars. These existing shortcuts point to the x86 version of Interplay Capture.
- Run the migration tool included in the Interplay Capture installer after you uninstall x86 ASF and x86 ALS.

- Install the x64 version of ASF and ALS, as well as other x64 Interplay Capture and x64 Router Control components.
- Copy any custom configuration files and the values in those files - for example, workgroup.properties, logging.properties, jini - to the corresponding x64 Interplay Capture, ASF, Router Control directories (for example, Program Files/Avid/Interplay Capture/).

The migration tool is only needed when moving from 32-bit to 64-bit Interplay Capture. Interplay Capture versions v1.75 and earlier are 32-bit. Interplay Capture v2.0 and later are 64-bit.

Fixed Limitations

Fixed in v3.6.3

ARC-397

Configured 422 routing for VTR devices only routes the 422 signal when the VTR is cued for recording. This has been fixed, and the video and 422 signals now route immediately on selecting the VTR source and opening of the VTR Session window. the VTR workstation to use the transport controls and the monitor to queue the tape.

Fixed in v3.6.2

ARC-1261, ARC-1262

If you use the Web API to add a new recording to your schedule by calling the addRecording or the addRecordingWithoutTemplates method, an error occurs if you make the call without specifying all RecordingParams attributes for the method. This has been fixed, and the RecordingParams attributes are now optional. For more information, see *Avid Interplay Capture Web Services Revision 1.7*

IPI-1024, ARC-1259

If you create a recording in the schedule (either past or present) and delete the Channel Pool assigned to the recording, and then you call downloadSchedule, the method returns an error. This occurs because the recording exists in the schedule and the deleted Channel Pool (null value) is still assigned to the recording. The Capture Web Services test application no longer works with the latest versions the Capture Web Services and has been deprecated.

The Capture Web Services test application is no longer supported. Avid recommends that you use SoapUI to test the Capture Web Services API. For more information, see the SoapUI Web site.

Fixed in v3.6.1

IPI-869

The Calendar pane in the Interplay Capture client does not display the date correctly for the Brazil region when Daylight Saving Time (DST) changes, which occur at midnight for the Brazil time zone. This has been fixed in the current release so the Calendar pane adjusts correctly for Brazil DST.

ARC-827

If you try to retransfer a clip in the Clips tab of Schedule Item Detail panel, the retransfer operation fails. The Clips tab does not display any status for the retransfer, and the Airspeed server does not retransfer the clip. This has been fixed and you can successfully retransfer clips.

IPI-1091

Performing a batch capture with media that uses non-drop frame timecode fails due to a detected timecode discontinuity. This has been fixed and you can batch record non-drop frame media.

Fixed in v3.6

ARC-723

If you try to use a single channel pool for a segment recording, a warning informs you that you cannot create a segmented recording with only one channel in the pool. When you dismiss the warning, the Segments check box remains enabled. This has been fixed, and the Segments check box becomes disabled when you try to create an unsupported segment recording.

ARC-995

When you attempt to make a batch or quick recording with a VTR as source, a message box displays and states that no start time was specified. However, the start time is not a scheduled one, so the message is unnecessary. This message box has been removed.

IPI-392

The information typed on the Comments field in the Interplay Capture Schedule Item Detail pane while capturing a clip might fail to display in the Comments field in Interplay Access. This has been fixed and comments added during a capture operation now appear correctly in Interplay Access.

IPI-1025

The documentation and WSDL show the mandatory fields in the Interplay Capture Web Services API method to be optional. The *Avid Interplay Capture Web Services* guide and the Web Services WSDL have been updated to show that the attributes for all API method parameters are mandatory.

Fixed in v3.5.1

IPI-977

The communication between the primary and secondary Interplay Capture servers can get out of sync, resulting in “database not initialized” errors in the Avid Service Framework Health Monitor. When this happens, you need to bring the secondary and primary Capture servers back into sync with each other. This has been fixed, and Interplay Capture automatically restores sync between servers.

IPI-1015

The Interplay Capture client does not start if the system is set to Japan Standard Time. This results from the version of the Joda-Time library installed with Interplay Capture. This has been fixed in the current release with the inclusion of an updated version of the Joda-Time library.

IPI-1017

If different users have permissions to manage recordings, it is possible that one user can modify or cancel another user's recording because it appears in the schedule grid before a user's permissions are set by selecting a channel pool. For example, one user could change the duration in the Interplay Capture scheduler if the user who created the recording had not selected a channel pool. If the user sets up the channel pool before adjusting the duration button, the problem does not occur.

This issue does not occur with Interplay Capture v3.5 and later.

Fixed in v3.5

ARC-494

The AirSpeed channel did not report its timecode within the StalledTimecodeBuzzer wait time of 15 seconds. Interplay Capture logs listed the status as "Recording failed because the timecode stopped advancing. Channel being marked as bad. The last timecode value was received at null." This has been fixed. Interplay Capture now allows for twelve consecutive nulls to be returned by default before marking the channel bad.

ARC-585

The log file incorrectly listed "Channel" messages as "Chanel." The typographic error has been fixed.

ARC-626

Recording AirSpeed 5K media with Interplay Capture might have resulted in cue errors. This has been fixed. The LEAD_TIME for scheduled recordings has been increased from 15 to 20 seconds by default. This increases the CUE_TIMEOUT from 7.5 seconds to 10 seconds (the CUE_TIMEOUT = LEAD_TIME/2).



You can increase the default LEAD_TIME — and, consequently, the CUE_TIME — if needed.

If you require a longer "cue time" — for example, in cases where you want to feed a different format to AirSpeed — then you can determine the additional time to cue. This allows the LEAD_TIME to be sensibly adjusted.

ARC-645:

The API Service did not display as a redundant service. This has been fixed so that the API Service now shows as a redundant service on a secondary server.

ARC-654

The Interplay Capture Administrator installer fails to install ingestAdmin.jar with 64-bit Access. This has been fixed so that Capture Administrator correctly installs on with both 32-bit and 64-bit Access clients.

Fixed in v3.4

ARC-310

The Up and Down arrows on the right of the Grouping tab failed to move selected items up or down. This has been fixed and the Up and Down arrows function as expected to rearrange items in the Grouping list.

Fixed in v2.2

IPI-174

Improvements have been made in the horizontal and vertical recording size in the View By Group mode. User settings have been added to the control preferences for this feature.

IPI-486

The Joda-Time library has been updated. This provides a more accurate and efficient handling of changes in international time zones and Daylight Savings Time.

IPI-450

Updated documentation to reflect SES notification usage, limitations, and best practices.

ARC-270

If you make changes to the Schedule timeline and do not save your changes before starting a recording, you might create a bad recording. This has been fixed.

ARC-299

Improvements have been made to channel allocation so that segmented recordings using single channel pools do not segment and create media offline.

Fixed in v2.1

The Schedule Grid Displays Incorrectly-sized Columns for Some Recordings

When setting a recording to group by channels, the first recording took up the whole column, while subsequent recordings took up progressively smaller parts of the columns. This is fixed.

The Source Clip Token Fails to Call the Source Clip Name When Recording

When using the Text Helper button to insert a token ($s) for the source of a recording, the token was not replaced by the source name when the recording started. This is fixed.

Fixed in v2.0.1

Master Clips Sometimes Show Media Offline in Media Composer

Sometimes master clips are not marked complete. If this happened in a segmented recording, the duration of a segment might not have been representative of the media inside it. This resulted in a large period of media offline at the end of a segmented master clip. This is fixed.

Send to Playback Failed When Using Edit While Interplay | Capture Media

Send to playback failed when using in-progress clips (edit while Interplay Capture) with low resolution media present for Interplay Central v1.8 and later. This is fixed.

Fixed in v2.0

Interplay | Capture VTR Session Did Not Display the Record Controls

When you started a VTR session, the recording controls initially are not visible, although they are located on the right side of the application window. You had to hover the mouse pointer over the right side of the screen before you could drag the controls onto the screen. This is fixed.

Favorites Were Not Saving Correctly on the Favorites Pane When Closing the Application

If you closed Interplay Capture using the Close button in the application window instead of selecting File > Exit, any favorites created in the Favorites pane during your work session were not saved. This is fixed. If you close the application by clicking the Close button, your Favorites are saved correctly.

Cannot Create a Pool with More Than One Team

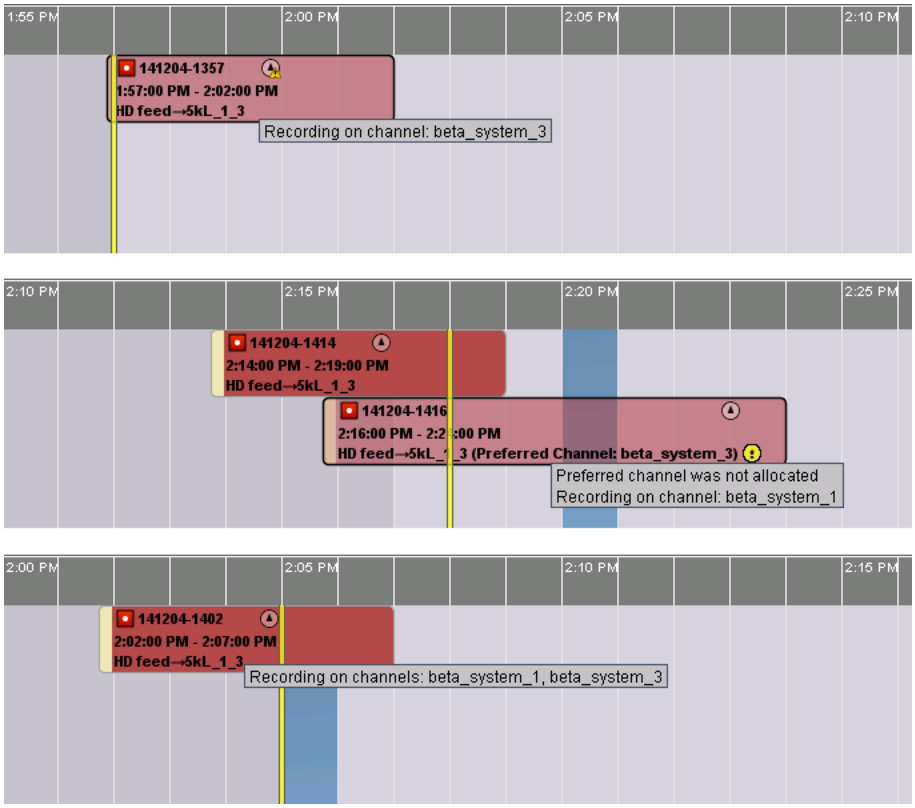
You could not create a pool consisting of more than one team in either a single or multiple Interplay environment. When you tried creating a pool with additional teams, the Interplay Administrator become slow, exhibited redraw problems, and eventually became unresponsive. This is fixed.

User Interface Improvements

The following changes have been made in Interplay Capture to improve usability:

- Column widths for many window panes now default to a larger, more useful width.
- Column widths that are changed by a user will now be saved for each Interplay Capture user.
- Choose Template panel remembers last path to template.

- Lists are now alphabetically ordered, such as in the Workspace lists and Channel Pool pane.
- The Calendar view is now sorted alphabetically, when “Group by Channel Pool” is selected.



Fixed in v1.7.5

Display Area Problem for Switching Source During a Recording

When switching a source while recording, the logging in the Schedule Item Detail panel was not correct and the Source column did not change to display the new source. This is fixed and the Event Log window now shows the correct source.

Fixed in v1.7.0

Clips in Interplay were not updated or created under certain conditions

When this happened the system generated the message “unexpected throwable on device: MASTER_CLIP_CREATE_FAILED_UNEXPECTED_EXCEPTION." This is fixed.

Multiplex routing allowed cross device routing during recording

This is fixed.

Changing source while recording events were not saved in the Event log

This is fixed.

Fixed in v1.3.2

Changing Workspace during Recording Caused Error

In previous versions of Interplay Capture, during the creation of or editing of a recording, when a workspace was changed, an exception error was caused when the recording started. This error caused other recordings that were scheduled to start at the same time, not to start and caused the channel allocator to lose track of allocated channels. This is fixed.

Interplay Administrator Interplay | Capture Settings Plug-in Change

In previous versions of the Avid Interplay Administrator the Interplay Capture Settings plug-in tab included an Add button on the Channels tab. This button has been removed. Now there is a Remove button and a Search button only.

Fixed in v1.3.1

Minimum Duration for VTR Recordings

VTR quick recordings, and clip in VTR batch recordings, now have a minimum duration of 10 seconds. User requests to manually stop a recording will be delayed until the clip has reached the minimum duration.

Channel Pool Changes

In previous versions of Interplay Capture, in rare situations, when removing channels from a channel pool, active recordings would lose their channels and start the channel failover process. This resulted in the loss of media in the recording's master clip. This is fixed.

Master Clip Creation Date

In previous versions of Interplay Capture, each time Interplay Capture updated the master clip, the Creation Date property in Interplay was changed to the time of the update. This is fixed. The creation date is no longer modified.

Fixed in v1.3

AirSpeed Multi Stream Device Clip Locations

In previous versions of Interplay Capture, when using AirSpeed Multi Stream v1.7 or 1.8, if the default template specified a location for the Low-res device clips, then the proxy clip was not put in the correct location. This is fixed.

Clip Manager

In previous versions of Interplay Capture, with Interplay notifications enabled, actions on device clips in other applications (such as clicking on a device clip in Access) could cause the master clip creation date and modified date to change. This is fixed. Now, after the device clip has finished being transferred, the master clip creation date and modified date no longer changes.

VTR Channel in Use

In previous versions of Interplay Capture, if an unexpected exception occurred, the VTR exits the workflow without marking the recording done or stopping devices. This left the VTR in a state that looked like it was in use. This is fixed.

VTR Quick Recording Duration Inaccurate

In previous versions of Interplay Capture, the duration of a quick recording was not close enough to the actual duration of the master clip thus the recording ended early. This is fixed. The timing on quick records has been adjusted so that it no longer terminates the recording significantly early.

Batch Record File Format Too Strict in VTR Recording

In previous versions of Interplay Capture, Interplay Capture could not use .csv files that contained quotes or extra spaces in them. This is changed. Now, files may contain quotes or extra spaces.

Master Clip End Times in VTR Recording

In previous versions of Interplay Capture, when recording from a VTR device, the master clip may have ended before the end time of the device clip by approximately two seconds. This is fixed.

Fixed in v1.2.2

New VMOPTIONS Setting for Low-Resolution Encoder

The following new VMOPTIONS setting was added for configuration of low-resolution encoders.

com.avid.automation.ingest.recordcontrol.controller.time.TimeConstants.VTR_PREROLL=2500

The VMOPTIONS are stored in a file in the following location:

c:\Program Files (x86)\Avid\Interplay Capture\Service\scheduler\state\config\workgroup.properties

The VTRPreroll parameter adjusts how long Interplay Capture pre-rolls a VTR prior to batch or quick recordings. This value is the amount of time the VTR rewinds, not the amount of time on the tape that is pre-rolled. The 2500 setting puts the VTR into rewind for 2.5 seconds and results in the tape backing up 5-6 seconds (depending on the VTR deck). Low-resolution encoders take longer than AirSpeed Multi Stream or AirSpeed to lock to the video signal, so pre-rolling and playing back stable video for a longer period is necessary only for sites that use low-resolution encoder's.

Fixed in v1.2.1

VTR Recordings Show MEDIA OFFLINE

In previous versions of Interplay Capture, recording from a VTR device occasionally set the timecode of the master clip to extend beyond the end time of the device clip. This resulted in MEDIA OFFLINE. This is fixed. Now, when recording from a VTR device the timecode of the master clip no longer extends beyond the end time of the device clip creating MEDIA OFFLINE.

Fixed in v1.2

Removing Tabs from Panels

In previous versions of Interplay Capture, users were not able to pull tabs out of panels in a tabbed workspace. This is fixed. Now, in a tabbed workspace environment in Interplay Capture, users can move tabs out of panels.

Erroneous Warning Message and Event Log Fixed

In previous versions of Interplay Capture, a warning log message and event log was created for any recording using AirSpeed Multi Stream. The warning indicated that Interplay Capture had timed out while waiting for the device to cue. This did not actually happen; the message was erroneous. This is fixed in v1.2 and the user no longer receives this message.

Media Offline When Recording starts at Midnight

In previous versions of Interplay Capture, recordings that started at midnight showed up as MEDIA OFFLINE in editors. Recordings starting before midnight and either ending at or after midnight were playable, and for recordings that extended beyond midnight, timecode rolled over to zero for the new hour. The MEDIA OFFLINE symptom happens for recordings with a master clip start time of exactly 00:00:00:00. This is fixed. Now, for recordings that start at midnight, Interplay Capture starts and sets the start time 1 second before midnight. This happens after the recording starts. Scheduled recordings still appear scheduled at midnight, but after they start, the start time becomes 11:59:59. This way, midnight recordings are playable from the editor.

Fixed in v1.1

Clips Tab

In previous versions of Interplay Capture, the Clips tab for a recording that survived an Interplay Capture service failure and recovery (or failover) did not populate until the recording had finished. This has been fixed in v1.1.

Start Time Field Not Visible

In Previous versions of Interplay Capture, when a recording was manually stopped, the start time field in Schedule Item detail panel would disappear from the panel. This has been fixed in 1.1.

In-use Channel Information Changes

In previous versions of Interplay Capture, the Interplay Administration application allowed users to change channel information while the channel was in-use. This is changed in v1.1. Now, on a channel in-use, a user may no longer change channel information that is related to the physical channel's name or location.

Maximum Clip Duration

In previous versions of Interplay Capture, the maximum clip duration (MCD) caused a gap in media to occur in the next segment, instead of at the segment break. This is fixed in v1.1. Now, the gap starts at the beginning and extends until the channel starts recording.

Failover

In previous versions of Interplay Capture, there was an extra load placed on the Lookup service during a failover. This is improved in v1.1. Interplay Capture remains in a private workgroup but the load on the Lookup service is reduced for better workgroup performance.

Health Status

In previous versions of Interplay Capture, changing schedule health to zero in the Interplay Administration application while there were recordings with elevated health status, the status would not clear from the Avid Service Framework, Health Monitor application. This has been fixed in v1.1.

Now, when changing the schedule health to zero hours, only active recordings reflect health status in the schedule health category for the Interplay Capture service in the Avid Service Framework, Health Monitor application.

Moving Recordings - Save Prompt

In previous versions of Interplay Capture, dragging and dropping multiple recordings resulted in a “save” prompt. The prompt should ask if you're sure you want to move the recordings and it should also prompt you if you want to start the recording. This is fixed in v1.1. Now, when moving multiple recordings to the “now” time, you always get prompted by “do you want to start now?” followed by the “do you want to save this recording?” prompts.

Panels

In previous versions of Interplay Capture, unpinning a window on a secondary monitor sometimes caused the panel to disappear. The only way to recover it was to reset the user's preferences from Tools > Options. This has been fixed in 1.1.

Time Synchronization Service Fall DST

In previous versions of Interplay Capture, the Time Synchronization service changed the daylight savings time (DST) offset an hour too early for fall DST. This was addressed in Avid Service Framework v1.4, which is a dependency for Interplay Capture 1.1.

Apply Button for VTR Device Service

In previous versions of Interplay Capture, the Apply button for the VTR Device service did not work. This is fixed in v1.1.

AirSpeed Recording Recovery

In previous versions of Interplay Capture, intermittently, AirSpeed recovery of a recording did not work. Often, for any recording using AirSpeed classic channels in Interplay Capture 1.0, the recovery would fail and a new channel would be assigned to the recording. For Interplay Capture v1.1, the recovery of AirSpeed classic channels is improved.

Automated Routing

In previous versions of Interplay Capture, changing the automated routing setting in the Interplay Administration application didn't always save in Interplay Capture after a restart. This was fixed in Interplay Capture v1.1.

Unicode Characters

In previous versions of Interplay Capture, Unicode characters in the recording name did not work. Now, Interplay Capture supports Unicode characters to be used in the name of a recording.

Event Log

In previous versions of Interplay Capture, the Interplay Capture service log files were closed out each time the user requested an update for the event log - this could have led to a loss of data. This is fixed. To protect against data loss, the new log level changes for the Clip Manager service and the Interplay Capture service are as follows:

- total number of log files = 8000
- total number of days = 14
- total number of bytes = 2000000000 (2GB)

Fixed in v1.0.5

Ancillary Data Track for Ingested Clips

Interplay Capture v1.0.5 now provides support for an Ancillary Data Track for ingested clips. The ancillary data track can be used to embed data, such as timecode or closed captioning, in video signals. The following environment is required when using the ancillary data workflow:

- Interplay Capture v1.0.5 (ingest ancillary data)
- Interplay v2.2 (manage clips with ancillary data track)
- AirSpeed Multi Stream v 1.5 (ingest Ancillary data)
- NewsCutter v 9.0 or Media Composer v5.0 or later (edit clips with Ancillary data)

For more information, see the *Avid Interplay Capture Installation and Administration Guide*.

Fixed in v1.0.4

Starting Scheduled Recordings

In previous versions of Interplay Capture, sometimes following a failover, recordings would not end with the correct finished transport state, (done or error), instead, recordings would remain in a “recording” or “stopping” state. This has been fixed.

Updated Clips in Interplay

The Interplay Capture Clip Manager service polls Interplay every 30 seconds searching for updated clips. In previous versions of Interplay Capture, clips close to the edge of the search range were not always returned. Interplay Capture mitigated this by adjusting the padding.

Media Loss in Manually Stopped Recordings

In previous versions of Interplay Capture, sites using AirSpeed Multi Stream (AMS) and ingesting in the 720p XDCAM format were experiencing a loss of media when those recordings were manually stopped before the scheduled end time. This is fixed with AMS v1.4.

Media Loss in Manually Stopped Recordings

In previous versions of Interplay Capture, sites using AirSpeed Multi Stream (AMS) and ingesting in the 720p XDCAM format were experiencing a loss of media when those recordings were manually stopped before the scheduled end time. This is fixed with AMS v1.4.

Fixed in v1.0.3

Missing Master clips

In previous versions, the Clip Manager Service failed to create master clips for device clips that come in with a frame rate of “50.00”. The AirSpeed Multi Stream 720p50 using the XDCAM codecs exposed the problem. This is fixed.

Improved Fail-overs

In previous versions of Interplay Capture, sometimes failover did not complete the recovery process, which could lead to many different symptoms seen. Symptoms included multiple Interplay Capture services reporting as primary, phantom services not doing any work after failover, scheduled recordings not starting after failover, manual recordings not starting after failover, database not saving to Interplay after failover. Avid Interplay Capture v1.0.3 includes a new version of Avid Service Framework and internal improvements in the Avid Interplay Capture service that fixes these issues.

AirSpeed Fail-over

In previous versions of Avid Interplay Capture, recordings using AirSpeed channels often failed over channels because the Avid Interplay Capture service recovered before the AirSpeed device service. AirSpeed channels take longer to recover after a full server failover because the device service often runs on the same server as the Interplay Capture services. In version 1.0.3, the Avid Interplay Capture service waits longer for AirSpeed channels to recover before trying to failover to a different healthy channel.

Recording Metadata

In previous versions, recordings that started before the users schedule view did not show the metadata (recording name, start/end times, and routing information). This is fixed. Now, the recording metadata stays in the view and if the recording extends before or after the view, an arrow is put on the recording indicating it extends beyond the view.

Recording Title on the Timeline

In previous versions, on the timeline, the recording title overlapped the icons that displayed the transport, health, and alert status. This made it hard to read the recording's title. This is fixed. The recording's title is easily visible.

Timeline Colors for Selected Recordings

In previous versions, when recordings were selected in the timeline, the background and text colors of those recordings were hard to identify. This is fixed. Now, selected recordings become partially transparent with a thicker black border while the text color stays the default text color.

Recordings Redrawn During Timeline Navigation

In previous versions, recordings were redrawn on the timeline every time the user navigates left or right (in the horizontal view) or up or down (in the vertical view). This is fixed. Now, recordings no longer move while the user is navigating the timeline.

Mouse Sensitivity

In previous versions, a slight movements of the mouse caused recordings to snap to the tick marks in the timeline. This is fixed. Now, when the mouse moves half of the distance of a time interval the recordings move and snap the major tick marks, defined by vertical or horizontal lines in the timeline. Users can get recordings to move to smaller points in the timeline by holding down the CTRL key while dragging.

Moving Recordings Displays a Warning

In previous versions, no warning was presented to the user when they attempted to move a recording in the timeline. This could have resulted in moving recordings accidentally. This is fixed. Now, when a user moves a recording in the timeline, a warning dialog box displays asking the user to confirm the action. There is also a user preference setting ant the dialog box can be disabled if desired.

Moving Recordings Seemed to Cause Layout Changes

In previous versions, while moving a recording by dragging the schedule grid, the recording didn't stay in the same row or column in which it started moving. This also caused all the other recordings to move. This is fixed. Now, recordings move in the same rows or columns they were in and all of the other recordings maintain their original layouts during the move, when the user releases the recording to move it. Recordings redraw and move around more efficiently on the screen.

Timeline Scrolling When Dragging a Recording

In previous versions, when dragging a recording on the horizontal timeline to another location the timeline did not scroll past the visible area of the screen. This is fixed. Now, dragging a recording to the edge of the timeline makes the timeline scroll so that you can continue to drag the recording past the visible area of the screen to the desired new location on the timeline.

Timeline Moved Backwards

In previous versions, clicking on recordings that started at midnight caused the timeline to jump backwards 24 hours. This is fixed. Now, clicking on a recording that starts at exactly midnight no longer causes Interplay Capture to move the timeline backwards.

Fixed in v1.0.2

Clip Manager Service Settings

The Avid Service Configuration application is used to configure the Clip Manager service catch-up polling.



This setting must not be changed except under direct supervision of Avid support. These settings are only to be used in an emergency if master clips, for a period of time in the recent past, were not created.

For more information, see the Avid Interplay Capture Installation and Administration Guide.

Fixed in v1.0.1

Client Memory Leak

In version 1.0 of Interplay Capture there was a memory leak in the client. This meant that every time a recording was opened, it was stored into memory and never released. In version 1.0.1 this is fixed.

MEDIA OFFLINE Condition Reported in Editor

In version 1.0 of Interplay Capture dragging and dropping a recording so that it is on the yellow line (which represents the current time) caused a recording to start immediately. Interplay Capture v1.0 treated these like scheduled recordings. This resulted in the recording's clips to start with a MEDIA OFFLINE condition reported to the editor. This is fixed. In Interplay Capture v1.0.1 recordings that are dragged to the yellow line are now treated as manual recordings, and the manual recording start time offset value is applied to them, which prevents the MEDIA OFFLINE condition from being reported.

Pause between Route and Cue Commands of a Recording

In version 1.0 of Interplay Capture there was no pause between the Route and Cue commands of a recording. If a pause between Route and Cue commands is necessary, contact Avid and a new custom parameter can be applied by Avid staff.

Pause between Cue and Record Commands of a Recording

In version 1.0 of Interplay Capture there was no pause between the Cue and Record commands of a recording. If a pause between Cue and Record commands is necessary, contact Avid and a new custom parameter can be applied by Avid staff.

Known Limitations

This section provides information on known limitations that were not addressed in this release. Any available workaround procedures are also documented, when possible.

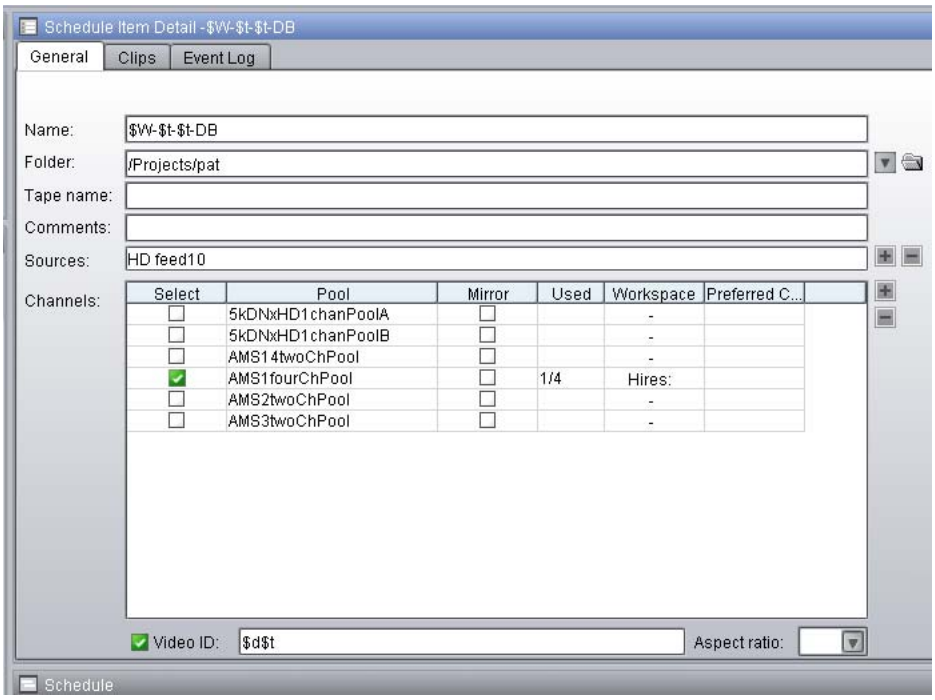


For limitations related to compatibility of this release with previous versions/other products, see "Compatibility Notes" on page 5.

Segmented Recording with Manually Entered Video ID

If a user enters a Video ID in Capture Scheduler for long recording which includes segments, and Interplay Capture starts new segment recording on the same Airspeed, a cueing error is reported. This happens because the Video ID already exists in Airspeed, and Airspeed does not allow duplicate Video IDs. This is as designed.

Selecting the Video ID check box in the Schedule Item Detail panel creates a manual Video ID. When the Video ID specifies parameters such as date and time, these values are resolved only for the first segment of the segmented recording, and this can cause the cueing error.



In order to use segmented recording feature, you must allow Interplay Capture to create the Video ID. Segmented recordings using a fixed Video ID fail because AirSpeed expects each recording to have a unique Video ID. When you create a Video ID, it is used by Interplay Capture for the recording. In a segmented recordings, the same Video ID is sent to AirSpeed for each segment of the recording, which then rejects the subsequent segment because AirSpeed has already created a recording using the same Video ID.

If you require a recording to include a specific identifier and not the one created by Interplay Capture, you can use the Comment and Tape ID fields to identify your recording.

Deleting Local Clips after Ingest with AirSpeed 5000

If you enable the option “Delete local clips after ingest transfer completes” in the Inventory page on your AirSpeed 5000, you might encounter errors when capturing media with Interplay Capture. The first recording completes, but the Event Log displays the following error: Transition_Record_On_Cued_Failed. The recording status becomes corrupt and you cannot cancel it from Interplay Capture.

Workaround: Shut down the Interplay Capture services, and then disable the option “Delete local clips after ingest transfer completes” on the AirSpeed 5000 system.

Batch Recording

When you perform a batch recording, you must start the tape near the mark in point. If the tape is not near the mark in point, Interplay Capture might display an error stating that there was a problem seeking and the recording might fail. You must set the start of the tape close to the start of the first

segment of the recording. This is as designed. Batch recording depends on many variables — such as the placement of mark in or mark out points, non-broken timecode, ascending timecode — that can affect the success of the recordings. For more information, see “Timecode for Batch Recording” in the *Interplay | Capture User’s Guide.*

Limitation in the Grouping Pane

The Grouping tab allows for re-sorting of the channel groups, but the changes do not persist. If you log out and then login again, the default “sort by alphabetical” order is used.

Limitations for Auto Segmentation Feature

The following limitations apply to the Auto Segmentation feature:

- Auto Segmentation requires clean, increasing TC breaks of 5 seconds or greater.
- Descending TC breaks are not supported in Auto Segmentation. For example, 08:00:00:01, 08:00:00:02, **08:00:00:03**, **07:59:59:26**, 07:59:59:27.
- Tapes with the following problems will not work correctly with Auto Segmentation. In these cases you must use another ingest method:
  - Tapes with descending TC. The tape will stop recording at the descending TC break and not record any additional media from that tape.
  - Tapes with many small descending TC breaks.
  - Corrupted and deteriorated tapes. For example, tapes with bad control tracks and tapes reused over and over with fragmented/random TC embedded on the tape

Logging in to Avid Administrator on a Interplay | Capture Server Returns an Error

When you try to log in to Avid Administrator on a Interplay Capture Server, you might see the following message “No route to host: Datagram send failed.” One common cause of the error is that a system might have a disconnected network adapter enabled. Disable all unused network adapters.

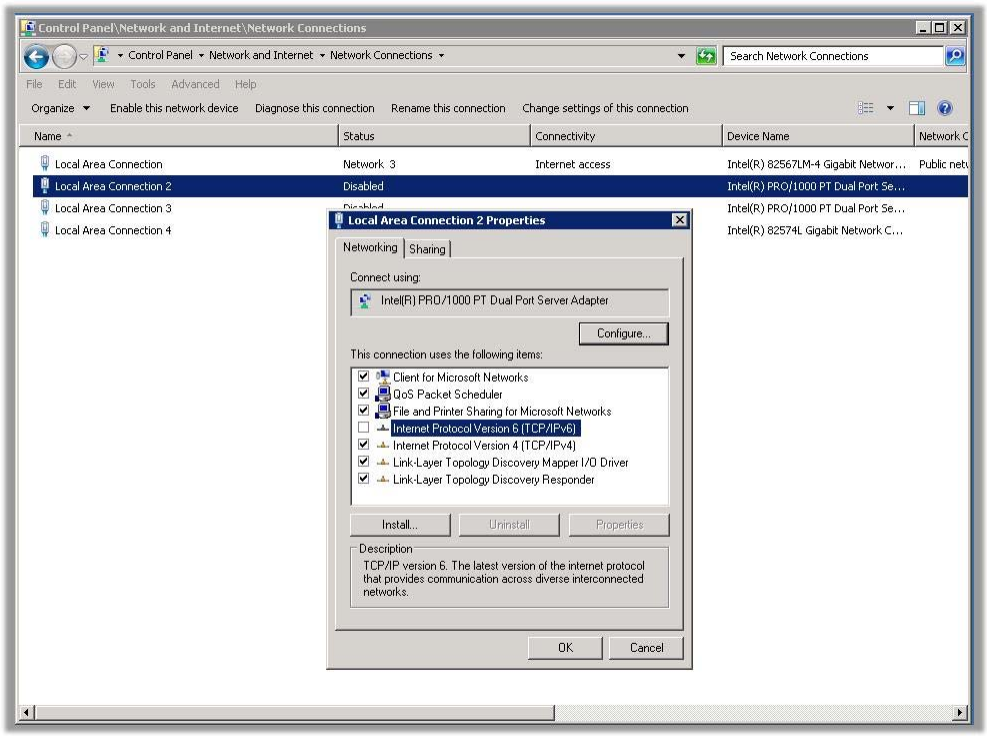
Workaround: Disable the IPv6 protocol in the system registry on the Interplay Capture Server, and disable all disconnected network adapters.

To disable IPv6, follow the procedures detailed in the following Microsoft Knowledge Base article:

http://support.microsoft.com/kb/929852

Note that this procedure requires you use the Registry Editor to edit system settings and to reboot the system running the License server.

You can disable unconnected network adapters in the Properties dialog box for the adapter listed in the Network Connections list. The following illustration shows a disabled adapter with IPv6 also disabled.



Release Channel in Interplay | Capture Route Manager

The Release Channel feature in Interplay Capture Route Monitor is designed for Channel Pools with more than one channel. You can think of the feature as a “release and fail-over” function. When a channel in use is released, another channel from the same Channel Pool is selected as the failover channel to continue the recording. If there are no available (free) channels in the Channel Pool, the same channel that was released becomes the failover channel.

In some cases where that channel is “stuck” on the AirSpeed, selecting this same channel creates a cyclic condition. To break the cycle, try a manual stop on the recording or restart the Interplay Capture service to stop the failover retry.

This feature should only be used if the Channel Pool has a free channel available to failover to.

This feature is not useful in a single channel-Channel Pool configuration.

To use this feature:

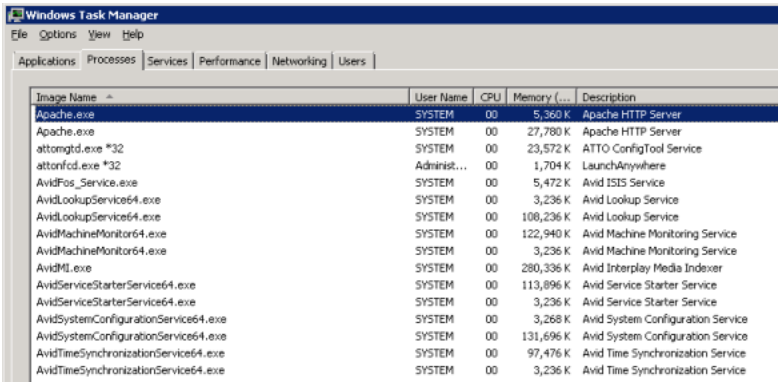
1. Ensure that there is a free channel in the Channel Pool to failover.
2. Select the recording.
3. Right-click the recording and select “Release Channel.”

   A dialog box is displayed showing the recording name and the channel being released.

Please read the dialog carefully. It contains important information about which recording is being released and failed over.

Avid Service Framework Services Show As Two Processes in Task Manager

Starting at Avid Service Framework v1.6, all ASF services show as two processes in the Windows Task Manager. The following illustration shows some of the processes that are affected.



This is as designed because starting with ASF v1.6, the tool that creates the services automatically creates a second process for each service. The second process is there to ensure that the service shuts down smoothly. This change is only visible in the Task Manager. The following user facing tools only show one service as in previous releases.

- Workgroup Properties tool
- Service Configuration tool
- Add Remove Programs
- Computer Management Services

Changing a Source VTR to a Destination VTR

Source VTR channels appear in the VTR sources panel of the Scheduler UI. Destination channels should not appear in this panel. However, if you change a Source VTR channel into a Destination VTR, the channel continues to appear as a source VTR channel in the Sources panel of the Schedule UI. The only way to remove it from the VTR sources panel is to remove the channel from Interplay Capture completely. This is done using the Interplay Administration Interplay Capture plug-in. After the channel is removed you can then add it as a new destination VTR.

Segmentation Results in Spurious Device Clips

Maximum Clip Duration (MCD) with AirSpeed Multi Stream causes a recording in progress to auto-segment 15 seconds before the MCD value. If there is no channel available with which to segment, the channel is forced to stop recording and a new channel (possibly the same channel) continues the recording. This results in a master clip with some media offline. Intermittently, the channel that starts immediately stops and a new channel is started. This results in a moment of offline media, a few seconds of online media, then offline media again, followed by the rest of the recording.

Processing More Than 8 Device Clips into a Single Master Clip

Interplay Capture supports processing up to 8 clips in to a single master clip. A single recording may have multiple master clips. A master clip is defined by one per source per segment. If a recording is set up with more than 8 clips in a single master clip, Interplay Capture allows it but a warning log message indicates that the clip count is too high.

Interplay | Capture Clip Manager Service

There is a known limitation where the Interplay Capture Clip Manager service hangs while processing a master clip that contains a very high number of device clips. Avid has tested that per recording's source and segment, there are up to four device clips. For instance, a workflow with four device clips would be mirrored high-resolution and mirrored low-resolution. If a recording is created with too many device clips associated with any source and segment, the Interplay Capture Clip Manager service hangs while trying to process the device clips. As a result, no master clips are created for the new recordings.

Workaround: Do not create unusually large recordings using more than 4 channels. If this accidentally happens, the administrator needs to delete the clips associated with the unusually large recording.



Multiple sources and/or segmentation in recording, results in more than four device clips in the recording (but the device clips are put into different master clips in these scenarios).

Metadata and Segmentation

When using segmentation to extend the duration of a recording in progress, each of the new segments gets the metadata updates that are the same as that from the last segment of the recording.

Installation

During the Interplay Capture installation, the installer requests that you restart the computer. A restart is not actually necessary but doing so does not cause any problems.

Channel Allocation Count

When the user stops a recording and immediately cues or starts the next recording, the channel allocation count is wrong in the schedule.

Workaround: Wait at least 15 seconds after the end of a recording before cueing or starting the next recording to avoid receiving a bad channel allocation count.

Schedule Grid Time Interval

When selecting a date, or several dates, in the calendar, the view is reset to that selection. For instance, if you select one day in the calendar, your view is changed to one day on the Schedule grid. If you select 4 days in the calendar, your view is changed to four days on the Schedule grid.

Maximum Clip Duration Setting Name is Misleading

Maximum clip duration is the limit Interplay Capture allows a recording device to record until it is stopped, and a new channel continues the recording.

Redundancy — Slow to Show Connection to Database When Becoming Primary

During Failover, when an Interplay Capture service is becoming the primary service, it often shows bad health with the connection to the database listed as standby or connecting for a long period before showing as connected. Also, during this time, the service that has become the backup, might show as connected or connecting. Or, when the primary becomes connected the backup still says connected as well. After another 30 seconds, the backup service properly shows the database as connecting as standby. This is normal behavior due to extended handshakes with the Interplay Capture quorum (the Interplay database).

Device Clip Folder

Changing the device clip folder if there are active recordings could result in the loss of media associations. A master clip might not be created for the recording at all.

Workaround: If the device clip folder needs to be moved, Avid recommends changing it only when there are no active recordings.

Multi-Source Recording - Monitor

When creating a multi-source recording and enable monitoring, only one monitor is allowed. The first source gets assigned to the monitor.

Interplay | Capture Database Checked Out by Another

When the database is checked out by a user, the Interplay Capture user is not allowed to write to that database.

Segmentation and Destination VTR Channel Pool

Destination VTRs can only have one channel in a channel pool. Segmentation may only occur if there is a free channel in the channel pool. Segmentation with destination VTRs is not possible.

Multibyte Router Groups

Router Control configuration does not allow Multibyte configuration; therefore you can not specify Multibyte router groups names within Interplay Capture.

IPV Sub Clips Not Supported by Interplay | Interplay Capture

IPV sub clips are created off of the device clip. Interplay Capture does not support this because the metadata for those types of sub clips is not managed by Interplay Capture. Avid recommends not enabling IPV sub clips when using Interplay Capture.

Recordings Crossing Midnight

Recordings (scheduled, manual or segmented) that cross over midnight are not supported by Avid Low-Resolution Encoder version 1.5.0.

Channel Timecode Notification Rate

Interplay Capture tells each of its channels to produce timecode notifications at a rate of not more than 2 notifications per second. This setting remains in effect until the device service is restarted. If a site wants to re-purpose a channel for a product other than Interplay Capture, (for instance, if they move an AirSpeed channel from their Interplay Capture system to their Command system) Avid recommends removing the device channel from its Interplay Capture system and then restarting the AMS device service to re-set the rate of timecode notifications.

Master Clips Sometimes Not Marked Complete

Sometimes master clips are not marked complete. If this happens in a segmented recording, the duration of a segment may not be representative of the media inside it. This results in a large period of media offline at the end of a segmented master clip. If this happens, no media is lost; the master clip just didn't have its end time set or marked MOB complete.

Workaround: If the site wanted to fix this, they could re-transfer a high-resolution clip, which would cause the Clip Manager service to re-visit the clip and change the end time for it.

Recordings

Short duration recordings are not displayed on the timeline

Different Schedule timeline views can filter recordings of short durations so they do not display on the timeline:

- Schedule view smaller than 28 hours - no filters on recordings
- Schedule view smaller than 2 days - recordings smaller than 10 minutes will not display
- Schedule view smaller than 3 days - recordings smaller than 18 minutes will not display
- Schedule view smaller than 4 days - recordings smaller than 26 minutes will not display
- Schedule view smaller than 5 days - recordings smaller than 36 minutes will not display
- Schedule view smaller than 6 days - recordings smaller than 43 minutes will not display
- Schedule view smaller than 7 days - recordings smaller than 60 minutes will not display

Interplay Availability Affects New Recording Starts

If Interplay becomes unavailable while an Interplay Capture client is still open, users are able to create new recordings and save them, but new recordings will not start. Recordings already in progress continue recording and finish without conflict.

Timeline Displays Incorrect End Time

The Low-resolution encoder may take several seconds after receiving a Stop Recording command to report the channel as done. Interplay Capture does not release the channel until the “done” state is reached, so it is possible that a Low-resolution encoder channel may not be released for some time after the end of a recording. This could result in up to a 15 second delay in a very few cases. For back-to-back recordings, this keeps the Low-resolution encoder channel from being used by another recording, and thus could result in some lost media.

Recordings Fail to Stop

If only one AirSpeed Device service is used instead of a redundant pair, then the AirSpeed may not stop recording at the scheduled time if that AirSpeed Device service is restarted for any reason.

Workaround: Manually halt the AirSpeed via Pilot or the front panel controls on the device, or the user should start another Interplay Capture recording on that same channel to interrupt the current one. AirSpeed Multi Stream using VITC will also result in runaway recordings as well.

MEDIA OFFLINE

When recordings start exactly at midnight, Interplay reports MEDIA OFFLINE. This is a known limitation in Interplay.

Workaround: Don't start a recording exactly at midnight. Start it one second or one minute before or after midnight.

Deleting Channels from the Database

If a channel is in use by another system, such as Avid Media Stream, and it is in record mode locally or if iNEWS Command is controlling the channel, Interplay Capture cannot remove the channel from its database. Interplay Capture presents an alert to the user warning them the channel is in use.

Workaround: Wait until the other system is finished using the channel before removing the channel from the database.

Timecode

AirSpeed and AirSpeed Multi Stream do not currently decode the VITC embedded in HD video.

Workaround: High definition channels, such as 1080i and 720p, must use LTC.

Master Clip

Master clips are not created if the channel pool selected for a recording is a low-resolution encoder pool only. Master clips are not created until a high-resolution device clip is found first.

Workaround: Always select a High-resolution Channel pool



Warning: Only use the master clip when editing a clip. Device clips are only used in the case of a channel failure, never used for editing.

Device Clip

If the format symbol $s is used in a recording, the device clip will not evaluate this character. It is evaluated correctly in the Master Clip.



Warning: Only use the master clip when editing a clip. Device clips are only used in the case of a channel failure, never used for editing.

Network

VLAN failover on the AirSpeed Multi Stream does not work for Interplay Capture. To help prevent this from ever becoming an issue, Network teaming has been qualified on the AirSpeed Multi Stream server. Network teaming has been qualified on the AirSpeed Multi Stream server. See the Interplay Capture v1.0 Best Practices Guide for more details on how to set this up.

Shared Storage Service

If ISIS becomes unavailable while Interplay Capture Servers are running, the shared storage service continues to report last known health of the workspaces it tracks.

Documentation Notes and Errata

This section contains information about updates or changes regarding documentation provided with the Interplay Capture software.

Favorites Panel

The Favorites panel can be used when you create recordings. A favorite contains a recording template, which allows you to easily create a new recording.



You must already have a template from which to create a favorite.

Although you cannot directly edit a favorite, you can create a new favorite by doing one of the following:

- Overwrite an existing template by selecting a recording and then saving it as a template with the same name as an existing template.
- Remove an existing favorite in the Favorites panel, and then create a new one with the same name.

You can also modify the Favorite name, by right-clicking the favorite and selecting Properties in Favorites Pane.

Maximum Length of Recording Name

The name you assign for your recording in Interplay Capture cannot exceed 125 characters. This is the name you enter in the Name text box in the Schedule Item Detail panel. Also, while Interplay Capture allows names up to 125 characters, AirSpeed only uses the first 80 characters for the device clip names.

Avid Interplay Shared Storage Service

In the Documentation for Interplay Capture v 1.0 the Avid Interplay Shared Storage service was referred to as Avid Shared Storage service. The incorrect name appears in the Interplay Capture Administration Guide in both text and graphics. The name of the service was changed after the documentation had been published. The name of the service will be corrected during the next revision of the documentation.

Interplay | Capture Clip Manager Service

This non-redundant service creates and updates each Master Clip as corresponding device clips are checked in. It also updates each Master Clip with metadata changes made in Interplay Capture during the recording. This service must be installed on the Interplay Capture Server. It needs no special configuration and it can be stopped and restarted independently of other Interplay Capture services.

Changes to the Avid Interplay | Capture Administration Guide

The following changes will be made to the Avid Interplay Capture Administration Guide during the next revision of the guide.

- Chapter 3, System Settings, Interplay Capture Settings Tool, page 44 - a note currently appears that reads:

  “Just before a recording reaches the max clip duration, Interplay Capture attempts to segment the recording. If the attempt to segment the recording fails, the Master Clip will contain a portion of offline media.”

  Should read:

  If a recording or segment reaches the maximum clip duration, segmentation will occur. Interplay Capture will attempt to start another segment before stopping the first. This requires free channels to succeed. If a segment cannot be started without stopping the first, the beginning of the master clip of the subsequent segment will be offline.

- Chapter 3, System Settings, Interplay Capture Settings Tool, page 45, step 3. - currently reads:

  Specify the device clips folder. This is the location into which devices check in their clips.

  Should read:

  This is the location into which Interplay Capture directs devices to check in their clips.

- Chapter 3, System Settings, Interplay Capture Settings Tool, Channels Tab section, page 49, removing a Channel from a Pool. In the next revision this will be moved to the Channel Pools Tab section and clarification will be added so that it is understood that pressing the Remove button on the Channels tab will delete the channel from the Interplay Capture System.

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- Go to the Knowledge Base Web page.



Supplemental documentation for this release, if available, is provided on the Knowledge Base. For the latest up-to-date information, browse the Knowledge Base at Avid Online Support.

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