## Viz Graphic Hub **User Guide** 2.3



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## 1 Introduction

This is the User's Guide for Viz Graphic Hub.

This section contains information on the following topics:

- About the Document
- <u>Customer Feedback and Suggestions</u>

### 1.1 About the Document

This User's Guide covers the information needed to configure and operate the Viz Graphic Hub (GH).

This section contains information on the following topics:

- Document Structure
- <u>Related Documents</u>
- <u>Conventions</u>

### 1.1.1 Document Structure

This document contains information on the following topics:

- Getting Started
- <u>Configurations and Modes</u>
- Viz Graphic Hub Terminal Workbench
- Viz Graphic Hub Manager Workbench
- <u>Task Workflow</u>
- <u>Administrator Operations</u>
- Viz Graphic Hub REST
- <u>Troubleshooting</u>

### 1.1.2 Related Documents

For complementary information, see the following documents:

- Viz Artist User's Guide
- Viz Engine Administrator's Guide

### 1.1.3 Conventions

The following typographic conventions are used in this document:

- Italic is used for non-hyperlink external references, such as related documents, books, or Internet pages. Italic is also used to emphasize words.
- The color blue is used for hyperlinked external references, and also internal references to sections or document elements (such as tables or figures) in the current document.
- Bold refers to GUI components.

1. Numbered paragraphs are used to show tasks that must be followed.

### 1.2 Customer Feedback and Suggestions

We encourage suggestions and feedback about our products and documentation. To give feedback and, or suggestions, please identify your local Vizrt customer support team at www.vizrt.com.

- 1. Go to www.vizrt.com.
- 2. Click on **Contact** (1).



- 3. The Vizrt office which is nearest to your location will be shown (2), or select from the list of Vizrt offices.
- 4. Click on 'Contact'.

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5. Complete the required details in the window that opens.

**Note:** If this message is for Customer Support, and their is a Support Contract in place, then click on the 'For support requests, please visit our support portal' link in the message window.

#### 6. Click on **CONTACT ME**.

A Vizrt representative will contact you as soon as possible.

### 1.3 Customer Support Request

Support Requests are supported by Vizrt if Customers have a valid Service Agreement in operation. Customers who do not have a Service Agreement and would like to set up a Service Agreement should contact their regional sales representative (see <u>Customer</u> Feedback and Suggestions).

When submitting a Support Request relevant and correct information should be given to Vizrt Support, to make sure that Vizrt Support can give the quickest and best solution to your Support Request.

This section contains information on the following topics:

- Before Submitting a Support Request
- Submitting a Support Request
- <u>Viz Graphic Hub Log Files</u>

### 1.3.1 Before Submitting a Support Request

Before a Support Request is submitted make sure that you:

### Read:

- The relevant User Guide or Guides
- The release notes

### and Check:

- That the system is configured correctly
- That you have the specified hardware, tested and recommended versions

Always refer to your Vizrt Service Level Agreement document.

#### See Also

- <u>Customer Support Request</u>
- Submitting a Support Request
- Viz Graphic Hub Log Files

### 1.3.2 Submitting a Support Request

### When completing a Support Request, add as much information as possible.

This section contains information on the following topics:

- <u>Content of a Support Request</u>
- <u>To submit a Support Request</u>

#### **Content of a Support Request**

The report should contain information about these topics:

- General:
  - **Problem description:** Include a good description of what the problem is and how to reproduce it. Remember to use simple English.
  - Screen shots and illustrations: Use to simplify the message.
  - **System network:** Add a description of how the network, bandwidth, routers, and switches are configured.
  - **System setup:** Describe differences in the installation, if any, from the recommended setup.

- Viz Graphic Hub:
  - **System Reports:** Export the System Report files thru the Viz GH Terminal (see <u>Reporting</u>). If Viz Graphic Hub is running as a Viz GH Replication cluster export the reports from Viz GH Main and Viz GH Replication.
- Viz GH Terminal:
  - **System Reports:** Export the System Reports thru the Viz GH Terminal on the tasks source and destination server (see <u>Reporting</u>).
  - **System Dump files:** If Viz GH Terminal crashed the dump files can be found in the Viz GH Terminal installation directory (VizGHTerminal\_crashtime\_.dmp).
- Viz GH Deploy Agent:
  - **System Reports:** Export the System Reports thru the Viz GH Terminal on all source and destination servers which the current Viz GH Deploy agent has tasks deploying from and to (see <u>Reporting</u>).
  - **System Dump files:** If the Viz GH Deploy Agent crashed the dump files can be found in the Viz GH Deploy Agent installation directory (VizGHDeployAgent\_crashtime\_.dmp).

If there is no Viz GH terminal running on the workstation where the Viz GH Deploy Agent is running, also attach the information detailed below:

- **Event logs:** Send the system, application and vizrt event logs (see <u>Viz Graphic</u> <u>Hub Log Files</u>).
- Viz GH Connection log: Send the Viz GH connection log files (see <u>Viz Graphic</u> <u>Hub Log Files</u>).
- **Software configuration:** Add exact versions of software (-build) used.
- Hardware configuration: Add exact versions of hardware (-build) used.
- Viz GH Manager:
  - **System Reports:** Export the reports thru the Viz GH Terminal on the workstation where the Viz GH Manager was running (see <u>Reporting</u>).
  - **System Dump files:** If the Viz GH Manager crashed the dump files can be found in the Viz GH Manager installation directory (VizGHManager\_crashtime\_.dmp).

If there is no Viz GH Terminal running on the workstation where the Viz GH Manager is running also attach the information detailed below:

- **Event logs:** Send the system and application event logs (see <u>Viz Graphic Hub</u> <u>Log Files</u>).
- Viz GH Connection log: Send the Viz GH connection log files (see <u>Viz Graphic</u> <u>Hub Log Files</u>).
- Software configuration: Add exact versions of software (-build) used.
- Hardware configuration: Add exact versions of hardware (-build) used.
- Viz GH REST:
  - **System Reports:** Export the System Reports thru the Viz GH Terminal on the configured Viz Graphic Hub (see <u>Reporting</u>).
  - **System Dump files:** If the Viz GH REST crashed the dump files can be found in the Viz GH REST installation directory (VizGHREST\_crashtime\_.dmp).
  - **Event logs:** Send the system and application event logs (see <u>Viz Graphic Hub</u> <u>Log Files</u>).
  - Viz GH Connection log: Send the Viz GH connection log files (see <u>Viz Graphic</u> <u>Hub Log Files</u>).

- Viz GH REST logs: Send all Viz GH REST log files (see <u>Viz Graphic Hub Log</u> <u>Files</u>).
- Software configuration: Add exact versions of software (-build) used.
- Hardware configuration: Add exact versions of hardware (-build) used.

### To submit a Support Request

- 1. Go to Vizrt.com.
- 2. Click on Support (1).
- 3. Click on Report a case (2).



- 4. Click on **LOG IN** (3).
- 5. Login to the Customer and Partner portal.

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6. Click on **Report a Case** (4).

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Discover The Portal				
to Vizn's support resources				
The support system that powers the portal is actively used by Vizit support and development teams. That contributes to an efficient support case handling. We are convinced that you will benefit a lot from using this portal.				
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This portal comes to assist in communicating support matters to Vizit; you can log and track your cases and communicate with Vizit directly over open issues.				
Support News				
Vort uses the portal to communicate useful information related to Viort Products; useful type, support announcements, special product related information and other technical notes.				
Your feedback is greatly appreciated. Feel free to contact us with any question, suggestion or requirement either by mail or directly through the potal. Please relate the case to "Vizit Customer & Pather Porta" from the products fait.				
Your Vizrt Support				

- 7. In the online form complete the required minimum information (shown by a red asterisk):
  - Contact: Your name
  - Account: Your account

- **Product:** The product the support request refers to.
- **Case Type:** The type of support request required
- 8. Click SAVE.
- 9. In the saved Support Case that opens, complete the various text boxes and upload any required documents, files, etc. (see <u>Content of a Support Request</u>).

Note: The entered text or uploaded documents / files are automatically added.

To track the status of open support tickets, login to the Customer and Partner portal. Add information or communicate about the cases directly with the support team.

#### See Also

- <u>Customer Support Request</u>
- Before Submitting a Support Request
- Viz Graphic Hub Log Files

### 1.3.3 Viz Graphic Hub Log Files

#### **Viz GH Reports**

Generate a compressed log report thru the Viz GH Terminal (see Reporting).

• **Purpose:** All Viz Graphic Hub log files and additional system information.

If there is no Viz GH terminal running on the workstation where the Viz GH Deploy Agent is running select and generate these log files:

- Viz GH Log files
  - Location: <current Viz GH data directory>/LogFiles
  - **Purpose:** Viz Graphic Hub runtime and error information.
- System Event Log
  - Location: Start -> Run... -> eventvwr.exe -> Event Viewer -> Windows Logs
  - Name: System
  - Purpose: Information from the current windows system.
  - To create: Right click on System and select Save all Events as...
- Application Event Log
  - Location: Start -> Run... -> eventvwr.exe > Event Viewer -> Windows Logs
  - Name: Application
  - Purpose: Windows crash information of programs
  - To create: Right click on Application and select Save all Events as...
- Vizrt Event Log

Viz GH Deploy Agent system log (only exists if Viz GH Deploy Agent is installed).

- Location: Start -> Run... -> eventvwr.exe > Event Viewer -> Applications and Services Logs
- Name: Vizrt
- **Purpose:** Deploy agent event log.

• To create: Right click on Vizrt and select Save all Events as...

### Viz GH Connection Log

Viz GH Manager, Viz GH Terminal, Viz GH Rest and Viz GH Manager also log their connection to their connected Viz Graphic hubs.

- Location: Application installation directory
- Name: VizGH<application>.log
- Purpose: Information on the Viz Graphic Hub database connection

### Viz GH REST Log files

- Location: <Viz GH Rest Installation Directory>\logs\
- **Purpose:** Connection, error and event logs of the Viz GH REST.

### 1.4 Overview

This chapter contains information on the following topics:

- <u>Application Overview</u>
- General Database Information
- <u>Viz Graphic Hub</u>
- <u>Viz Graphic Hub Namingservice</u>

### 1.5 Application Overview

Viz Graphic Hub is the database solution where all Viz Artist items are taken care of. Items can be scenes, geometry, images, materials, fonts, and so on.

To start Viz Artist successfully, you must log in to a running Viz Graphic Hub. The database can either be a local instance, where only one user can log in, or it can be a multi-user database.

The Viz Graphic Hub solution consists of various applications:

- Viz Graphic Hub
- Viz Graphic Hub Namingservice
- Viz Graphic Hub Terminal
- Viz Graphic Hub Manager
- Viz Graphic Hub Deploy Agent
- Viz Graphic Hub REST

The **Viz Graphic Hub** is the physical back-end server where the database content is stored.

The **Viz Graphic Hub Namingservice** monitors all applied servers in the network. For more information about this application, see <u>Viz Graphic Hub Namingservice</u>.

The **Viz Graphic Hub Terminal** provides a user interface to configure and start/stop both the Viz Graphic Hub Namingservice and the Viz Graphic Hub Server. For more information about this application, see <u>Viz Graphic Hub Terminal Workbench</u>. The **Viz Graphic Hub Manager** is used to administer one or more databases. For example, the server items and access levels for users and groups can be managed from this application. For more information, see <u>Viz Graphic Hub Manager Workbench</u>.

The **Viz Graphic Hub Deploy Agent** upgrades the Viz Graphic Hub solution with a powerful service to copy directories/projects/files with all necessary data (referenced directories/projects/files) from one server to another. For more information, see <u>Direct Deploy Copy (DDC)</u>.

The **Viz Graphic Hub REST** is a web-service for Viz Graphic Hub. <u>Viz Graphic Hub</u> <u>REST</u> is an interface to retrieve and send data to and from Viz Graphic Hub thru HTTP requests.

The Viz Graphic Hub Interface Agent provides easy access to all data on a Viz Graphic Hub. Simply following a URL the client is able to retrieve any kind of data like scenes, images, etc., and its metadata like owner, creation date, etc. What's more, all metadata like users, types, keywords can be retrieved. Any skilled web developer and designer can build an application based upon the Viz Graphic Hub Interface Agent.

For example, if you have a scene from the Super Bowl which contains an image of the quarterback, this image can be retrieved by an external application, like a blog, by doing a search on the Viz Graphic Hub Interface Agent. The blogger is also able to insert this in his article for publishing to the web.

### 1.6 General Database Information

The Viz 3 product family uses a database to store the items clients work with. The items can be of the following types, among others:

- Scenes
- Objects
- Materials
- Advanced materials
- Images
- Fonts
- Audio files

For more information about the various item types, see the Viz Artist User's Guide.

The individual items are stored in the Viz Graphic Hub data directory as file objects. The database manages the items in terms of properties and Universally Unique Identifiers (UUIDs). These are visualized in Viz Graphic Hub Manager as folders and projects. These folders and projects are only virtual, and cannot be treated in the same way as folders in Microsoft Windows.

Clients can work with and organize items through the Viz Artist GUI in a logical project and folder structure provided by the database. Although each item can be listed in/ referenced from more than one project or folder, it will reside in the database in a single instance. A checksum will be calculated for each item, so that duplicate items can be easily found. For more information about finding duplicates, see <u>Locating</u> <u>Duplicates</u>.

#### **Item Properties**

Various properties are associated to each individual item in the database:

- Name
- Path
- Item type
- File size
- Checksum
- UUID
- Rights
- Keywords
- File-links
- References
- Etc.

For more information about the properties, see <u>Item Properties</u> .

#### **Projects and Folders**

The database is able to maintain a logical structure composed of projects and folders. This helps Viz Artist users to keep an overview of the items they work on. The tree of projects/folders is only virtual, the items are not actually stored on the hard disk with such a structure. All the projects/folders an item is shown in, are stored in the properties of the item. The main benefit of this virtual structure is that the item itself is stored only once in the database, with links to it. The hard disk space is then kept low and the administration of the items is much easier.

### Links and References

In the database, items are linked and referenced. Every item "knows" which project or folder it is placed in, which other items it uses, and also by which other items it is used. For example, in a scene, fonts and images are used. If one of the items that are used in the scene changes, the scene will use the item in its new state. Every item holds a list of links and references in its properties. For more information, see <u>References and Link</u> <u>Properties</u>.

Three types of links and references are handled by the database: folder-links, file-references, and file-links.

### Folder-Links

Every item in the database holds information about the projects/folders it is placed in. These entries are called folder-links. Each item can hold as many folder-links as necessary. The item is physically stored in the database only once, but it can be virtually available in various folders. The UUID of the item will be identical in all folders.

If an item is deleted within a project or folder, only the folder-link to this project or folder will be removed. The item will remain in the database, unless every folder-link is removed. When the last folder-link is removed, the item will be deleted from the database.

In the Explorer, an item that holds more than one folder-link will be shown as an icon with an arrow.

#### **File-References**

In everyday use, it is necessary for an item to reference other items. For example, a scene can contain images. The root item must be linked to all the items it utilizes. The file-reference feature keeps track of all other items being used by this item.

#### **File-Links**

In everyday use, it is also necessary for an item to be referenced by other items. The root item must be linked to all the items it is utilized by. The file-links feature keeps track of all other items the item is used by.

#### Keywords

To help users organize their work, keywords can be applied to items. Up to 20 keywords can be applied to each item. Every item holds a list of keywords in its properties (see <u>Keywords</u>).

Tip: Keywords can be used as a database search criteria.

#### Data Locking

Three different types of data locking exist within the database: session lock, check out, and access rights.

### **Session Lock**

As long as the session lock is active, only the user who has locked the item is able to save it in the database. Other users can only view the item.

A locked item is marked in Viz Artist and Viz Graphic Hub Manager (if the files view type is set to icons) with a keyhole icon.

A session lock is automatically applied to an item when a user opens it in Viz Artist. The session lock is removed once the item is closed. A session lock is valid as long as the user who has locked the item is connected to the server. When the user disconnects, the lock is opened. To end a session lock, the user who locked it, or the administrator, can manually unlock it.

#### **Check Out**

As long as the check out is active, only the user who has checked out the item is able to save it in the database. Other users can just view the item.

A checked out item is marked in Viz Artist and Viz Graphic Hub Manager (if the files view type is set to icons) with a stop icon.

Every item in the database can be checked out. The check out of an item is valid until it is checked in again. Check in can be performed by the user who checked out the item, or the check out can be cancelled by the administrator.

### **Access Rights**

The database is able to maintain rights on items and projects/folders. Individual rights for user, group, and world can be set either to allow or disallow reading and/or writing rights.

**IMPORTANT!** Viz Artist 3.3.x cannot handle access rights. It is strongly inadvisable to make changes in the server that may impact work on the clients.

- User: Sets the rights for the owner of an item or project or folder.
- Group: Sets the rights for all the members of the group the owner belongs to.
- World: Sets the rights for all database users.

#### See Also

- Managing Users and Groups
- To set rights for a project or folder

### 1.7 Viz Graphic Hub

The Viz Graphic Hub makes the database available to clients in the network. To log in to and work with Viz Artist, the user must connect to a running Viz Graphic Hub server on a machine in the network. The server is started and shut down from the Viz Graphic Hub Terminal.

**Note:** Servers in a replication configuration must be shut down from the Viz Graphic Hub Manager (see <u>Shutting Down a Server</u>).

Various parameters can be defined in Viz Graphic Hub Terminal before startup, for example the name and the data directory to where the database should have its root folder (see <u>Terminal Options</u>).

### 1.8 Viz Graphic Hub Namingservice

As there can be many Viz Graphic Hub Servers running on the same network, the Viz Graphic Hub Namingservices monitor and keep track of all the servers. A Viz Graphic Hub Server cannot run without a running namingservice. A namingservice can be started together with a server, or a running namingservice in the network can be applied.

When a server is started, the applied namingservice will be informed. The namingservice then knows that the server is available for client connections.

The namingservice application is started and shut down from the Viz Graphic Hub Terminal. The port used for the communication between the namingservice and the clients can be defined in the terminal before startup.

To avoid having a single point of failure, for main and replication server configurations, it is absolutely necessary that each instance to have its separate namingservice.

### 1.8.1 Supported Configurations

Both the Viz Graphic Hub Namingservice and Viz Graphic Hub Server can run independently of each other, even on separate physical machines. The following two configuration scenarios are supported.

#### Each Server Connecting to its own Namingservice

In this type of configuration, the clients are able to connect to only one server. Such a configuration is used when working in single-user mode. In single-user mode, the server, namingservice, and all other Viz 3 products that connect to the database must be installed on the same physical machine. As the server is working on the "localhost" in this configuration, other clients cannot see the namingservice or server.

**IMPORTANT!** Although a localhost can never be accessed from client applications such as Viz Artist, it is possible to monitor and start/stop localhost servers/ namingservices if enabling this in Viz Graphic Hub Manager.

This type of configuration is typically used when working on a stand-alone computer.

#### **Multiple Servers Connecting to one Namingservice**



In this type of configuration, the clients are able to connect to all servers managed by the defined namingservice. In multi-user mode, the server and namingservice will be available to all clients in the network. The namingservice will use the hostname of the computer it runs on as its name. By default, the name of the server will be **Viz Graphic Hub**, but this can be modified in Viz Graphic Hub Terminal before startup. For more information, see <u>Terminal Options</u>.

## 2 Getting Started

This section contains information on the following topics:

- <u>System Prerequisites</u>
- Normal Installation
- Installation for Replication
- Configuring Viz Graphic Hub Terminal
- <u>Starting Viz Graphic Hub</u>
- Starting the Viz Graphic Hub Manager

### 2.1 System Prerequisites

The system requirements depend on the type of installation:

- <u>Minor Installations</u>
- <u>Major Installations</u>

### See Also

- Deploy Agent Requirements
- <u>Viz Graphic Hub Rest Requirements</u>

### 2.1.1 Minor Installations

Minor installations mean laptops and single workstations. The ideal configuration is <u>Viz</u> <u>Graphic Hub 5/4 Free</u> and <u>Viz Graphic Hub Localhost</u>.

The following hardware is required:

- PC with Window XP, Vista or 7 installed
- Any network card

### 2.1.2 Major Installations

Major installations refer to servers that will handle multiple clients accessing the Viz Graphic Hub.

The following hardware is required:

- PC with Windows 2003 Server SP2 or Windows 2008 Server 32/64 bit installed
- No other applications may be installed on the server machine!
- Anti-virus software without endpoint protection

#### Hardware specs at a glance

CPU1	Quad-Core Intel® Xeon® E5345 (2.33GHz, 1333MHz FSB, 80W)
CPU2	Quad-Core Intel® Xeon® E5345 (2.33GHz, 1333MHz FSB, 80W)

Main memory	4GB consisting of 4x1GB FBD PC2-5300
Graphics	Integrated ATI ES1000, 32MB video standard 16 bit color: maximum resolution of 1600 x 1200 32 bit color: maximum resolution of 1280 x 1024
HDD	4x HP 146GB Hot Plug 2.5 SAS 10.000 RPM, configured as RAID5 leaving ~400GB of free disk space for data- and ~40 GB for separate OS partition.
	(customizable, up to 8x 146 GB SAS)
Optical drive	(customizable, up to 8x 146 GB SAS) HP 8X Slim DVD+RW Drive
Optical drive Dimensions	(customizable, up to 8x 146 GB SAS) HP 8X Slim DVD+RW Drive 3.38 x 17.54 x 26.01 in (8.59 x 44.54 x 66.07 cm)
Optical drive Dimensions Weight	(customizable, up to 8x 146 GB SAS) HP 8X Slim DVD+RW Drive 3.38 x 17.54 x 26.01 in (8.59 x 44.54 x 66.07 cm) Min: 47.18 lb (20.41 kg) Max: 60 lb (27.22 kg)

### Hardware specs at in details

Slots	4 available - 3 full, 1 low profile PCI-Express slots and optional PCI-X slots (riser card required)
<b>Network</b> (redundant)	2 Embedded NC373i Multifunction Gigabit Network Adapters with TCP/IP Offload Engine.
Power supply (redundant)	800W
Ports	1x Serial 1x Pointing Device (Mouse) 1x Graphics 1x Keyboard 2x VGA (1 front, 1 back) 2x Network RJ-45 1x iLO 2 remote management port 5x USB 2.0: 2 front, 2 back, 1 internal

### **Configuration Details**

- RAID5 over all disks
- Disable indexing service for directory containing Viz Graphic Hub data
- Expand priority: medium
- Rebuild priority: high
- Cache Usage: 50% (read) 50% (write)

### 2.1.3 Deploy Agent Requirements

The system requirements depend on the type of installation:

- Major Installations
- <u>Minor Installations</u>

#### **Major Installations**

Major installations refer to servers that will handle large data transfers and/or multiple tasks to several Viz Graphic Hubs.

The following hardware is required:

- PC with Windows 2003 Server SP2 or Windows 2008 Server 32/64 bit installed
- No other applications, *including Viz Graphic Hub*, may be installed on the server machine!
- Anti-virus software without endpoint protection

#### Hardware specs at a glance

СРИ	Intel Core 2 Duo E7500, 2x 2.93GHz
Main memory	4GB consisting of 4x1GB
HDD	${\sim}80\text{GB}$ of free disk space for data- and ${\sim}40$ GB for separate OS partition.
OS	Microsoft Windows 2003 Server Standard Edition (32bit)

#### **Minor Installations**

Minor installations mean laptops and single workstations. The ideal configuration is a deploy agent that runs a tasks with moderate volumes of data transfers.

The following hardware is required:

- PC with Window XP, Vista or 7 installed
- 5 GB of free disk space
- Any network card

### 2.1.4 Viz Graphic Hub Rest Requirements

The system requirements depend on the type of installation:

- Major Installations
- <u>Minor Installations</u>

#### **Major Installations**

Major installations refer to servers that will handle lots of client calls to Viz Graphic Hub Rest and/or having backend Viz Graphic Hub servers with a large number of files.

The following hardware is required:

- PC with Windows 2003 Server SP2 or Windows 2008 Server 32/64 bit installed
- No other applications, *except for Viz Graphic Hub in 5/4 Free or Localhost configuration*, may be installed on the server machine!
- Anti-virus software without endpoint protection

### Hardware specs at a glance

CPU1	Quad-Core Intel® Xeon® E5345 (2.33GHz, 1333MHz FSB, 80W)
CPU2	Quad-Core Intel® Xeon® E5345 (2.33GHz, 1333MHz FSB, 80W)
Main memory	4GB consisting of 4x1GB FBD PC2-5300
HDD	4x HP 146GB Hot Plug 2.5 SAS 10.000 RPM, configured as RAID5 leaving ~400GB of free disk space for data- and ~40 GB for separate OS partition. (customizable, up to 8x 146 GB SAS)
OS	Microsoft Windows 2003 Server Standard Edition (32bit)

**Note:** If you also want to run this machine as your general web server, Vizrt cannot make specific recommendations regarding hardware requirements.

### **Minor Installations**

Minor installations mean workstations with moderate workloads. The following hardware is required:

- PC with Windows 2003 Server SP2 or Windows 2008 Server 32/64 bit installed
- No other applications, *except for Viz Graphic Hub in 5/4 Free or Localhost configuration,* may be installed on the server machine!
- Anti-virus software without endpoint protection

#### Hardware specs at a glance

СРИ	Intel Core 2 Duo E7500, 2x 2.93GHz
Main memory	4GB consisting of 4x1GB
HDD	~200GB of free disk space for data- and ~40 GB for separate OS partition.
OS	Microsoft Windows 2003 Server Standard Edition (32bit)

### 2.2 Normal Installation

The Viz Graphic Hub solution comes with an install wizard that helps to setup the system. There are five system configurations. Check the <u>System Configurations</u> to see if a dongle is necessary.

This section describes how to setup a single-database solution. To setup a cluster solution that handles failover situations, a combination of the Main and Replication system configurations must be setup. This is detailed in <u>Installation for Replication</u>.

### 2.2.1 Important Before Installation

There are a few things that must be taken into notice before uninstalling/installing a Viz Graphic Hub solution.

- When upgrading Viz Graphic Hub, make sure that there are no open transactions in the existing system. Then remove the old version of the system before reinstalling it.
- Do not use Windows Remote Desktop to install and/or work with Viz Graphic Hub. Instead, use another remote tool, for example VNC.
- On the server machine, make sure that no other applications on the same workstation can cause performance problems. Examples of situations when databases should not be installed; the general CPU usage is above normal, Viz Artist is used on the same machine, other databases run on the same machine, the network traffic is extensive, and so on. Also note that running a virus scanner on the Viz Graphic Hub machine can decrease the performance of the database.
- The performance of the database depends upon the performance of the physical machine the database runs on. As system performance increases, so does the database performance. This is why it is highly recommended to use a server with high performance.
- The cluster solution is the only server setup with built-in backup. For all other system configurations, it is imperative that other backup procedures are manually applied. Note that backup operations can only be performed when the server is shut down.

### 2.2.2 Running the Installation Wizards

You have the option of installing Viz Graphic Hub Terminal as a service. To do so, make sure to perform the steps for custom installation indicated below.

### To install Viz Graphic Hub Terminal

1. Double-click the **VizGraphicHub.x.x.msi** file.

The wizard launches

岁 Viz Graphic Hub 2.3.1.2333	4 Setup
	Welcome to the Viz Graphic Hub 2.3.1.23334 Setup Wizard The Setup Wizard will install Viz Graphic Hub 2.3.1.23334 on your computer. Click Next to continue or Cancel to exit the Setup Wizard.
رvızıt <sup>۱</sup>	
	Back Next Cancel

2. Click **Next** to proceed.

The end user license agreement is shown.

岁 Viz Graphic Hub 2.3.1.23334 Setup	
End-User License Agreement Please read the following license agreement carefully	(vizrt <sup>)</sup>
SINGLE END-USER LICENSE AGREEMENT FOR VIZRT SOFT	TWARE _
IMPORTANT-READ CAREFULLY. This Vizrt End-User Licens Agreement ("EULA") is a legal AGREEMENT between you (ei registered individual developer or as the registered developer/representative and on behalf of a single entity) and viz/content pilot product identified above, which product inclu computer software and may include associated media, printed and "online" or electronic documentation ("SOFTWARE PROI installing, copying, or otherwise using the SOFTWARE PROI agree to be bound by the terms of this EULA. If you do not ag terms of this FULA then DO NOT install across the SOFTWARE I accept the terms in the License Agreement	se ther as a Vizrt for the des materials, DUCT"). By UUCT, you ree to the pr
Print Back Next	t Cancel

Read the agreement, check the I agree check box, and click Next to proceed.
 You are presented with your options for <u>System Configurations</u>.

😸 Viz Graphic Hub 2.3.1.23334 Set	aup X
Choose Viz Graphic Hub M Choose the Viz Graphic Hub	o mode that best suits your needs.
No Viz Graphic Hub dongle re	quired:
🔘 Viz GH Localhost	Single user mode, part of Viz Engine.
Viz GH 5/4 free	Five concurrent Viz Graphic Hub connections.
Viz Graphic Hub dongle requir	ed:
🔘 Viz GH Multiuser	Multiuser mode, without replication.
🔘 Viz GH Main Server	Multiuser mode, primary replication server.
Viz GH Replication	Multiuser mode, secondary replication server.
	Back Next Cancel

4. Select the mode most suitable for your system configuration, and click **Next** to proceed.

You are presented with setup type options. The recommended option is **Typical**, unless you have chosen a mode above that required a Viz Graphic Hub dongle and/or you want to install Viz Graphic Hub Terminal as a service.

谩 Viz Graphic Hub 2.3.1.23334 Setup	
Choose Setup Type Choose the Viz Graphic Hub setup type that best suits your ne	<sub>t</sub> vızıt <sup>\</sup>
Data path is C: \VizGHData. Typical Installs the most common program features. Recomm most users. Custom Allows users to choose which program features will be and where they will be installed. Recommended for ad users.	ended for installed vanced
Back Next	Cancel

5. If you opt for **Custom** installation, proceed with the following steps:

Viz Graphic Hub 2.3.1.23334 Setup	
Custom Setup Select the way you want features to be ins	
Click the icons in the tree below to change installed.	the way features will be
✓     Viz Graphic Hub       ✓     Autostart       ✓     Dongle driver       ✓     Viz Graphic Hub Start	Multiuser server package.
Data directory	This feature requires 0KB on your hard drive. It has 2 of 4 subfeatures selected. The subfeatures require 47MB on your hard drive.
Location: C:\Program Files (x86)\vizr	t\VizGH 2.0\ Browse
Reset Disk Usage Ba	ck Next Cancel

1. To install Viz Graphic Hub Terminal as a service, click **Viz Graphic Hub Startup Service** and select **Will be installed on local hard drive**.

**Note:** This option does not work on all operating systems; consult the release notes for details.

- 2. To manually set the data directory, click **Data Directory** and then click **Browse**. Select a folder to be the data directory.
- 3. If you *do not want* the Viz Graphic Hub Terminal to start up automatically when you start your machine, click **Autostart** and select **Entire feature will be unavailable**.
- 4. The Dongle driver option is selected by default if the mode you selected requires it. You have the option of deselecting it as well (in which case you can update your drivers through Windows).
- 6. Select the setup type and click **Next** to proceed.

.....

Ready to install Viz Graphic Hub 2.3.1.23334 Setup

Viz Graphic Hub is now ready for installation.

7. Click Install.

Viz Graphic Hub is installed on your machine.

Viz Graphic Hub 2.3.1.23334 Setup	
Installing Viz Graphic Hub 2.3.1.23334	(vizit)
Please wait while the Setup Wizard installs Viz 2.3.1.23334. Status:	Graphic Hub
Back	Next Cancel

When the installation is finished, the final screen is shown.

峎 Viz Graphic Hub 2.3.1.2333	1 Setup
	Completed the Viz Graphic Hub 2.3.1.23334 Setup Wizard Click the Finish button to exit the Setup Wizard.
<sup>ر</sup> vızıt <sup>۱</sup>	
	Back <b>Finish</b> Cancel

8. Click Finish.

### To install Viz Graphic Hub Manager

1. Double-click the **VizGHManager.x.x.msi** file.

The wizard launches.

😸 Vizrt Viz Graphic Hub Mana	ager 4.2.0.23327 Setup
	Welcome to the Vizrt Viz Graphic Hub Manager 4.2.0.23327 Setup Wizard
	The Setup Wizard will install Vizrt Viz Graphic Hub Manager 4.2.0.23327 on your computer. Click Next to continue or Cancel to exit the Setup Wizard.
\vizrt <sup>\</sup>	
	Back Next Cancel

2. Click **Next** to proceed.

Please read the	following license agr	eement carefully	vizit
SINGLE END-USE	R LICENSE AGREEM	ENT FOR VIZRT SOFT	TWARE _
IMPORTANT-RE Agreement ("EUL registered individu developer/represe viz content pilot p computer softwar and "online" or el installing, copying agree to be bound	AD CAREFULLY. Thi A") is a legal AGREEN tal developer or as the ntative and on behalf roduct identified above e and may include asse ectronic documentatio g, or otherwise using ti by the terms of this E	s Vizrt End-User Licens /ENT between you (eit :registered of a single entity) and 'i e, which product inclu- bociated media, printed r n ("SOFTWARE PROD ULA. If you do not age the SOFTWARE SOFTWARE PROD ULA. If you do not age	se ther as a Vizrt for the des naterials, DUCT"). By UCT, you ree to the

3. In the End-User License Agreement panel that opens, select the **I accept the terms in the License Agreement** check box.

4. Click the **Next** to proceed.

Vizrt Viz Graphic Hub Manager 4.2.0.23327 Setu	p 🗖 🖉 🗙		
Custom Setup Select the way you want features to be ins	talled.		
Click the icons in the tree below to change the way features will be installed.			
Viz Graphic Hub Manager	Viz Graphic Hub Manager components: the user interface to Viz GH Manager		
	This feature requires 56MB on your hard drive.		
Location: C:\Program Files (x86)\vizrt\VizGH 2.0\Manager\ Browse			
Reset Disk Usage Ba	ack Next Cancel		

5. Click **Next** to proceed.



Viz Graphic Hub Manager is ready to install;

#### 6. Click Install.

The applications is installed on your machine.

😸 Vizrt Viz Graphic Hub Manager 4.2.0.23327 Setup	
Installing Vizrt Viz Graphic Hub Manager 4.2.0.23327	(vizrt)
Please wait while the Setup Wizard installs Vizrt Viz Graphic Manager 4.2.0.23327.	: Hub
Status:	
Back	Cancel



7. Click **Finish**.

### 2.3 Installation for Replication

Replications in Viz Graphic Hub means that every transaction performed on the primary server is immediately mirrored on the replication server. In failover situations where the main server becomes unavailable, the system will automatically redirect all clients from the main server to the replication server.

A failover situation occurs when one of the servers become unavailable due to hardware failure, software errors, power loss, etc. A main server crash results in a failover situation, where the main server will switch to the replication server in realtime. A regular Viz Artist user will not detect the server switch. On the main server machine, the Viz Graphic Hub Terminal GUI will show the *Cluster Not Connected* status, and if the e-mail functionality is enabled, one or more error e-mails will be sent.

Usually a Viz Graphic Hub Server in a cluster configuration is running in real-time replication. In case of network overload, loss of another server in the cluster, or other serious system instabilities, Viz Graphic Hub automatically switches to recovery mode. This means that one server buffers all necessary transactions, for example saving files. Then Viz Graphic Hub deploys these files to the other server in the cluster when the resources are available again. After 15 seconds of no incoming transactions, Viz Graphic Hub Server will switch to real-time replication again, and the data structure will be updated so that it is reflected on both servers. If clients were directed to another server than the primary during the down-time, the clients will be re-directed to the primary server again.

### 2.3.1 Important Before Installation

There are a few issues that must be taken into notice before uninstalling/installing a Viz Graphic Hub solution.

• When upgrading Viz Graphic Hub, make sure that there are no open transactions on either of the existing systems. To check this, Perform the procedure <u>To verify there</u> <u>are no open transactions</u>.

**Note:** The Open Transactions setting is only available for servers in a cluster environment.

- In a cluster configuration, the Viz Graphic Hub version number must be identical on the Main and Replication machines. Mixed versions of Viz Graphic Hub are not supported. Failure to heed this can lead to serious system failure and data loss. See also Cluster Timeout Settings for Viz Graphic Hub Replication Server Mode.
- Make sure that the data directories of the main and replication servers are unique, so that no other solutions share these directories.
- Do not use Windows Remote Desktop to install and/or work with Viz Graphic Hub. Instead, use another remote tool, for example VNC.
- Make sure that no other applications on the server workstations can cause performance problems. Examples of situations when databases should not be installed; the general CPU usage is above normal, Viz Artist is used on the same machine, other databases run on the same machine, the network traffic is extensive, and so on. Also note that running a virus scanner on the Viz Graphic Hub machine can decrease the performance of the database.
- The performance of the database depends upon the performance of the physical machine the database runs on. As system performance increases, so does the database performance. This is why it is highly recommended to use a server with high performance.

### To verify there are no open transactions

- 1. Open Viz Graphic Hub Manager on both the machines (main and replication).
- 2. From the main menu, select *Tools -> Monitor Servers.*
- 3. Verify that Open Transactions are zero.
- 4. Remove the old version of Viz Graphic Hub before reinstalling it.

### 2.3.2 Important Upgrade Information

Using the same content is essential. As such, the underlying data directory must be available on both hosts as well as the server. The data directory must be copied first, rather than two points accessing a single directory.

### 2.3.3 Installing the Replication

To setup a Viz Graphic Hub solution in replication mode, two separate workstations must be available. Special Viz Graphic Hub dongles must be applied to each machine, otherwise the installation will not be successful. On one machine, the Main server will be installed and configured. On the other machine, the Replication server will be installed and configured.

Installation for replication consists of the following tasks:

- Installing the Main Server
- Installing the Replication Server
- Testing a Replication
- Detecting and Solving Server Differences

### 2.3.4 Installing the Main Server

### To install the main server

- 1. Run the Viz Graphic Hub install wizard, and then in the Welcome panel, click the **Next** button.
- 2. In the End-User License Agreement panel that opens, select the **I accept the terms in the License Agreement** check box.
- 3. Click the **Next** to proceed.
- 4. In the Choose Viz Graphic Hub Mode panel that opens, select **Viz GH Main Server**.
- 5. Click the **Next** to proceed.
- 6. In the Choose Setup Type panel that opens, select the **Custom** installation type.
- 7. In the Custom Setup panel that opens, select the **Data Directory** from the tree, and then click the **Browse** button.
- 8. From the Change Destination panel that opens, define the location of the data directory, and then click the **Ok** button.

**Note:** Make sure that the location of the data directory is unique, so that no other data directory is pointed to the same folder.

- 9. Back in the Custom Setup panel, click the **Next** button.
- 10. In the Ready to Install Viz Graphic Hub panel that opens, click the **Install** button.

The setup wizard will then install Viz Graphic Hub on the main machine, and Viz Graphic Hub Terminal will automatically be launched.

### 2.3.5 Installing the Replication Server

### To install the replication server

- 1. Run the Viz Graphic Hub install wizard, and then in the Welcome panel, click the **Next** button.
- 2. In the End-User License Agreement panel that opens, select the **I accept the terms in the License Agreement** check box.
- 3. Then click the **Next** button.
- 4. In the Choose Viz Graphic Hub Mode panel that opens, select **Viz GH Replication Server**.
- 5. Then click the **Next** button.
- 6. In the Choose Setup Type panel that opens, select the **Custom** installation type.
- 7. In the Custom Setup panel that opens, select the **Data Directory** from the tree, and then click the **Browse** button.
- 8. From the Change Destination panel that opens, define the location of the data directory, and then click the **Ok** button.

**Note:** Make sure that the location of the data directory is unique, so that no other data directory is pointed to the same folder.

- 9. Back in the Custom Setup panel, click the **Next** button.
- 10. In the Ready to Install Viz Graphic Hub panel that opens, click the **Install** button.

The setup wizard will then install Viz Graphic Hub on the replication machine, and Viz Graphic Hub Terminal will automatically be launched.

Setup in Viz Graphic Hub Terminal

#### To setup a cluster configuration in Viz Graphic Hub Terminal

- 1. In Viz Graphic Hub Terminal on the main machine, make sure that the replication machine is defined as the **Viz GH Replication Server Host**.
- 2. Verify that the server on the replication machine is defined as the **Viz GH Replication Server Name**.

**Note:** For more information on user interface message color schemes, see Main/Replication Colors.

The Server will be started with the pa	rameters shown below:	
Network Interface/Mapping:	All Network cards used	
Server:	VizGHServer	
Data directory:	E:\vizdb\data3\	Browse
Replication configuration		
Viz GH Replication Server Hostname	GHREPLICATION	Search
Viz GH Replication Server	VizGHRep 🗸	Autoconfig
Log server state? (Note: Log files Automatically start on boot? Show console window? Autostart Replicationserver VizGH	will decrease free disk-space on you hard disk!) Rep@GHREPLICATION after successfull start?	Annly

- 3. If the system cannot detect the replication server automatically in the drop-down list, try clicking **Search** to locate it. If no replication server is found through the search, and Viz Graphic Hub Terminal is running on the Replication machine, see <u>Troubleshooting</u>.
- 4. Double-check that the data directory is the same as the one defined in the installation wizard.

**Note:** If a previous Viz Graphic Hub version has been installed on the machine before, the system will remember the old data directory and use this by default instead of the new one.

- 5. Select the Autostart Replication Server After Successful Start check box.
- 6. Next, click the **Autoconfig** button.

This will automatically configure the replication server so that it corresponds to the settings of the main server.

- 7. To save the changes on the main machine, click either the **Ok** or **Apply** button.
- 8. To verify that the configuration has been auto-configured correctly on the replication machine, view the Viz Graphic Hub Terminal settings on the replication machine.
The replication cluster is now ready to be started.

Ū	
Start	

9. On the main machine, click the **Start** button.

**IMPORTANT!** Always make sure that the main server is started before the replication server.



After a successful start on the main machine, the server on the replication machine should start automatically in replication system configuration. During startup, when only the main server is up and running, the status is Cluster Down. After a successful startup, the status is changed to Cluster Running, and the server/namingservice icon turns orange. The label on the Start button also switches to Shutdown. Clicking the Shutdown button shuts down the server.

#### **Main/Replication Colors**

The labels related to the main/replication configuration in the Viz Graphic Hub Terminal can be colored in various ways.

Replication configuration			
Viz GH Replication Server host:	GHREPLICATION	¥	Search
Viz GH Replication Server name:	VizDbServer	v	Autoconfig

• **Green (Valid)** - Viz Graphic Hub Terminal is ready to start Viz Graphic Hub Server with the current cluster configuration.



• Black (Incomplete Configuration) - One of the cluster machines has not selected the other machine as its dependant, so the current cluster configuration cannot be started. To verify the cluster configuration, click the **Autoconfig** button, or manually select the server on the dependant terminal. Always remember to click the **Ok** or **Apply** button in the main window to commit any changes.

Replication configuration			
Viz GH Replication Server host:	GHREPLICATION	~	Search
Viz GH Replication Server name:	VizDbServer	~	Autoconfig

• **Red (Invalid)** - The main/replication server is already running in another cluster, so it is not possible to start the current configuration.

Replication configuration			
Viz GH Replication Server host:	GHREPLICATION	~	Search
Viz GH Replication Server name:	VizDbServer	~	Autoconfig

• Orange (Connected in Running Cluster) - A replication server is configured and running in the current cluster. The main server that is currently being configured is not running. It is possible to start and modify some of the parameters, but it is not possible to change for example the current server start up mode.

# 2.3.6 Testing a Replication

This section describes how to verify a running replication, including failover. It is strongly recommended that you test the replication in a production environment.

**IMPORTANT!** Before testing, make sure that no clients are working on any of the servers in the cluster. Also, verify that the Viz Graphic Hub solution is a fresh setup a of a replication cluster, and that the data directories on both servers are empty.

------

## To test a replication

- 1. On the main machine, start Viz Graphic Hub Manager, and log in as administrator.
- 2. On the replication machine, start Viz Graphic Hub Manager, and log in as administrator.

General	🙆 General					
Add-Ons	Name:	data				_
	Type:	Project				
	UUID:	07804609	-A567-4C8B-9	C2944B604D850A1	l i	
	Path:					
	Name:	data				
	Owner:	Guest		~		
	Created at:	Tuesday, A	August 25, 200	19 12:01:19 PM		
	User rights:	🗹 Read	Vrite			
	Group rights:	🗹 Read	🗹 Write			
	World rights:	🗹 Read	🗹 Write			

**Note:** Only the administrator can modify the settings for the replication server.

- 3. Open the properties of the data directory on both machines (right-click the **data** folder, and then from the menu that appears, select **Properties**), and make sure that the UUIDs on both machines are identical. If they are not identical, shut down the servers, and then log in the two Viz Graphic Hub Terminal applications, delete the data directories and restart the cluster with <u>Viz Graphic Hub Main Server</u> first.
- 4. Logout from Viz Graphic Hub Manager on the replication machine.

VizGraphichHub@VIZGH1	Overview of set	ver 'VizGraphichHub@V	'TZGH1' (Ma
	Disk     Disk     Memory     Licence     Health     Cluster	Disk Total: Used: Free: Free % Limit:	339,15 GB 14,72 GB 324,44 GB : 95,66 % 500,00 MB
	Licence	Health	
	Expires:	Adius sessions:	U 7
	III 100 days.	File opens:	
		Files:	ō
		Files in memory:	Ő
	Details	Open transactions:	0

- 5. In Viz Graphic Hub Manager on the main machine, from the main menu, select *Tools -> Monitor Servers.* Verify that the Health LED is green.
- 6. From the main menu, select View -> Messages (Chat).
- 7. Unplug the network cable on the main machine, and then wait for a few seconds.

The main server should now automatically shut down to prevent data loss and corrupted configurations in the cluster environment.

Messages: <12.11.2008 12:23:34> [Viz GH Manager]: 'VizGraphichHub@VIZGH1' is down! Reconnected to replication server 'VizGraphichHub@VIZGH2'!

The Viz Graphic Hub Manager chat panel should show that the main server is down and that the replication server has automatically taken over.



The main server name in the <u>Servers and Folders Panel</u> should also be colored red.

- 8. Plug the network cable in on the main machine again, and then start the main server from the Viz Graphic Hub Terminal.
- 9. If no users have been working with the system while the main server was down, proceed to the next step. Otherwise, wait a minute or two for the system to refresh.

The Viz Graphic Hub Manager chat panel should now show that the main server is up and running again, and that the main server has automatically taken over as the primary server in the cluster.

```
Messages:
<12.11.2008 12:23:34> [Viz GH Manager]: 'VizGraphichHub@VIZGH1' is down! Reconnected to replication server 'VizGraphichHub@VIZGH2'!
<12.11.2008 12:24:31> [Viz GH Manager]: 'VizGraphichHub@VIZGH1' is alive again! Reconnected back from replication server 'VizGraphichHub@VIZGH2'!
```

If the steps above have been carried through correctly, the cluster configuration has been tested sufficiently and is ready to work in a real production environment.

10. Query the Journal log for replication-related errors. See <u>Querying the Journal</u>.

# 2.3.7 Detecting and Solving Server Differences

When Viz Graphic Hub is running in a cluster environment and switching from realtime replication to recovery mode, or the replication server has been performing a cluster rebuild, the data on the servers may differ. In such situations, Viz Graphic Hub may not be able to perform an automatic rebuild.

#### To detect and solve server differences

- 1. Make sure that the replication and main servers are up and running.
- 2. On the main server machine, log in to Viz Graphic Hub Manager.
- 3. On the replication server machine, log in to Viz Graphic Hub Manager as administrator.
- 4. From the main menu, select *Server -> Differences*.

The Server Diff window is shown.

Ľ	Server diff						
ĥ	Cptions ¥	Show options Diff all	Diff selected	]			
I	Server left: GHIGRAH (Admin)	His Folders Keywords 92	user settings				
I		Name	S 26 (4)	Type	Modified at	Nodifie 🗠	Nene
I	Server right: GH2@GH2(Admin)	bachded mer27 02 fulles c	0,00 KS	PANE	15.5.2008 12:59:08	Admin 🗌	bachdad mar 27 83 fullres c
I		banner green	2,70.65	SEOM .	15.5.2008 14:08:11	Admin	missing!
I	Mishow dimerences/	ords hole	3,55 85	92061	15.5.2008 14:08:41	Admin	mesang!
I	Show only new no	ferstHBD	4,35 85	42041	15.5.2008 14:08:47	Admin	mesang <sup>1</sup>
I		0315 wf2	4,47 KB	24368	15.5.2008 14:08:38	Admin	missingl
I	( Files	0411 wf	4,56 KB	MAGE	15.5.2008 14:08:40	Admin	missing!
I	Tens spellupe av	1101 of	4,54 KB	MAGE	15.5.2008 14:08:20	Admin	mesingl
I		0924_df1A	4,76 KD	DAMAGE	15.5.2000 14:08:06	Admin	missing!
1	✓ Ignore different size bacause of history mig?	streek	4,00 KD	DAME:	15.5.2000 14:00:00	Admin	missing!

5. In the Server Diff window, click the **Diff All** button. This will scan all items on the selected servers.

- 6. Sort the entries on both servers by size (click the **Size** columns), and then delete all files with a size of 0.00 KB.
- 7. Click the **Diff All** button again.
- 8. Now sort the entries by type, and then select all entries of type **Scene**, where the row on the opposite side is labelled **missing**.

Files Folders Keywor	ds Viz user settings		
Name	Size Type	Modified at Modifie	Name /
banner_green	2,70 kB GEON	15.5.2008 14:03:11 Admin	missingl
circle hole	3,55 KB GEOM	15.5.2008 DOC to	missing
ferrySHLELU	4,35 KB GEOM	15.5.2008	missing!
0315_wf2	4,47 KB IMA/SE	15.5.2008 Properties	missingl
0411_wF	4,56 KB IMAGE	15.5.2008 (4:06:40 Admin	missingl
1101_wf	4,64 KB IMAGE	15.5.2008 14:08:20 Admin	missingl
0924_cf1A	4,76 KB IMAGE	15.5.2008 14:08:06 Admin	missingl
streak	4,80 KB IMAGE	15.5.2008 14:08:00 Admin	missing!
0000_wf	4,00 KD IMAGE	15.5.2000 14:00:47 Admin	missing!
1123_) (	4,85 KB TMAGE	15.5.2008 14:03:00 Admin	missingt

- 9. Right-click the scene entries, and then from the menu that appears, select **DDC To**.
- In the Deploy Direct Copy window that opens, click the **Continue** button.
   For more information about the deploy feature, see <u>To replicate on multiple</u>

servers .

11. The <u>Action Log</u> for deploying files is activated. In the resulting window that opens, click the **Do It** button.

The entries are deployed from one server to the other.

Deploy Direct Copy - A	nalysis & Options			
Summary				
Tosi a	Destination path:			GHZ@GHZ
	Available disk space on ser	ver 'GH2@GH2'	:	363,96 GB
	Selected objects:	161	49,08 MB	0,00 KB
	Referenced objects: 0		0,00 KB	0,00 KB
	All objects:	101	49,00 MD	0,00 KB
Analysis				
Banner_green (ŒOf	4 - 2,70 KB)			<u>^</u>
FormuSHTELD (CEOM	(,55 KB) (1 25 KB)			
B 0315 wf2 (IMAGE -	- +,30 KD) 1 47 KR)			
0411 wf (IMAGE - 4	56 KB)			
1101 wf (IMAGE - 4,	64 KB)			
🗾 0924_cf1A (IMAGE -	4,76 KB)			
📰 streak (IMAGE - 4,80	KB)			
Step 4 - Analyzing objects on I	the target server:			161 of 161
Options				
Rebuild original structure	×			
Overwrite existing objects:	ODes not apply to reference	ted objects!)		
🔽 Overwrite existing referen	tes?			
Keep original owner?				
		(	Continue	Cancel

- 12. Repeat steps 7-10, and this time sort the entries by type Geom.
- 13. Repeat steps 8-10 for all other entry types.

# 2.4 Configuring Viz Graphic Hub Terminal

This section contains information on the following topics:

- <u>Safe Mode</u>
- Running Viz Graphic Hub as a Service
- <u>Network Card Selection</u>
- <u>Setting the Namingservice Hostname</u>
- Server Port Selection

# 2.4.1 Safe Mode

Launching Viz Graphic Hub Terminal in safe mode is done if the database has crashed and needs to be restarted. Rebuilding the database in safe mode can take several hours, as much data may need to be reconstructed. The resulting Recovered directory cannot be seen in Viz Artist; only a system administrator can view it in the Viz Graphic Hub Manager.

Caution: Do not use safe mode for valid data directories!

### To prepare for database repair

- 1. Back up the current data directory.
- 2. Close all Viz Graphic Hub Deploy Agent connections to the server.
- 3. Close all Viz Graphic Hub Rest Agent connections to the server.
- 4. Make sure the instance is not part of a Viz Graphic Hub Cluster environment.
- 5. Make sure you have the latest release of Viz Graphic Hub installed.

## To start Viz Graphic Hub Terminal in safe mode

- Click Start -> Programs -> Vizrt -> Viz GH Terminal. The application launches.
- 2. From the main menu, click **Options**.

The Options window is shown.

d2 GH Lenninab	Seneral set	rgi				- ValGH Journal	saturgs	
Start mode Storym & Mr	odos se vice		Viz GH Server port:		Set Default	Journal levels	Warnings	•
O Nemingserv	ice only		Search instances:	2 •	Set Default	Viz GH Termins	sk 5-mail settings	
🗌 Start in safe	e mode		Process priority:	Normal	-	Enable e-m	ail	
Via GH Cluster :	ettings					E-mail server:		Set Default
Enable time	out settings					From	VizGHTerminal SHAL-7	Test e-mail
Server to Clear	timerat (s	scjittija		2	Set Default	Ter		
Cluster thread	(sec(10):			300	Set Default	Send e-ma	after successful server start	
(Listericle sol	dibeck lim	GRO.		15	Set Default	Wz GH Termina	d: Tournal backup set tinus	
						Enable jour	nal backup	
tz GH Terminal:	connection :	sectings	1	19305	Test Coder &	File:	Erligh_data_drectoriesligh_54fr	Browse .
UP port:	15.54	Seclierauc	I UP porci		[ JACON BOX	tieronde:	Cost Trutcate T	
kbel timeout	9D	Set Default	Connect timeout in seconds:	15	Set Default	11010-001	oper na colo	
						✓ Stew not fig.	too becarp	
to Gri Terminal:	Start & Shut	tdown settings						
Linu sistem	inter server	i si nu nu AGN I sonover is un R-	a poica					
Windows shut	idoan sher	server is up fo	nuncing (terminete)					
<ul> <li>To domentional local</li> </ul>	event a re	north when Nix I	24 Sarver has been u	new new back in which	- desen		01	Const

3. Check the Start in safe mode check box, and click OK.

The safe mode startup console is shown.

🔤 C:\Program Files\vizrt\VizGH 2.0\VizDb.exe	- 🗆
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	
* Please confirm SAFE MODE startup * * *	
**************************************	
<ul> <li>1) Did you make a backup of this current data directory ?</li> <li>2) Are ALL Uiz GH Deploy Agent connections closed to this server ?</li> <li>3) Are ALL Uiz GH Rest Agent connections closed to this server ?</li> <li>4) Please ensure that this instance is not a part of a Uiz GH Cluster environment !</li> <li>5) Please ensure that this version (2.2.0) is the latest offical Uiz Gambic Why measure ?</li> </ul>	
6) Do not use SAFE MODE for valid data directories !	
After successful startup in SAFE MODE:	
Use this instance as source server for rebuilding a new and empty GH Server only. To copy the content always use Viz GH Manager (DDC).	
If the SAFE MODE start-up was not successful:	
<ol> <li>Remove all files - Except those in the subfolders Ø to F, VizDbTables and VizdbRecover - from the data directory.</li> <li>Start Viz Graphic Hub in SAFE MODE.</li> </ol>	
NOTE:	
This process can take several hours depending on the amount of data (Sample: Amount of ~500.000 stored files ~1 day). Do not cancel or close this instance during the recover process !	
Cancel the SAFE MODE start-up:	
Close this window by pressing the [X] button in the window bar.	
Confirmation:	
Please type 'Y' or 'y' and press <enter> to confirm the SAFE MODE start-up.</enter>	

4. If you have completed all instructions shown, enter <Y> and press <ENTER>.

Viz Graphic Hub: HORST7-PC@localhost on 19396	
* Please wait * * (Do not end or cancel the VizDb.exe process during *	*
* turs time); *	
Loading GH indexes	
Loading TypeCollection 7 entries	
successful reconstructed: 0: entries	E
unsuccessful reconstructed: 0: entries	
Loading GroupCollection 2 entries	
successful reconstructed: 0: entries	
unsuccessful reconstructed: 0: entries	
Loading KeywordCollection 0 entries	
successful reconstructed: 0: entries	
unsuccessful reconstructed: 0: entries	
Loading Type (49) Index 2637 entries	
successful reconstructed: 0: entries	
Loading Type (50) Index 2/5 entries	
Loading Type (51) Index 233 entries	
successful reconstructed: 0: entries	
Loading Type (148) Index 156 entries	
Loading FileObjectCollection 5 entries	
Search for missing type index entries Loading Type (47) Index (empty/created)	
47 File type index (re/builded. 47 Object type index (re/builded.	
Loading Type (195) Index (empty/created) 195 File type index (re)builded.	
195 Object type index (re)builded. Loading Type (212) Index (empty/created)	
212 File type index (re)builded. 212 Object type index (re)builded.	
Loading Type (167) Index (empty/created) 167 File type index (re)builded.	
4 Missing type index (re)builded.	
Analize data sub directory: V [Files found] : 248 processed files : 248 [ALL Restored] : 248	
Analize data sub directory: I IFiles found]: 278 processed files: 278 [ALL Restored]: 278	
Analize data sub directory: 2 [Files found] : 250 processed files : 250 [ALL Restored] : 250	
Analize data sub directory:	
Hnalize data sub directory:	
Analize data sub directory:	
Analize data sub directory: 6 [Files found] : 230 processed files : 230 [ALL Restored] : 230	
Analize data sub directory:	~

The rebuild process begins. Depending on the size of the database, this may take several hours. During the rebuild process, the following console window is shown.

🕰 Viz Graphic Hub: VizDbServer@localhost on 19396	- 🗆 ×
********	
* !!! WARNING NONOFFICIAL UERSION !!! * * Server is un and running *	
* !!!! SAFE MODE !!!! *	
***************************************	
Software : Uiz Graphic Hub version 2.2.0	
Data location : C:\GH_Trash\	
Started at : Thu Apr 29 10:33:49 2010 Servername : UizDhServer	
Last log information	
Self-Monitoring-Status: Running VERIFIED since 2 inspections!	
.last self-inspection : Thu Apr 29 10:34:02 2010	
CVAdmin OK	
CUSessionCollection OK CULicense	
CUFileGuardOK	
CVException	
CUTreeNodeCollection OK	
CVFolderCollection	
CUSearchCollection OK	
CUSearchGuard	
CUDeployCollection	
CUUserCollection	
CUDBSessionCollection OK	
CUDeploySessionCollection OK	
CUFileObjectCollection OK	
CUTypeCollection(47) OK	
CUTypeCollection(48) OK	
CUTypeCollection(50) OK	
CUTypeCollection(51)	
CUTypeCollection(167)	
CUTypeCollection(195)  OK   CUTypeCollection(212)   OK	

If successful, the console window will end up as follows.

Once you open the Viz Graphic Hub Manager after starting the Viz Graphic Hub Terminal in safe mode, there is a 'recovered' folder. It is structured in such as way as to make clear when changes were made, by showing a folder named for the month and year of last modification.



You know your database was successfully restored when:

- 1. In the red console window, you see that the server is up and running.
- 2. In the Reports, you see that the file have been processed.
- 3. You can view your files in the Viz Graphic Hub Manager.

**IMPORTANT!** Do not use this instance in a production environment. Safe mode is only to restore a database. This instance can now serve as a source for rebuilding an empty destination database through the DDC functionality in <u>Direct Deploy</u> <u>Copy (DDC)</u>.

# 2.4.2 Running Viz Graphic Hub as a Service

Viz Graphic Hub Service Starter is a service which starts and restarts Viz Graphic Hub Terminal on boot up. Viz Graphic Hub Terminal is able to start and restart the Viz Graphic Hub Server as well.

**IMPORTANT!** Stopping the Viz Graphic Hub Service Starters from the Services panel will automatically shut down Viz Graphic Hub Terminal. This can lead to corrupted data on Viz Graphic Hub Server if it is running at the time. Make sure Viz Graphic Hub Terminal has been shut down first.

What Viz Graphic Hub Service Starter Can Do

Running Viz Graphic Hub as a service will help you to:

- Start and use Viz Graphic Hub Server before the login of any user
- Windows Remote Desktop sessions
- Switch between different Windows user accounts.

## What Viz Graphic Hub Service Starter Cannot Do

All "native" service operations are not be possible for Viz Graphic Hub Server:

- Configuring Viz Graphic Hub Server as a service
- Stop/pause/resume Viz Graphic Hub Server
- Restart Viz Graphic Hub Server if not running but Viz Graphic Hub Terminal is running

#### To run Viz Graphic Hub as a service

- 1. Select the option to run Viz Graphic Hub as a service during the installation process, as it requires a custom installation. See <u>Running the Installation Wizards</u>.
- 2. Enable the following <u>Terminal Options</u>:

iz GH Terminal:	General sett	ings				Wa GH Journal	settings	
Start mode Server & Na	mingservice		Viz GH Server port:	G Set Default		Journal levels	Warnings	•
C Nemingserv	toe only		Search instances:	2 •	Set Default	We GH Twening	d: F-mail withow	
Server only			Process priority:	Normal	-	Enable e-mail		
Va GH Cluster :	ettings				· · · · ·	E-mail server:		Set Default
Enable time	out settings					From	VizGHTerminal SPIAL-7	Test e-mail
Server to Clear	timeout (se	c(10):		2	Set Default	Ter		
Cluster timecus	Eluster timecut (sec/LD):		300	Set Default	Send e-mail after successful server start			
(Listericless)	diberk lime	(96):		15	Set Default	We OH Termina	de Torumal basicus settimes	
						🗷 Enable jour	nel backup	
Diana terminaka Tilana te	tornectoris	Cat Dalada	T/Ti andu	19395	Set Defects	Rie:	Eligh_deta_drectoriesigh_54fr	Browse .
or parts	10071	ber bereut.	10-pac		[ Jos Colland	niemode:	Open Truncate 🔹	
obal timeout accords:	SD	Set Default	Connect timeout in seconds:	15	Set Default			
a Chi Tana kala	There is the start					✓ Stew net fits	king balantsi	
Exit Terminal	after server	shubdown						
Allow system	logoff when	server is up &	running					
Windows shull	tdam when	server is up to	running (terminete)					
A tomatically	exact a re-	nort aben Viz I	Still Server has been u	newnerhedis shut	doen.		OK.	Carrie

- Allow system logoff when server is up & running
- Exit Terminal after server shutdown

**IMPORTANT!** Enabling the options above can lead to corrupted data in Viz Graphic Hub Server if the server is not shut down properly from the application.

3. Click **OK**.

🖼 Viz GH Terminal			
Options Refresh Backup Report			
Viz Graphic Hub	Viz GH Namingservice The Namingservice will be started w Hostname: Advanced? Set defaults Timeout resp.: Check frequency:	ith the parameters shown below:          ANDRE       Port to be used:         3       Unbinding time:         2       :No of loops used	19396
Main Server	Viz GH Server The Server will be started with the p Network interface/mapping: Server:	Darameters shown below: All Network cards used Vi2DbServer	Network
Ŭ	Data directory:	C:\VizGHData\	Browse
	Replication configuration		
Start	Viz GH Replication Server host:	×	Search
Viz GH Localhost	Viz GH Replication Server name:		Autoconfig
Viz GH 5/4 Free	🔽 Autortaxt Deplication.com.or. afte	r cuscoccful chart?	
Viz GH Multiuser	Log server state? (Note: Log file	s will decrease free disk-space on you hard disk!	)
Viz GH Main Server <<	Show console window?		
Viz GH Replication Server		OK Cancel	Apply

4. Expand the Server Configuration panel and enable the following server options:

- Autostart on boot
- Autostart replication server after successful start (on main server machine)
- 5. Click **OK**.
- 6. Click Start.

# See Also

Running Terminal as a Service Troubleshooting

# 2.4.3 Network Card Selection

If you leave the default as set at installation, the Graphic Hub will connect to all available network cards. However, in every connection mode you have the opportunity to manually select the network card.

### To manually select the network card

1. Open Viz Graphic Hub Terminal.

2. Select your system configuration and click the arrows beside it to open the settings window.

💷 Viz GH Terminal			
Options <u>R</u> efresh <u>B</u> ackup <b>Report</b>			
Viz Graphic Hub	Viz GH Namingservice The Namingservice will be started w Hostname:	ith the parameters shown below:           ANDRE         Port to be used:	19396
5/4 Free	Viz GH Server The Server will be started with the p Network interface/mapping: Server:	parameters shown below: All Network cards used VizDbServer	Network
Ū	Data directory:	C:\Copy of VizGHData\	Browse
Start Viz GH Localhost Viz GH 5/4 Free			
Viz GH Multiuser Viz GH Main Server	✓ Log server state? (Note: Log file Show console window? Automatically start on boot?	s will decrease free disk-space on you hard disk!	Apply

3. Click the **Network** button.

🏻 Viz GH Terminal - Netw	rork Mapping	×
	Network Interface by IP Address	
Use all Network Interfaces	0.0.0.0 (phion Virtual Adapter (VPN) - Teefer2 Miniport )	*
	0.0.0.0 (phion Virtual Adapter (VPN) - Teefer2 Miniport ) 0.0.0.0 (Bluetooth LAN Access Server Driver - Teefer2 Miniport ) 0.0.0.0 (Intel(R) 82567LM Gigabit Network Connection - Teefer	2 Min
	OK Cance	el

- 4. Uncheck **Use all network interfaces**.
- 5. From the drop down box, select one of the network cards available on your computer.

**Tip:** Always choose the fastest network card available. Virtual connections tend to be the slowest.

- 6. In the Network Mapping window, click **OK**.
- 7. In the settings window, click **OK**.

# 2.4.4 Setting the Namingservice Hostname

This is only required when working in <u>Viz Graphic Hub Main Server</u> mode. The exact procedure to follow depends on, and is explained in <u>GH Network Configurations</u>.

# 2.4.5 Server Port Selection

If you leave the default as set at installation, the Graphic Hub will connect to all available server port. However, in every connection mode you have the opportunity to manually select the server port. This may be necessary depending on your firewall configuration.

## To manually select the server port

- 1. Open Viz Graphic Hub Terminal.
- 2. In the main menu, click **Options**.

Start mode Server & N	amingservice		Viz GH Server port:		Set Default	Journal level:	Warnings	•	
Namingserv	rice only		Search instances:	2 🔹	Set Default	Viz GH Termin	Viz GH Terminal: E-mail settings		
Start in saf	e mode		Process priority:	Normal	•	✓ Enable e-mail			
Viz GH Cluster	settings					E-mail server:		Set Default	
📃 Enable time	out settings					From:	VizGHTerminal@MAL-7	Test e-mail	
Server to Clien	t timeout (se	ec/10):		2	Set Default	To:		_	
Cluster timeou	t (sec/10):			300	Set Default	Send e-mail after successful server start			
Cluster idle sw	itchback time	e (sec):		15	Set Default	Viz GH Termin	al: Journal backup settings		
/iz GH Terminal:	connection s	settings				🔽 Enable jou	rnal backup		
JDP port:	19394	Set Default	TCP port:	19395	Set Default	File:	E:\gh_data_directories\gh_5	4fri Browse	
ilobal timeout seconds:	30	Set Default	Connect timeout	15	Set Default	Filemode:	Open Truncate	•	
Viz CH Terminal:	Chart 9. Churt	down cettings				Show notific	ation balloons		
Exit Terminal	after server	shutdown							
Allow system	logoff when	server is up &	running						

3. Enter the Server Port number in the requisite field.

**Tip:** Make sure that this port will not be used by any other application.

4. Click **OK**.

# 2.5 Starting Viz Graphic Hub

**IMPORTANT!** When starting Viz Graphic Hub in a cluster configuration, ALWAYS start the main server first.

## To start Viz Graphic Hub

1. Click Start -> All Programs -> Vizrt -> Viz GH -> Viz GH Terminal.

2. Click the **Start** button.



# 2.6 Starting the Viz Graphic Hub Manager

Before the Viz Graphic Hub Manager is started make sure that the Viz Graphic Hub is started first (see <u>Starting Viz Graphic Hub</u>).

**Note:** When in a multiuser environment, choose any up and running Viz Graphic Hub instance in the Network.

This section contains information on the following topics:

- <u>Start Up with a Single Server Login</u>
- Start Up with a Multiple Server Login
- <u>Replication Server Login</u>
- <u>Auto Login</u>
- <u>Shutting Down a Server</u>
- <u>Logout</u>

# 2.6.1 Start Up with a Single Server Login

When the Viz Graphic Hub Manager starts up a User Login window opens. Use this to login to a single server.

**Note:** For start up with a single server login <u>Auto Login</u> must be disabled. If Auto Login is enabled the start up login window will be for <u>Start Up with a Multiple</u> <u>Server Login</u>.

When the Viz Graphic Hub Manager has started more servers can be logged into.

This section contains information on the following topics:

- To start the Viz Graphic Hub Manager with a Single Server Login
- <u>To login to more servers</u>

#### To start the Viz Graphic Hub Manager with a Single Server Login

1. Click Start -> All Programs -> Vizrt -> Viz GH -> Viz GH Manager -> Viz GH Manager.

Preferences		×
Connection Host: Hub: Hub type: User Name: Password:	VIZGH-MOTHER	
Viz Graphic H Viz Graphic H Client version	Auto login ub version: 2.3.2.0 h: 3.99.0.0 LOGIN	

The single server login window opens.

2. From the **Host** drop down box, select the hostname of the machine where the server or namingservice is up and running.

**Note:** Available Viz Graphic Hub servers are shown in white. Unavailable Viz Graphic Hub servers (available servers on a different sub-net), which are configured for auto-login, are shown in yellow.

- 3. From the Hub drop down box, select the name of the running server.
- 4. If Auto Login is required, check the **Enable for Auto login** check box (see <u>Auto Login</u>).
- 5. From the **Name** drop down box, select a user from the list of users registered in the database, on the selected server.
- 6. In the **Password** field, enter the correct password.

**Note:** The default password for administrators is **VizDb**.

7. Click LOGIN.

### To login to more servers

After Viz Graphic Hub Manager Start Up, login to more servers, if required.

• Click Server -> Login...

# 2.6.2 Start Up with a Multiple Server Login

When the Viz Graphic Hub Manager starts up a User Login window opens. Use this to login to a single server or multiple servers.

**Note:** For start up with multiple servers (or a single server) login, <u>Auto Login</u> must be enabled (see <u>Login</u> in <u>Preferences</u>). If Auto Login is disabled the start up login window will be for <u>Start Up with a Single Server Login</u>.

When there are several Viz Graphic Hub servers configured in the Viz Graphic Hub Manager, it is possible to login to:

- A single Viz Graphic Hub Server, or
- Several Viz Graphic Hub Servers at the same time

If there are <u>Login Profiles</u> defined, select a profile to have a defined subset of servers and deploy agents to login to.

This section contains information on the following topics:

- To start Viz Graphic Hub Manager with a Multiple Server Login
- <u>To login to more servers</u>

#### To start Viz Graphic Hub Manager with a Multiple Server Login

1. Click Start -> All Programs -> Vizrt -> Viz GH -> Viz GH Manager -> Viz GH Manager.

The multiple server login window opens.

Name	Type	Version	User	SysA	Info ^
VizGraphicHub@VIZGH-MOTHER	Main	2.3.2.0	Guest	No	Note: Automati
VizDbServer@LOCALHOST	Standard	2.3.1.0	Guest	No	Note: Automati
VizDbServer@DCO-PC	Standard	2.3.1.0	Guest	No	Note: Automati
main@JOHANNES4	Standard	2.3.3.0	Admin	No	Note: Automati =
johannes@JOHANNES2	Standard	2.3.2.0	Admin	No	Available
SUPGH1@5UPGH1	Main	2.3.2.0	Guest	No	Note: Automati
davidsserver@TEST_CLUSTER_1	Standard	2.3.2.0	Guest	No	Note: Automati
VizDb@LOCALHOST	Standard	2.3.2.0	Guest	No	Note: Automati
davidsserver@LOCALHOST	Standard	2.3.2.0	Guest	No	Note: Automati
davidsserver@DCO-PC	Standard	2.3.2.0	Guest	No	Available
			A 11.4		

**Note:** Available Viz Graphic Hub servers are shown in white. Unavailable Viz Graphic Hub servers (available servers on a different sub-net), which are configured for auto-login, are shown in yellow.

- 2. Select all the relevant servers:
  - Click on each server to be opened, or
  - Click the **Use Login profile** box to select a login profile.
- 3. Click Login.

## To login to more servers

• Click Server -> Login -> to one server... or to multiple servers...

# 2.6.3 Replication Server Login

When logged to the Replication server, the administrator has rights to login to the Main server in the Cluster and to change the content of the host (see <u>Installation for</u> <u>Replication</u>).

This is helpful to manually deal with synchronization issues in a Main/Replication server (Cluster). But this can also create risks for synchronization between the servers in a Cluster.

**Caution:** To avoid unwanted synchronization errors, leave the **As system administrator** check box unchecked. Login as system administrator only when absolutely necessary.

## To start Viz Graphic Hub Manager in a Cluster on a replication server

1. Click Start -> All Programs -> Vizrt -> Viz GH -> Viz GH Manager -> Viz GH Manager.

Em Login	
Preferences	
Connection Host: Hub: Hub type: User Name:	SUPGH2  VizDbServer  Replication server  Admin
Password:	
Enable for A Graphic Hub ve Client version:	Auto login? rrsion: 2.2.0.0 1.0.6.11075 LOGIN
Status: Connecte	ed to server 'VizDbServer'.

- 2. The Login window opens.
- 3. From the **Host** drop down box, select the hostname of the machine where the server or namingservice is up and running.
- 4. From the **Hub** drop down box, select the name of the running server.
- 5. From the **Name** drop down box, select your user from the list of users registered in the database on the selected server.
- 6. Enter the password in the **Password** field.

**Note:** The default password for administrators is **VizDb**.

7. To log in as system administrator, check the **As system administrator** check box.

**IMPORTANT!** Use this feature sparingly and with caution.

- 8. If <u>Auto Login</u> is required, check the **Enable for Auto login** check box.
- 9. Click LOGIN.

# 2.6.4 Auto Login

Auto login allows an automatic login to one or more Viz Graphic Hubs, with the option of bypassing the credentials, as well as requiring a password for each and every server in the network.

A global password can be set for all registered servers as well.

## To enable Auto Login

- 1. Click Server -> Login.
- 2. Click Preferences... in the main Login window,

ELOGIN Preferences		×
Connection Host: Hub: Hub type: User Name: Password:	SUPGH1   SUPGH1  Main server  Patrik_E  Concept	
Enable for Viz Graphic Hu Client version	r Auto login ub version: 2.3.1.0 1: 2.0.0.23209 LOGIN	
Status: Logged	in at server 'SUPGH1@SUPGH1' as user 'Admin	

3. Click the **Use Auto login** box in the <u>Login</u> panel of the <u>Preferences</u> window that opens.

🧬 General 🔤	,⊗ Login				
🔺 🔎 Login	General				
▶ <sup>©</sup> Login profiles ▶ <sup>©</sup> Timeouts	TCP Port used for Logins: 19396	6 S	et default	]	
🔎 Deploy Direct Copy	Auto login				
🔎 Startup	📝 Use Auto login				
🔎 Look	Protect Auto login with password	Set pas	sword	1	
🚽 Import	Confirm Auto login	<u> </u>			
💡 Monitor servers					
🔈 Warnings	En-/disable servers for Auto login and ch	ange Auto log	in order:		
🔎 Agents	Name	Туре	User	SysA	Â
🔎 Deploy	V SUPGH1@SUPGH1	Main	Admin	No	
	VIZDB-MOTHER@10.211.2.196	Standard	Admin	No	
	TEST_CLUSTER_5@10.211.1.10	Standard	Admin	No	
	TEST_CLUSTER_6@TEST_CL	Standard	Admin	No	Ξ
	TEST_CLUSTER_7@TEST_CL	Standard	Admin	No	
	TEST_CLUSTER_8@TEST_CL	Standard	Admin	No	
	Bergen@10.211.112.15	Standard	Admin	No	
	VizGraphicHub@VIZGH-MOTH	Main	Admin	No	
	VizGraphicHub@VIZGH-FATHER	Replication	Admin	Yes	
	VizDbServer@VirtuaKP-83948	Standard	Admin	No	
	SUPGH2@SUPGH2	Replication	Admin	Yes	
	NewYork@10.211.4.90	Standard	Admin	No	
	VizDbServer@XW8200-0BHSM	Standard	Admin	No	
	HORST7-PC@HORST7-PC	Standard	Admin	No	
	📝 main@JOHANNES4	Standard	Admin	No	
	replication@JOHANNES-M-SRV	Replication	Admin	Yes	Ŧ
	Up Top Note: Use buttons to the Context menu in the list of Context menu in the list of Precheck availability of servers befor Enable 'Login to multiple servers' usin	eft to change servers for mo e login ng Auto login a	Auto login Auto login ore options t anytime	order. U	se

4. To set a global password, select the **Protect Auto login with password** box, and click the **Set password** button. In the dialog box that opens, enter a password, and then click the **OK** button.

🏧 Auto login					23
Name	Туре	Version	User	SysA	I
VizDbServer@SUPGH1	Replication	2.2.0.0	Admin	Yes	N
VizDbServer@SUPGH2	Main	2.2.0.0	Admin	No	N
Password:	•••••		Login	Clo	se
Availablity check: 0 of 2 available.					

5. Alternatively, with no global password set, select the **Confirm Auto login** box, and then select the servers to include in the auto-login process.

When logging in, you will be prompted to confirm each server to be logged into. To remove a server from the auto login process, right-click the server, and then from the list that appears, select **Remove selected**.

ame	Type	Version	User	SysA	Info
VizDbServer@localhost	Standard	2.3.1.0	Admin	No	Not yet logged in.
🛛 SUPGH1@SUPGH1	Main	2310	Admin	No	Not yet logged in.
SUPGH2@SUPGH2	SUPGH2@SUPGH2 Remove selected			Del	Not yet logged in.
	Text color in explorer Ct				
	Text color in exp	lorer	Ctrl+SI	nift+C	ļ
	Text color in exp	lorer	Ctrl+SI	hift+C	]
	Text color in exp	lorer	Ctrl+SI	nift+C	]
_	Text color in exp	lorer	Ctrl+Sl	nift+C	]
<	Text color in exp	lorer	Ctrl+SI	nift+C	]
< <u>m</u>	Text color in exp	lorer	Ctrl+Sł	nift+C	]

6. Click the **OK** button.

## To disable Auto Login

- 1. Click Server -> Login -> to one server...
- 2. Open the Login preferences window:
  - Click Tools -> Edit Preferences..., or
  - <CTRL+8>, or

• <CTRL+F8>



**Note:** The Login preferences window can also be opened in the main Login window. Click **Preferences...** 

references		
Connection		
Host:	SUPGH1 -	
Hub:	SUPGH1 -	
Hub type:	Main server	
User		
Name:	Patrik_E	
Password:	•••••	
Enable for	Auto login	
Viz Graphic Hu	ub version: 2.3.1.0	-
Client version	: 2.0.0.23209 LOGIN	

- 3. Clear the **Use Auto login** box (1), in the <u>Login</u> panel of the <u>Preferences</u> window that opens.
- 4. Click **OK**.

# 2.6.5 Shutting Down a Server

Detailed below are the options for shut down of one or more servers, without logging off completely or exiting Viz Graphic Hub Manager.

- <u>Normal Shutdown</u>
- Limiting and Shutting Down Sessions
- <u>Scheduled Shutdown</u>
- Emergency Shutdown
- <u>Shutdown Cluster</u>

## **Normal Shutdown**

Shutdown	for server 'VizD	bServer@ANDRE-P	C-VIZRT'					
Server:	VizDbServer@	ANDRE-PC-VIZR	Running since: 43m, 42 Started at: 11/1/2011	S 8:40:16 AM	Refresh interval:	10 cec		
Sessions:			Started at. 11/1/2011 6.45.10 AM		1 10 se		10	
User 🛆	Host I 🔺	Host name	Application (3)	Logged in since	Last activity before	No. of open files	No. of lo	
Admin	10.211.8.57	ANDRE-PC-VIZRT	Viz GH Manager	43m, 14s	43m, 14s	0		
Admin	10.211.8.57	ANDRE-PC-VIZRT	Viz GH Manager	43m, 16s	43m, 16s	0		
Admin	10.211.8.57	ANDRE-PC-VIZRT	Viz GH Manager exe	43m, 14s	2m, 50s	0		
Admin	10.211.8.57	ANDRE-PC-VIZRT	Viz GH Manager exe	43m, 16s	2m, 50s	0		
Admin	10.211.8.57	ANDRE-PC-VIZRT	Viz GH Manager exe	43m, 14s	43m, 14s	0		
Admin	10.211.8.57	ANDRE-PC-VIZRT	Viz GH Manager exe	43m, 16s	43m, 16s	0		
Admin	10.211.8.57	ANDRE-PC-VIZRT	Viz GH Scheduler	43m, 41s	43m, 41s	0		
Admin	10.211.8.57	ANDRE-PC-VIZRT	Viz GH Terminal	43m, 41s	43m, 41s	0		
•							Þ	
ession limit:	800 connectio	ns (System default)		Mod	ify			
nutdown task	: Shutdo							
essage:				Se	end Shu	tdown	Close	
essions runr	ning							

#### Normal shutdown is done in the Shutdown window.

**Note:** Performing a normal shutdown operation takes much longer than an <u>Emergency Shutdown</u>, but is far safer for your data.

### To perform a normal shutdown

- 1. From the main menu, click Server -> Shutdown.
- 2. Click a server from the list.
- 3. In the **Message** field, optionally write a message to all users of this server informing them that the server is about to be shut down. Click **Send**.
- 4. Click **Shutdown**.
- 5. Click **Close**.

#### Limiting and Shutting Down Sessions

You can limit the active session on the server by limiting the number and/or shutting down individual sessions.

If you are shutting down the system, you can notify clients (message, email, walk-in, etc.) and then not allow them to reconnect (no new connections = nobody is kicked out, but nobody new can come in).

You can limit them to 1 connection, if you just want to use a deploy agent.

Disconnect kicks the clients out unceremoniously.

#### To limit the number of sessions

- 1. From the main menu, click Server -> Shutdown.
- Select one or more servers on the list, and click the **Modify** button.
   You are prompted to select how to limit the sessions on the server in question.

SHM Sess	ion limit for server 'VizDbServer@ANDRE-PC-VIZ	
Limit:	<no connections="" new=""></no>	
	<system default=""> <user defined=""></user></system>	
	<no connections="" new=""> </no>	

- 3. Select one of the following options:
  - System default
  - User defined (and enter a numerical value)
  - No new connections
  - No new connections (except Viz Graphic Hub Deploy)
- 4. Click **OK**.

## To disconnect a selected session

- 1. From the main menu, click Server -> Shutdown.
- 2. Select one or more servers on the list, right-click and select **Disconnect selected sessions**.

## **Scheduled Shutdown**

### To schedule a server shutdown

1. Click Server -> Shutdown.

The Shutdown Server window is shown.

Shutdown	for server 'VizD	bServer@LOCALHO	ST'			_		
Server: Sessions:	VizDbServer@	BLOCALHOST(Adr ▼	Running since: 1m, 35s Started at: 11/4/2011 4:25:41 PM		Refresh interval:	1 10 sec.	10	
User 🛆	Host I 🛆	Host name	Application (3)	Logged in since	Last activity before	No. of open files	No. of loc	
Admin	10.254.8.53	ANDRE-PC-VIZRT	Viz GH Manager	1m, 29s	1m, 29s	0		
Admin	10.254.8.53	ANDRE-PC-VIZRT	Viz GH Manager execute 1	1m, 29s	1m, 20s	0		
Admin	10.254.8.53	ANDRE-PC-VIZRT	Viz GH Manager execute 2	1m, 29s	1m, 29s	0		
Admin	10.254.8.53	ANDRE-PC-VIZRT	Viz GH Scheduler	1m, 34s	1m, 34s	0		
Admin	10.254.8.53	ANDRE-PC-VIZRT	Viz GH Terminal	1m, 34s	1m, 34s	0		
•		III					F.	
Session limit: Shutdown task	Session limit: No new connections allowed Modify Shutdown task: No shutdown task scheduled yet! Schedule							
Message:					Send Sh	utdown	Close	
sessions run	ning							

2. Click the **Schedule** button.

The Schedule Shutdown window is shown.



- 3. From the **Mode** drop down box, select one of the following options:
  - Once
  - Recurring
  - Recurring forever
- 4. In the **Start at** drop down box, click to select a date from the calendar, and if necessary, adjust the time.

**Note:** You cannot schedule tasks to begin in the past.

- 5. If your mode is **Recurring**, in the **End after** drop down box, click to select a date from the calendar, and if necessary, adjust the time.
- 6. Select a **Message** notification. Your options are:
  - Do not notify at all
  - Just notify 5 minutes before shutdown
  - Notify 15 minutes before every 5 minutes
  - Notify 30 minutes before every 10 minutes (but at least 5 min. before)
  - Notify 60 minutes before every 15 minutes (but at least 5 min. before)
- 7. Click **OK**.

## **Emergency Shutdown**

An emergency shutdown terminates a server immediately. It can only be performed from the Viz Graphic Hub Terminal. Use sparingly.

**Note:** If the Viz Graphic Hub server is a main server in a replication environment, the emergency shutdown will cause a failover to the replication server.

## To perform an emergency shutdown

• In the Viz Graphic Hub Terminal main window, click Emergency Shutdown.



### **Shutdown Cluster**

For system maintenance or network configuration work in a replication environment, the best type of shutdown operation is to shut down the cluster.

### To shut down a cluster

- 1. In Viz Graphic Hub Manager, log in to the main server.
- Click Server -> Shutdown.
   The shutdown window is shown for the replication environment.
- 3. Click Shutdown Cluster.

# 2.6.6 Logout

This section describes how to logout of one or all servers from Viz Graphic Hub Manager.

**Note:** Click *Server -> Exit*, to logout of all servers and exit Viz Graphic Hub Manager at the same time.

This section contains information on the following topics:

- To logout of one server
- <u>To logout of all servers</u>

### To logout of one server

- 1. Open the logout window:
  - Click Server -> Logout -> from one server... or
  - Press <F8>, or

• Press <CTRL+O>



- 2. Select the server from the drop down box.
- 3. Click **OK**.

## To logout of all servers

1. Click Server -> Logout -> from all servers...

Viz GH Manager	X
Are you sure you	want to logout from all servers?
	Yes No

2. Click Yes.

# 3 Configurations and Modes

Depending on how you choose to set up your overall system configuration, Viz Graphic Hub offers the following setup options.

- System Configurations
- <u>GH Network Configurations</u>

# 3.1 System Configurations

The Viz Graphic Hub Terminal can operate in the following configurations:

- Viz Graphic Hub Localhost
- Viz Graphic Hub 5/4 Free
- Viz Graphic Hub Multiuser
- Viz Graphic Hub Main Server
- Viz Graphic Hub Replication Server

### **Viz Graphic Hub Localhost**

The Localhost mode is a single connection Viz Graphic Hub installation. This mode is aimed at local Viz Artist installations without permanent network connections. No dongle required.

### Viz Graphic Hub 5/4 Free

The 5/4 Free mode provides five concurrent TCP/IP connections to the Viz Graphic Hub Server. This mode is aimed at sharing content in small Viz Artist workgroups. No dongle required.

### Viz Graphic Hub Multiuser

The Multiuser mode provides multiple concurrent connections to the Viz Graphic Hub Server. This mode is recommended for all scalable Viz Artist workgroups. Dongle required.

### Viz Graphic Hub Main Server

The Main system configuration is similar to the Multiuser mode. The difference however is that the main server provides mirroring to a running replication server. In failover situations, the system automatically redirects all clients from the main server to the replication server. Dongle required.

### Viz Graphic Hub Replication Server

The Replication server is a duplication of the Main server.

### See Also

- Installation for Replication
- <u>Cluster Timeout Settings for Viz Graphic Hub Replication Server Mode</u>

# 3.2 GH Network Configurations

Viz Graphic Hub can be set up in two possible configurations, as described ahead.

# Each server has its own namingservice



This configuration is valid for all <u>System Configurations</u>. This is the most standard configuration.

# One namingservice for all (or a group of) servers



This configuration is only valid for <u>Viz Graphic Hub 5/4 Free</u> and <u>Viz Graphic Hub</u> <u>Multiuser</u>.

**Note:** It is necessary to have separate machines for each configuration. In the example above, three machines are required.

# To set this up one Namingservice for all

- 1. Start Viz Graphic Hub Terminal in <u>Viz Graphic Hub Namingservice Only Mode</u>.
- 2. Start each of the connecting servers in <u>Viz Graphic Hub Server Only Mode</u>.

# 3.2.1 Viz Graphic Hub Namingservice Only Mode

## To configure Namingservice Only mode

- 1. Launch Viz Graphic Hub Terminal.
- 2. From the main menu, click **Options**.

Start mode			Viz CH Server port:		Set Default	Journal level:	Warnings	-
Server & Na	mingservice		viz di i bei vei porc.		Dec Deradic			
Namingservi	ice only		Search instances:	2 🔻	Set Default	Viz GH Terminal: E-mail settings		
Server only			Process priority:	Normal	-	V Enable e-m	ail	
Start in safe	mode					E-mail server:		Set Default
Viz GH Cluster s	settings							
Enable time	out settings					From:	VizGHTerminal@MAL-7	Test e-mail
Server to Clien	t timeout (se	c/10);		2	Set Default	To:		
Cluster timeout (sec/10):			300	Set Default	Send e-mail after successful server start			
Cluster idle swit	chback time	(sec):		15	Set Default	Viz GH Termina	il: Journal backup settings	
/iz GH Terminal: /	connection s	ettings				🔽 Enable jour	nal backup	
IDP port:	19394	Set Default	TCP port:	19395	Set Default	File:	E:\gh_data_directories\gh_54	Hro Browse
bor porci		Dec Der duic	Ter pore.			Filemode:	Open Truncate	•
lobal timeout seconds:	30	Set Default	Connect timeout in seconds:	15	Set Default			
Ja CH Terminalu (	Charle O. Charles	lown cottings				Show notification	ition balloons	
Evit Terminal	after cerver	sown securiys shutdown						
Allow system	logoff when	server is un 8-	ruppipg					

- 3. Under Start Mode, click the **Namingservice only** button.
- 4. Click **OK**.

Viz GH Terminal Options... Refresh Backup Report... Viz Graphic Hub Viz Graphic Hub Naming Server Only Start >>

You can now start the Namingservice only.

5. Click Start.

# 3.2.2 Viz Graphic Hub Server Only Mode

## To configure Server Only mode

- 1. Launch Viz Graphic Hub Terminal.
- 2. From the main menu, click **Options**.

Start mode					Journal level:	Warnings	
Server & Na	mingservice	Viz GH Server port:		Set Default	source to the source of the so		
🔘 Namingservi	ice only	Search instances:	2 🔻	Set Default	Viz GH Terminal: E-mail settings		
Server only		Process priority:	Normal		Viz Grit Ferninal, E-mail Seconds		
Start in safe	e mode	riocess prioricy.	Norma	•	E-mail server:		Set Default
Viz GH Cluster s	settings				2 1101 201 1011		Dec Der aut
Enable time	out settings				From:	VizGHTerminal@MAL-7	Test e-mail
Server to Client	t timeout (sec/10);		2	Set Default	To:		
Cluster timeout	(sec/10):		300	Set Default	Send e-mail after successful server start		
Cluster idle swit	tchback time (sec):		15	Set Default	Viz GH Terminal: Journal backup settings		
re cu zeroied					🔽 Enable jou	rnal backup	
/iz GH Terminal: (	connection settings		10205		File:	E:\gh_data_directories\gh_54	fri Browse
JDP port:	19394 Set Defau	It TCP port:	19395	Set Derault	Filomodou	Open Truncate	-
lobal timeout seconds:	30 Set Defau	Connect timeout in seconds:	15	Set Default	rienoue.	open mulcate	<u> </u>
					Show notifica	ation balloons	
iz GH Terminal: :	Start & Shutdown setting	s					
Exit Terminal	after server shutdown						
Allow system	logoff when server is up a	& running					
Windows shut	down when server is up i	& running (terminate)					

3. Under Start Mode, click the **Server only** button.

4. Click **OK**.

Wiz GH Terminal			
Viz Graphic Hub Viz Graphic Hub Start	Viz GH Server The Server will be started with the p Name of host (NamingService): Server: Data directory: Network Interface/mapping:	Darameters shown below: Port to be used: VizDbServer C:\Copy of VizGHData\ All Network cards used	Network Browse
Viz GH 5/4 Free <<	✓ Log server state? (Note: Log file Show console window? Automatically start on boot?	s will decrease free disk-space on you hard disk!) OK Cancel	Apply

- 5. In the **Name of host (Namingservice)** field, enter the hostname of the up and running Namingservice.
- 6. In the **Server** field, if you are not using the default server, enter the name of the Graphic Hub that the Namingservice is registered under.

**IMPORTANT!** Unique names are required for each Graphic Hub server.

- 7. Click **OK**.
- 8. Click **Start** to start Viz Graphic Hub Terminal.

# 4 Viz Graphic Hub Terminal Workbench

This section contains information on the following topics:

- <u>Terminal Options</u>
- <u>Refresh</u>
- <u>Backup</u>
- <u>Report</u>



# 4.1 Terminal Options

A number of important configurations are set from the Viz Graphic Hub Terminal's Options window.

## To open the Options window

• On the Viz Graphic Hub Terminal's main menu, click **Options**, or

• Press <CTRL+O>.

iz GH Terminal: Ceneral settings				Via GH Journal		
Start modia @ Server & Namingservice	gservice Viz GH Server port:		Set Default		Warnings	•
<ul> <li>Namingservice only</li> <li>Server only</li> </ul>	Search instances:	2 •	Set Default	Viz GH Terminal: E-mail settings		
🗌 Start in safe mode	Process priority:	Normal	-	Enable d-m		
Ve GH Cluster settings				E-mail server:		Set Default
Enable timeout settings				From	VizGHTerminal (2NAL-7	Test e-mail
Server to Clerit timesoft (sec/10):		2	Set Default	Ter		_
Cluster timecut: (sec(10):		300	Set Default	Send e-mail after successful server start		
(Laterick solution) (mc (ac):		15	Set Default	Viz GH Termina	Viz GH Terminal: Journal backup settions	
to (1) Terminals comparison existence				CEnable jour	mel backup	
108 perts 18094 Set Definite	TCR work:	19395	[set:Default]	File:	Eligh_data_directoriesigh_54f	Browse .
Jer per de l'est per de l'est per de l'est per de la	io para		[ PELSTON ]	niemode:	Open Truncate	
kbel timeout 90 Set Default	Connect timeout in seconds:	15	Set Default			
An GH Terre in de Theat II. She bieren eablinne				✓Sternsfea	Resolution for the second	
Exit Terroinal after server shabdown						
Ellas esten booff stor cever is un 5	a poina					
Windows do triger when server is up 5	n ming (terminate)					
Windows shutdown when server is up 5 If the terretically except a construction Vic.	running (terminate) Di tianan kan kana an	and the stand of the stand	danan			

The options in this window vary according to the <u>System Configurations</u>.

# 4.1.1 Options for all System Configurations

The following settings apply for all <u>System Configurations</u>.

- **Start mode:** When starting or shutting down the system, the mode can be configured to start/shutdown the server, namingservice, or both.
  - Server & Namingservice: When starting the system, both the server and namingservice will be started.
  - **Namingservice only:** If starting the namingservice only, the hostname of this machine will be available to all clients, for example Viz Artist. This makes it possible to connect one or more multi-user servers running in Server Only mode with this machine that runs in Namingservice Only mode. Define the namingservice accordingly for <u>Viz Graphic Hub Namingservice Only Mode</u>.
  - Server only: If starting the server only, the namingservice must run on another host. Define the namingservice accordingly for <u>Viz Graphic Hub Server Only</u> <u>Mode</u>. If the remote namingservice is not running or configured properly, the server cannot be started.
  - **Start in safe mode**: Launching Viz Graphic Hub Terminal in <u>Safe Mode</u> is done if the database has crashed and needs to be restarted.
- **Viz GH Server port**: If you leave the default as set at installation, the Graphic Hub will connect to all available server port. However, in every connection mode you have the opportunity to manually select the server port. This may be necessary depending on your firewall configuration. See <u>Server Port Selection</u>.
- **UDP port:** Defines the UDP port number the namingservice uses to directly communicate with the other applications in the network.
- **TCP port:** Defines the TCP port number, which can be used to start the Viz Graphic Hub Server remotely from Viz Graphic Hub Manager.
- **Global timeout (s):** Global timeout for Viz GH Terminals connection to Viz Graphic Hub. Default: 30 seconds
- **Connect timeout (s):** Global timeout for Viz GH Terminal to initialize the Connection to Viz Graphic Hub. Default: 15 seconds
- Search instances: Set the number of instances available for Viz Graphic Hub to execute a search (the range is 1 to the number of CPU cores in the system (default value is the number of CPU cores in the system)). This will only take effect if the server is started as a multiuser or main/replication.

• **Process priority:** Defines Viz Graphic Hub's Windows process priority level. You have six options ranging from **Low** to **Realtime**.

**Caution:** Setting the process priority level above normal may cause system stability issues.

• Windows shutdown when server is up & running (Kill Server): This feature is disabled by default, so that Windows cannot shut down without Viz Graphic Hub being properly terminated. If enabled, Windows can shut down and end all Viz Graphic Hub related processes without warning.

**Caution:** Enabling this feature may lead to data corruption problems.

• Allow system logoff when server is up running: This feature is disabled by default, so that Windows cannot log off without Viz Graphic Hub being properly terminated. If enabled, Windows can log off and end all Viz Graphic Hub related processes without warning.

**Note:** When <u>Running Viz Graphic Hub as a Service</u>, logging off from Windows will not terminate the Viz Graphic Hub Server.

- Exit Terminal after server shutdown: Enabling this setting makes sure that your server is kept alive all the time, even after Viz Graphic Hub crashes, provided that you are Running Viz Graphic Hub as a Service.
- **Show notification balloons:** If enabled, balloon tips are shown in the notification area, for example when the server is started or shut down.

**Note:** The *Show notification balloons* option should be disabled if Viz Artist is running in on-air mode.

• Automatically export a report when Viz Graphic Hub Server has been unexpectedly shut down: Enable this for the <u>Automatic Exporting of Reports</u>.

# 4.1.2 Options for System Configurations with Viz Graphic Hub Dongle

The following advanced settings only apply for the <u>System Configurations</u> that require a special Viz Graphic Hub dongle, namely:

- Viz Graphic Hub Multiuser
- Viz Graphic Hub Main Server
- <u>Viz Graphic Hub Replication Server</u>

#### Viz Graphic Hub Journal settings

Viz GH Journal s	ettings			
Journal level:	Journal level: Warnings			

- Journal level: The journal level defines how the system writes journal entries and which entries should be included when <u>Configuring Email Notifications</u>. Available log levels:
  - No Logging: Disables the logging functionality

- All: Logs all the entries listed below
- Errors: Logs fatal errors, replication errors, and so on
- Warnings: Logs errors and warnings
- File news: Logs errors, warnings, and new file entries
- · File updates: Logs errors, warnings, and updated file entries
- File deletes: Logs errors, warnings, and deleted file entries

#### Viz Graphic Hub Terminal: Mail settings

Viz GH Terminal: M ☑ Enable mail	ail settings					
Mail server:		Set Default				
From:	VizGHTerminal@SIREN2-PC	Test mail				
To:						
Send mail after successful server start						

- **Enable mail:** You must enable email for <u>Configuring Email Notifications</u>. E-mails can be sent to defined recipients when unexpected server shutdowns occur, or the license is about to expire or is invalid. The system will also send e-mails according to the defined log level.
- Mail server: Defines a valid SMTP server.
- Set Default: Sets the address to the predefined format (VizGHTerminal@<HostName>).
- From: Defines the email account that the messages should be sent from.
- Test mail: Sends a test mail to the defined recipients.
- **To:** Defines the default email accounts that the messages should be sent to. To add more than one recipient, insert a blank between the addresses.
- Send mail after successful server start: In addition to the default and log level e-mails, notifications can be sent when the server is started successfully.

## Viz Graphic Hub Terminal: Journal backup settings

Viz GH Terminal: Journal backup settings		
Enable journal backup		
File:	C:\VizGHData\JournalBackup	Browse
Filemode:	Open Truncate 🔹	

- **Enable journal backup:** If enabled, allows you <u>To automatically export journal</u> <u>entries</u> to an XML file. By default, the journal backup interval is set to once a week, starting one week from 01.01.2007 at 00:00:00.
- File: Defines the file name and path to where the journal backup XML file should be placed.
- Filemode:
  - **Open Truncate:** Only one journal backup XML file exists. The first time this operation is performed, a new file is created. Later, the system overwrites the existing journal file.
  - **New By Date:** Every journal backup generates a new separate XML file. The current date is added to the file name.
# 4.1.3 Cluster Timeout Settings for Viz Graphic Hub Replication Server Mode

The following settings only apply for the Viz Graphic Hub Replication Server mode.

When the connection between servers fails, the connections between servers and Viz Artist clients fail, or the main server itself fails, you can enable timeout to stabilize the network environment.

#### **Cluster timeout settings**

Viz GH Cluster settings	
Server to Client timeout (sec/10):	2 Set Default
Cluster timeout (sec/10):	300 Set Default
Cluster idle switchback time (sec):	15 Set Default

- **Enable timeout settings**: Enable this feature if you expect to experience network problems in your replication setup. It must be enabled on both the Main and Replication servers.
- Server to Client timeout (sec/10): The recommended setting is 2. This represents 2/10 of a second.
- **Cluster timeout (sec/10)**: The recommended setting is **300**. This represents 30 seconds.
- **Cluster idle switchback time (sec):** Set the time Viz Graphic Hub waits for no activity from clients to return from a failover or switchback. Range is 1 to 30 seconds. The default time is 15 seconds.

# 4.2 Refresh

The Refresh item in the main menu allows you to change <u>System Configurations</u>. It is only enabled when the server is down.

# 4.3 Backup

The Backup item in the main menu allows you to launch backup and restore operations.

General backup sectings           Image: The bit is a section p           Image: The bit is a	General r (Dely in Restore	estore options combination with inter dractory:	nal backup av	akiske)				
Data directory: C:\(\aCHData\) For current mode: Viz G15/4 Pree	C:Pro Availabl	gram Files (x86)\viart\ e restore points:	SIGH 2.01Para	tore\			Browse.	
(e) thable internal backup (via Viz GH Terminal):	No	Date	Files	Del	New	Upd	Size	
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Bodup now	K Max. n	store paints: defined>	• 5		Apply	1	Restore no	*

For information on backing up and restoring, see <u>Back Up and Restore</u>.

# 4.4 Report

Clicking Report in the main menu opens up the report window.

# **Report Window**

VE GH Data Directory       C:\Copy of VEGHData\       Browse.         Show Process List       PID       Name       Handles       Threads       WS(MB)       1/0 ROC( 1/0 WOC 1/0 OOC       0         S960       Photoshop.exe       272       6       88.0       2.0       0.0       60.0         S960       BTTray.exe       172       11       7.0       0.0       0.0       3.0         S960       DTTRAY.exe       172       11       0.0       0.0       0.0       0.0         S962       Ctfrone.exe       71       1       3.0       0.0       0.0       0.0         S963       g2mchat.exe       216       9       5.0       0.0       0.0       0.0         S920       Ctfrone.exe       361       11       29.0       0.0       0.0       1.0         S776       skypePM.exe       248       7       22.0       4.0       35.0       1.0       0.0         Sthow System info       Stow       Stow Sover log       Stow       S	💷 Viz GH	Terminal - Report							X
Show Process List         PID       Name       Handles       Threads       WS(MB)       IJO ROC(       IJO WOC       IJO OOC         6008       Photoshop.exe       272       6       88.0       2.0       0.0       60.0         5960       BTTray.exe       172       11       7.0       0.0       0.0       3.0         5920       ONENOTEMLEXE       32       1       1.0       0.0       0.0       0.0         5952       WZQKPICK.EXE       49       1       3.0       0.0       0.0       0.0         5852       WZQKPICK.EXE       49       1       3.0       0.0       0.0       1.0         5812       ITUnesHelper.exe       361       11       29.0       0.0       0.0       1.0         5776       skypefM.exe       248       7       22.0       4.0       35.0       19.0       V         settings       explorer       general       ShowChat: false       ShowLarves: false       ShowLarves: false       ShowLarves: false       ShowLarves: false       V       V         ShowServerlog       The May 11       14:19:10       2010: (0)-(1.0SH(1)-TOH(0)-0JH(0)/CJH(0))-(2.1, 2.1-(3)-(4)-(5)-(1)-(1, MA(1)-TOH(0)-0JH(0)/CJH(0))-(2.1, 2.1-(3)-	Viz GH Data	a Directory C:\(	Copy of VizGHD	ata\				Browse	
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S852       W2QKPICK.EXE       49       1       3.0       0.0       0.0       0.0         S836       g2mchat.exe       216       9       5.0       0.0       0.0       0.0         S820       ISUSPM.exe       100       4       4.0       180.0       0.0       0.0       1.0         S821       TunesHelper.exe       361       11       29.0       0.0       0.0       1.0         S776       skypePM.exe       248       7       22.0       4.0       35.0       19.0         Show System info       S       State       Show System info       S       S       Show System info         System Information:	5892	ctfmon.exe	71	1	3.0	0.0	0.0	0.0	
5836       g2mchat.exe       216       9       5.0       0.0       0.0       0.0         5820       ISUSPM.exe       100       4       4.0       180.0       0.0       22.0         5812       TunesHelper.exe       261       11       29.0       0.0       0.0       1.0         5776       skypePM.exe       248       7       22.0       4.0       35.0       19.0         Show System info	5852	WZQKPICK.EXE	49	1	3.0	0.0	0.0	0.0	
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For information on generating reports, see <u>Reporting</u>.

# 5 Viz Graphic Hub Manager Workbench

The Viz Graphic Hub Manager is the main administrative tool for the Viz Graphic Hub. It enables you to administer files and folders over multiple Viz Graphic Hubs, performing such tasks as searching, and working with deploy agents.

This section contains information on the following topics:

- Main Menu
- <u>Search Window</u>
- <u>Preferences</u>
- Explorer
- <u>Servers and Folders Panel</u>
- Add-ons Panel
- Journal Panel
- Action Log
- Customizing the Interface
- Importing and Exporting Viz Graphic Hub Manager Settings

# 5.1 Main Menu

At system startup, the main window shows on the screen. At the top of the main window is the main menu.

Server View Tools Extra Info

The main menu contains the following items:

- <u>Server</u>
- <u>View</u>
- <u>Tools</u>
- <u>Extra</u>
- Info

#### 5.1.1 Server

- Login: Opens the Login window. From this window it is possible to log in to one or more Viz Graphic Hubs. For more information, see <u>Start Up with a Single Server</u> <u>Login</u>.
- Logout: Opens the Logout window. From this window it is possible to logout from a Viz Graphic Hub. For more information, see <u>Logout</u>.
- **Terminals**: Opens the <u>Terminals Window</u>. From this window it is possible to monitor the available terminals in the network.
- **Shutdown:** Opens the Shutdown window. From this window it is possible to remotely shut down a server. For more information, see <u>Shutting Down a Server</u>.
- Import:

- Viz 2.x data: Opens the Import window. From this window it is possible to import a Viz 2.x data folder to the selected database. For more information, see Importing Data Directories .
- Viz 2.x archive(s): Opens the Import window. From this window it is possible to import one or more Viz 2.x archives from a folder to the selected database. For more information, see Importing Viz 2.x Archives.
- Manually selected Viz 2.x archive(s): Opens the Import window. From this
  window it is possible to import one or more Viz 2.x archives to the selected
  database. For more information, see Importing Viz 2.x Archives.
- **Resume from canceled or crashed import:** Opens the Import window. From this window it is possible to resume from a failed import by using an automatically created import backup file. For more information, see <u>Resuming a</u> <u>Cancelled/Crashed Import Operation</u>.
- Edit preferences: Opens the <u>Preferences</u> window. From this window it is possible to define various preferences for the import operation, for example the root directory for import log files.
- **Differences:** Opens the Server Diff window. From this window it is possible to detect differences between the servers in a cluster environment. For more information, see <u>Detecting and Solving Server Differences</u>.

The Differences option is only available if logged in to a server in a cluster configuration.

- Administer journal entries: Shows/hides the Administer Journal Entries panel in the Main window. For more information, see <u>Working with the Journal</u>.
- **Configure alerts:** Opens the Alerts window. From this window it is possible to define email notifications that should be sent when errors occur in the system. For more information, see <u>Configuring Email Notifications</u>.
- **Exit:** Shuts down the Viz Graphic Hub Manager, and also automatically logs out from all connected databases.

# 5.1.2 View



- **Toolbars:** Select which tool bars to view:
  - Main
  - Servers and Folders
  - Folders and files
  - Quick search
  - Layout
- Panels: Select which Panels to view:

- Servers and folders
- Search
- Add-ons
- **Messages (Chat)**: Show/hide the chat panel in the main window (see <u>Chatting with</u> <u>Artists</u> ).
- **Duplicates**: Open the duplicates window. From this window it is possible to locate duplicate server items (see <u>Locating Duplicates</u>).
- **Object types:** Opens the Object Types window (see Monitoring Object Types ).
- **Active sessions**: Opens the Active Sessions window. From this window it is possible to monitor all active sessions (see <u>Monitoring Active Sessions</u>).
- Layouts: Select, save and maintain layouts:
  - Load layout: Select a layout to load
  - Save current layout 'xxx':
  - Save current layout 'xxx' as...: Save the current layout as a new layout
  - Lock/Unlock current layout 'xxx': Lock or Unlock the current layout
  - Maintain layouts: Opens the Maintenance of layouts window
- **Refresh explorer**: Refreshes the Explorer (see <u>To refresh the explorer</u>).

# 5.1.3 Tools

- Monitor servers: Opens the Monitor Servers window. This window shows an overview of all the servers Viz Graphic Hub Manager is logged in to (see <u>Monitoring</u> <u>Servers</u>).
- Administer users and groups: Opens the Administer Users and Groups window. From this window it is possible to manage users and groups on the various servers (see <u>Managing Users and Groups</u>).
- **Administer keywords**: Opens the <u>Keywords</u> window. From this window it is possible to manage the <u>Keywords</u> in the database.
- Administer add-ons: Opens the Add-ons Panel.
- Administer tasks:
  - **Running deploy tasks:** Shows/hides the Running Deploy Tasks panel in the Main window (see <u>To view running deploy tasks</u>).
  - **Scheduled deploy tasks:** Shows/hides the Scheduled Deploy Tasks panel in the Main window (see <u>To view scheduled deploy tasks</u>).
  - **Finished deploy tasks:** Shows/hides the Finished Deploy Tasks panel in the Main window (see <u>To view finished deploy tasks</u>).
- **Search**: Opens the Search window. From this window it is possible to search for items in the available databases (see <u>Searching</u>).
- Search by UUID: Opens the Search by UUID on server dialog box. From this dialog box it is possible to search for items in the available databases based on universally unique identifiers.
- **Configure deploy agent:** Opens the **Properties of Deploy Agent** dialog box. From this dialog box it is possible to define various Viz Graphic Hub Deploy agent settings (see <u>Deploy Agent Behavior Overview</u>). This menu-option is only available in setups with an installed Viz Graphic Hub Deploy agent.
- **Export settings (incl. layouts) to file:** Opens a window, from where it is possible to exportall the workstation-based customizations to the Viz Graphic Hub Manager, such as changes to any of the panels, column layout and visibility, as well as the

user interface in general (see <u>Importing and Exporting Viz Graphic Hub Manager</u> <u>Settings</u>).

- Import settings (incl. layouts) from file: Opens a window, from where it is possible to importall the workstation-based customizations to a Viz Graphic Hub Manager, such as changes to any of the panels, column layout and visibility, as well as the user interface in general (see Importing and Exporting Viz Graphic Hub Manager Settings).
- **Edit preferences:** Opens the <u>Preferences</u> window. From this window it is possible to define various system preferences.

# 5.1.4 Extra

• **Viz VR Studio Setup**: Allows you to import the enabling XML file so that Viz Graphic Hub can support a virtual set environment (see <u>Enabling Viz Graphic Hub</u> <u>for a Virtual Studio</u>).

# 5.1.5 Info

- **License info:** Opens the License Info window. From this window it is possible to monitor the license information for the available servers.
- **About:** Shows the software version and build number of the Viz Graphic Hub Manager.
- Help: Opens the Viz Graphic Hub online help file.

# 5.2 Search Window

er to search in Search result:							
Server@LOCALHOST(Admin)	Size (25,9	Type	Modified at	Modified by	Created at	Owner	T
to bu accounting	5.32 KB	MATERIAL	08.03.2012 16:24:59	Guest	08.03.2012 16:24:20	Guest	
si vizrt stillstore	6,90 KB	SCENE	14.03.2012 13:38:33	Guest	14.03.2012 13:38:33	Guest	
: London	13,72 KB	IMAGE	14.03.2012 13:38:34	Guest	14.03.2012 13:38:34	Guest	
any type 🔻							
h by advanced properties							
in KB): any size 🔻 0 🚊							
ed: anytime - 24.04.2012 -							
ed: anytime  24.04.2012							
Use groups inst. of users							
d by: anyone							
ed by: anyone							
ed out by: anyone							
h by access-rights							
VUW VGW VW							
h in specified folder							
data							
arch in subfolders							
th by selected keywords							
they referenced referencing files							
Search /		111					

The <u>Search Window</u> provides the following options:

- Free text: Allows you <u>To search with Free text search</u>.
- Search by advanced properties: Allows you to Search by advanced properties.
- Search in specified folder: Allows you Search by specified folder.
- Search by selected keywords: Allows you Search by selected keywords.
- Search by referenced/referencing files: Search by References.

# 5.3 Preferences

The Preferences window allows you to configure a series of system preferences. It has a left panel with options that when selected are shown in the right panel.

#### To open the Preferences window

- From the main menu, click Tools -> Edit Preferences, or
- Press <CTRL+P>, or
- Press <CTRL+F8>.

Selecting a preference category from the list opens the respective panels:

• Login

- <u>Timeouts</u>
- Deploy Direct Copy
- <u>Startup</u>
- <u>Look</u>
- Import
- <u>Warnings</u>
- Deploy

# 5.3.1 Login

In the Login panel set the Start-up and Login preferences.

🖗 General	🔎 Login				
⊿ <mark>⊾® Login</mark> ⊾® Login profiles ⊾® Timeouts	General TCP Port used for Logins: 19396	S S	et default	]	
Deploy Direct Copy     Startup     Look     Import     Monitor servers     Warnings	<ul> <li>Auto login</li> <li>✓ Use Auto login</li> <li>Protect Auto login with password</li> <li>✓ Confirm Auto login</li> <li>En-/disable servers for Auto login and ch</li> </ul>	Set pas	sword	]	
Agents	Name	Туре	User	SysA	*
▶ Deploy	SUPGH1@SUPGH1     VIZDB-M0THER@10.211.2.196     TEST_CLUSTER_5@10.211.110     TEST_CLUSTER_6@TEST_CL     TEST_CLUSTER_7@TEST_CL     TEST_CLUSTER_8@TEST_CL     Bergen@10.211.11215     VizGraphicHub@VIZGH-FATHER     VizDServer@Virtua&P-83948     SUPGH2@SUPGH2     NewYork@10.211.4.90     VizDbServer@VW8200-0BHSM     H0RST7-PC@H0RST7-PC     main@VDHANNES4     replication@VDHANNES4     replication@VDHANNES4     replication@VDHANNES4     Don     Bot     Precheck availability of servers befor	Main Standard Standard Standard Standard Standard Standard Replication Standard Standard Standard Standard Standard Standard Standard Standard Standard Standard Standard Standard Beplication et to change servers for more be login	Admin Admin Admin Admin Admin Admin Admin Admin Admin Admin Admin Admin Admin Admin Admin Admin Admin Admin	No No No No No No Yes No No No No Yes order. U	E
	Enable 'Logout from all servers'				

# Login Profiles

Click this tab to configure different Login Profiles.

Each Login Profile can be configured to login to only the required servers and their associated deploy agents.

🤌 General	🔎 Login profiles				
⊿ 🔎 Login 🔎 Login profiles	-Login profiles (Note: They will only be use	ed if Auto login	is enabled	I)	
🔎 Timeouts	Login profile 1	▼ Ne	w	Delete	
Startun	Choose servers for use in login profile 'Lo	gin profile 1':			
look	Name	Туре	Version	User	*
🗿 Import	SUPGH1@SUPGH1	Main	2.3.2.0	Admin	_
Monitor servers	VIZDB-MOTHER@10.211.2.196	Standard	2.3.1.0	Admin	=
🛛 😘 Warnings	TEST_CLUSTER_5@10.211.1.10	Standard	2.3.1.0	Admin	1
Agents	TEST_CLUSTER_6@TEST_CL	Standard	2.3.1.0	Admin	
Deploy	TEST_CLUSTER_7@TEST_CL	Standard	2.3.1.0	Admin	
	TEST_CLUSTER_8@TEST_CL	Standard	2.3.1.0	Admin	
	Bergen@10.211.112.15	Standard	2.3.1.0	Admin	
	VizGraphicHub@VIZGH-MOTH	Main	2.3.2.0	Admin	
	VizGraphicHub@VIZGH-FATHER	Replication	2.3.1.0	Admin	-
	۰ III			*	
	Choose deploy agents for use in login pro	ofile 'Login prof Name	ile 1':	UDP p	
		VIZDB-MOT	HEB	197	
	SUPGH1	<n a=""></n>		197	
	SUPGH2	<n a=""></n>		197	-
	10.211.1.10	<n a=""></n>		197	=
	TEST CLUSTER 6	<n a=""></n>		197	
	TEST CLUSTER 7	<n a=""></n>		197	
	10.211.4.90	<n a=""></n>		197	
	VIZGH-MOTHER	<n a=""></n>		197	
	VIZGH-FATHER	<n a=""></n>		197	-
	< III			F.	
	3 deploy agents in login profile 'Login pro	file 1'			
				Revert	

# 5.3.2 Timeouts

From this panel it is possible to define various timeout values related to communication with Viz Graphic Hubs.

# **Timeouts preferences**



# 5.3.3 Deploy Direct Copy

From this panel it is possible to define default behavior when deploying entries from one server to another using the <u>Direct Deploy Copy (DDC)</u> functionality.

#### **DDC Preferences**



# 5.3.4 Startup

From this panel it is possible to define the position and size of various GUI components based on the settings in this session. It is also possible to open/show windows/panels at system startup automatically.

## **Startup Preferences**



# 5.3.5 Look

The Look panel allows you to define the look-and-feel style of the Viz Graphic Hub Manager's user interface.

#### **Look Preferences**

E Preferences		×
<ul> <li>General</li> <li>Seneral</li> <li>Cogin profiles</li> <li>Timeouts</li> <li>Deploy Direct Copy</li> <li>Startup</li> <li>Look</li> <li>Import</li> <li>Monitor servers</li> <li>Warnings</li> <li>Agents</li> <li>Deploy</li> </ul>	Visual appearance Visual style: Windows 7 - Docking Tab Colors	8
	UK Cancel App	Jy ji

You have the following options:

- Visual Style: Sets the user interface look-and-feel.
- Docking Tab Colors: If you select this check box, when docking various user interface panels as tabs, each will be assigned a unique color. See <u>Customizing the</u> <u>Interface</u>.

# 5.3.6 Import

From this panel it is possible to define the data directory for log files and temporary files used during Importing Viz 2.x Data and Archives. It is also possible to disable the auto-import when Resuming a Cancelled/Crashed Import Operation.

#### **Import Preferences**



# 5.3.7 Warnings

From this panel it is possible to define various disk and memory warnings, related to free disk space/memory. It is also possible to define warnings when the license expiration date approaches.

### **Warning Preferences**

Preferences		×
General Login Deploy Direct Copy Startup Look Import Monitor servers Marnings Agents	Warnings     Disk warnings     Warn me, if free disk space falls below     of total disk space.     Serious warning, if free disk space falls below     of total disk space.     Warn me, if free disk space falls below     of server's disk limit.     Serious warning, if free disk space falls below     of server's disk limit.	10%       5%       150%       125%
um <sub>p</sub> ⊗ Deploy	Memory warnings Warn me, if used memory exceeds of total memory. Serious warning, if used memory exceeds of total memory.	90% ▼ 95% ▼
	License warnings Warn me, if license expires in less than: Serious warning, if license expires in less than:	4 weeks ▼ 2 weeks ▼ Set defaults
	OK Cance	Apply

# 5.3.8 Deploy

In this window you can set preferences for automatic updates on running deploy agents.

Preferences	×
🧬 General	🔎 Deploy
Comparison of the second seco	Settings to use for searching for running deploy agents Search for deploy agents on those UDP ports: 19392 < Add Ub Too Remove > Dn. Bot. Use this timeout for receiving answers from deploy agents: 100 (milliseconds) Deploy agents not reachable via UDP broadcast:
Depioy	IP address Name UDP port R < Add
	Remove >       Modify       Ub       Too       DnBot   Intervals (in seconds) Interval to get updated info for running tasks: Interval to try to reconnect to lost' agents: Set defaults
	OK Cancel Apply

### **Deploy Preferences**

Configure the following settings to use for running deploy agents:

- UDP Ports
- · Timeout for receiving answers from deploy agents
- Interval in seconds for getting updated info on running tasks

# 5.4 Explorer

Below the main menu is the Explorer of the Viz Graphic Hub Manager.

### Explorer

We GH Manaper - using Layout System-Clean (con						
Server Yess Tools form Info						
Addess 2 Materia Press	ribadepound		Dig Type All	🔳 💽 🖬 🗆 Sandrins	davidative (2000	(PC/Amin) · System
Servers and Funders 9 0	hate 2	Son Figure	Jate modified Modifi	fed by Determented Dener	Checked out by	NAC-ONL' GANGE HET HE STOCO FC
Name and Face         Percent actives         Percent acti	I ene ? Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Biorepean Bi	500 First 50100 First 50100 First 50100 First 50100 First 50100 First 50100 First 50100 First 50100 First 5010 First 5010 First	200 mm/m 400 mm	Betty         Gamma         Dev           0.0020         10.002         0.002           0.0020         10.002         0.002           0.0020         10.002         0.002           0.0020         10.002         0.002           0.0020         10.002         0.002           0.0020         10.002         0.002           0.0020         10.002         0.002           0.0020         10.002         0.002           Det workful         Norffully         Norffully	Oversell out to	Allow accuracy property - • • • • • • • • • • • • • • • • • •
	<	11				
7 Mar						

**Tip:** The panels in the Explorer are resizable, and they can be dragged around. Also, it is possible to navigate through the trees in the Explorer with the mouse pointer, arrow keys, or by typing the first character of the desired project or folder/ item.

The Explorer is automatically updated immediately after changes made to files and/or folders, but a manual refresh of the Explorer is sometimes necessary, for example after re-enabling columns.

#### To refresh the explorer

- 1. From the main menu, click *View -> Refresh Explorer*, or
- 2. Press <F5>.

This section contains information on the following topics:

- Icons
- <u>Toolbar</u>
- Displaying Items as Icons

# 5.4.1 Icons

The following icons are used in the Explorer:

### Viz Graphic Hub Icons

-	Folder		Image
-	Project	м	Material
A	Audio	М	Material advanced
В	Base font	S	Scene
F	Font	V	Video
0	Object/Geometry		

# 5.4.2 Toolbar

At the top of the Explorer is the Toolbar. The Toolbar consists of:

🕞 💭 🌧 Address: 1:\data\DEMO	■ 0%
Type: ALL	
Search in: All servers	0,
Layout: jms (locked) Save Save as	

- Show Servers and folders: Show/hide the <u>Servers and Folders Panel</u>, or click View ->Servers and Folders.
- <sup>Q</sup> Show search: Show/hide the <u>Search Window</u>.
- Show add-ons: Show/hide the <u>Add-ons Panel</u>.

- <sup>2</sup> Sa One level up: Jump one level up in the Servers and Folders tree structure.
- Address: Shows the current folder path.

From the drop-down list, it is possible to see the history of all folders that have been used within this session. To re-open to one of these folders, select it from the list. The format in which the history is shown is serverNumber>:\dataserverNumber>:\data

The history of a server that has been disconnected will no longer be available.

- **Type:** Filter object types. Click the arrow to the right to toggle between the following options:
  - All
  - Base font
  - Font
  - Geometry
  - Image
  - Material
  - Scene
- Show/Hide project and folders: If enabled, the subprojects/subfolders of the selected project or folder will show in the Explorer list.
- Jusplay icons/Details: Toggles between showing items in the Explorer with details or as icons (see <u>Displaying Items as Icons</u>).
- Search in: Graphic Hub <u>Quick Search</u> function. Select a server to search in, enter a search string and press <ENTER> or click on <sup>Q</sup> to start a <u>Free Text Search</u> on the selected server
- Layout: Select a Graphic Hub Manager layout:
  - Layout: Click to load a saved layout. Pre loaded layouts are: System Clean (Locked) (Basic standard layout) and System Default (as last saved (default layout)).
  - **Save:** Click to save the current layout.
  - **Save as...:** Click to save as a new layout.

Note: A Layout is local for the current machine in use.

# 5.4.3 Displaying Items as Icons

By default, the items in the Explorer are presented with detailed information. To view the items as icons, toggle the  $\bowtie$  (As Icons) button in the Toolbar.

**Note:** The icons can also be enabled from the shortcut menu of the Explorer.



When items are viewed as icons, in the lower right corner of the icon characters will show the item type:

S	Scene	F	Font
	Geometry	A	Audio
I	Image	?	Unknown
M	Material		

Additional information may also be shown on the icon:

2	Item holds more than one folder-link	Θ	Item is checked out
1	Item is session locked		Item is both session locked and checked out

### See Also

Item Properties

# 5.5 Servers and Folders Panel

In the Servers and Folders panel, the projects/folders, as well as the servers they are on, are shown in a tree.

### **Servers and Folders Panel**



By right-clicking a server or project or folder in the tree, a context menu will is shown. From this menu it is possible to expand/collapse all branches in the tree, create new folders/projects, or set access rights, among others.

You can move around the server order up and down with a drag and drop of the mouse. The server order shown changes, but server numbers remain the same.

🕂 🗙 File / Servers and folders 📭 Servers and folders 🔍 Search 📃 🛄 country\_namesmall 6. Servers and folders
 Costart
 Servers and folders
 Costart
 Default
 Default
 Default
 Default
 Default 3. 85. 冒 data earth\_drop\_shadow 782. ⊡--- Defau Open Collapse 🗄 🔚 R Expand completely 🛓 🚍 S. Collapse completely 😐 🚍 Ti New ۲ Ctrl+R / F2 Rename Search... Ctrl+S / Ctrl+F / F3 Move this Ctrl+X Deploy. Create deploy task... 👧 Set owner... Set access... O Delete... Del Properties..

Servers and Folders Context Menu

When the server items are shown in regular view, columns are used to show information about the items.

File	Size	Type	$\wedge$	Modified at	Modified by	Created at	Owner	Checked out by	Locked by	No. of folder links
🤤 TeamLogo		Folder				8/25/2009 9:25:24 AM	Guest			
🎫 Arial-Black-Regular-Blur-1	115.78 KB	FONT		8/25/2009 9:25:25 AM	Guest	12/28/2004 10:13:19 AM	Guest			3
🎫 arial-black-italic	186.55 KB	FONT		8/25/2009 9:25:26 AM	Guest	11/7/2006 10:23:39 PM	Guest			3
🚮 Arial-Black-Regular	150.99 KB	FONT		8/25/2009 9:25:25 AM	Guest	12/28/2004 10:13:19 AM	Guest			4
pForNon01	194.98 KB	GEOM		8/25/2009 9:26:49 AM	Guest	8/25/2009 9:26:49 AM	Guest			1
🛃 shade_red	2.90 KB	IMAGE		8/25/2009 9:25:23 AM	Guest	7/3/2008 9:07:31 AM	Guest			7
gra02_256(2)	48.33 KB	IMAGE		8/25/2009 9:25:24 AM	Guest	6/20/2005 10:32:12 AM	Guest			2
bden_sh_invert(1)	17.21 KB	IMAGE		8/25/2009 9:25:24 AM	Guest	10/17/2006 2:57:47 PM	Guest			11
chrome_06	77.47 KB	IMAGE		8/25/2009 9:25:24 AM	Guest	11/7/2006 11:02:45 PM	Guest			2
all blur	8.01 KB	IMAGE		8/25/2009 9:25:24 AM	Guest	1/26/2006 4:15:12 PM	Guest			4
🗾 alpha_soft	30.15 KB	IMAGE		8/25/2009 9:25:24 AM	Guest	11/24/2006 2:20:42 PM	Guest			17
LogoShine_256	28.18 KB	IMAGE		8/25/2009 9:25:25 AM	Guest	11/21/2008 4:29:19 PM	Guest			3
🛄 Goal	4.85 KB	IMAGE		8/25/2009 9:25:25 AM	Guest	5/19/2009 5:53:47 AM	Guest			1
L Replace	6.35 KB	IMAGE		8/25/2009 9:25:25 AM	Guest	5/19/2009 6:11:50 AM	Guest			1
🛃 rampleg	47.64 KB	IMAGE		8/25/2009 9:25:26 AM	Guest	5/15/2006 1:24:44 PM	Guest			3
Double Esce Dalm	432 40 VP	MACE		4/0/2010 0.27.20 AM	Cuert	4/0/2010 0.27-20 AM	Curch			1

The following columns are available:

- File: Shows the name of the item.
- Size: Shows the size of the item.
- **Type:** Shows the item type, for example material.
- Modified at: Shows the date and time when the item was modified the last time.
- Modified by: Shows the name of the user that modified the item the last time.
- Created at: Shows the date and time when the item was created.
- **Owner:** Shows the name of the user that owns the item.
- **Checked out by:** If the item is checked out, shows the name of the user that has checked it out.
- Locked by: If the item is session locked, shows the name of the user that is working on it.
- **No. of folder links:** Shows the number of folder-links (number of projects/folders the item is placed in).
- Access rights: Shows the access rights for user, group, and world. For more information, see <u>Managing Users and Groups</u>.
- **Checksum:** Shows the automatically calculated checksum, which is used to make sure that all items in the database are unique.

• **UUID:** Shows the automatically generated UUID of the item.

This section contains information on the following topics:

- <u>Tree Structure</u>
- Working with Projects and Folders
- Item Properties

#### See Also

• Customizing the Interface

# 5.5.1 Tree Structure

Within the database, the items are organized in a virtual structure of projects and folders. This structure is shown as a tree in the Servers and Folders panel.

### **Tree Structure**



In this panel, all connected servers are shown as root entries. These entries show the name of the Viz Graphic Hub Server, the Viz Graphic Hub Namingservice the server is registered on, and the current user name.

The level below the root entry contains the *data* project, which other clients refer to. New projects/folders/items can be added under the *data* project.

**Tip:** It is possible to create projects/folders on the same hierarchy level as *data*, but these projects/folders will not be accessible from client applications such as Viz Artist. Into these projects/folders it is practical to move data that should not be worked on anymore, yet is not ready to be deleted.

The data directory holds projects/folders that the server items are stored in.

#### To view the content of a project or folder

1. Click the project or folder in the tree.

Alternatively, double-click a subproject/subfolder in the Explorer;

Or right-click the project or folder, and select **Open**.

The server items in the selected project or folder will then be shown in the Explorer.

 To jump one level up in the Servers and Folders tree structure, click the One level Up button from the <u>Toolbar</u>.

# 5.5.2 Working with Projects and Folders

This section contains the following procedures:

- <u>To expand projects or folders</u>
- <u>To collapse projects or folders</u>
- To create a new project
- <u>To create a new folder</u>
- <u>To rename a project or folder</u>
- <u>To move a project or folder</u>
- <u>To change the owner of projects or folders</u>
- To set rights for a project or folder
- To view a project or folder properties
- <u>To delete a project or folder</u>

#### To expand projects or folders

- After logging in, the branch representing this database will be collapsed. To expand the branches, use *one* of the following options:
  - Click to the left of the branch.
  - Double-click the branch to be expanded.
  - Right-click the desired branch and select **Expand**.
  - Right-click the desired branch and select **Expand Completely** to expand the branch and all its subbranches.

### To collapse projects or folders

- Use *one* of the following options:
  - Click to the left of the branch.
  - Double-click the branch to be collapsed.
  - Right-click the desired branch and select **Collapse**.
  - Right-click the desired branch and select **Collapse Completely** to collapse the branch and all its subbranches.

#### To create a new project

- Right-click the parent node and select New -> Project.
  - Alternatively, open the parent node and right-click anywhere in the <u>Explorer</u> and select *New -> Project*.

**Note:** It is not possible to create a project under a folder.

**Note:** Special characters, such as space, are not allowed in project names. Also, project names must be unique.

#### To create a new folder

- Right-click the parent node and select New -> Folder, or
- Open the parent node and right-click anywhere in the <u>Explorer</u> and select New -> Folder.

**Note:** Special characters, such as space, are not allowed in folder names. Also, folder names must be unique.

### To rename a project or folder

• Right-click the project or folder and select **Rename**.

**Note:** The *data* project below the server root entry cannot be renamed. Also, special characters, such as space, are not allowed in project or folder names, and project or folder names must be unique.

#### To move a project or folder

1. Drag the project or folder from either the <u>Servers and Folders Panel</u> or <u>Explorer</u> onto the target destination.

The Action Log for moving projects/folders is shown.

2. Click the **Do It** button.

Windows functions work, too: <CTRL+X>, <CTRL+V>; right-click Cut/Paste.

**Note:** This procedure only applies to moving projects/folders within a single server. For information about moving projects/folders between multiple servers, see <u>Multi Server Deploy</u>.

#### To change the owner of projects or folders

1. Right-click the project or folder and select **Set Owner...** to open the **Set Owner** window.

🌇 Set owner of 'Default'
Owner to set
Guest
Apply only to objects which aren't in other folders
Set Cancel

- 2. Select the new owner from the drop down list
- 3. Click in the **Apply to all subfolders and objects** check box, if required.
- 4. Click the **Set...** button.
- 5. The <u>Action Log</u> opens (Setting owner... window).
- 6. Click the Set owner button.
- 7. Click on Close.

The owner of a project or folder can also be assigned from the project or folder Properties window (see <u>To view a project or folder properties</u>).

#### To set rights for a project or folder

1. Right-click the project or folder and select **Set access**. The **Set access** window opens.

🕮 Set access rights of 'Default'
UserRights: 💟 Write GroupRights: 💟 Write WorldRights: 🗌 Write
Apply only to objects which aren't in other folders TApply to all subfolders and objects
Set Cancel

- **User**: the owner of the project or folder
- Group: all the members of the group the owner belongs to,
- World: all database users.
- 2. Define the new rights and click the **Set** button.

The <u>Action Log</u> for changing the rights is shown.

3. Click the **Set access** button.

The rights for a project or folder can also be assigned from the project or folder Properties window. For more information, see <u>To view a project or folder properties</u> .

#### To view a project or folder properties

• Right-click a project or folder and select Properties.

General	General			
Add-Ons	Name: data			_
	Tupe: Project			
	Type. Thopse			
	UUID: 389FC145-284	E-4664-AB4CDC009	951E2BE	
	Path:			
	Name: data			
	Owner: Admin		•	
	Created: Montag, 28. Jär	nner 2013 16:42:37		
	Contains: 36.979 projects	, 109.278 folders, 1.	050.630 files, 441,91 GB	
	Object type	Count	Size	
	Project	36.979		
	Solder 🔤	109.278		
	AUDIO_CLIP	2.248	4,60 GB	
	BASE_FONT	19.045	9,24 GB	
	E FONT	71.630	23,06 GB	=
	CEOM	152.174	20,11 GB	
	IMAGE	487.161	314,31 GB	
	MATERIAL	18.763	87,13 MB	
	MATERIAL_ADVANCED	239	1,08 MB	
	SCENE	299.329	70,50 GB	
		41	305.51 KB	-
	SHARED MEMORY M			
	User rights: V Read	Write		
	User rights: VRead VGRoup rights: Read V	] Write ] Write		
	User rights: V Read V Group rights: V Read V World rights: V Read V	] Write ] Write ] Write		

The following project or folder properties are available in the General panel:

- Name: Shows the name of the project or folder.
- **Type:** Shows if the folder is a regular folder or a project.
- UUID: Shows the automatically generated UUID of the project or folder.
- **Path**: Shows the path of the project or folder within the data directory of the database.
- **Name:** Shows the name of the project or folder. To rename the project or folder, type a new name in the box.
- **Owner:** Shows the user that owns the project or folder. To reassign the project or folder to a new user, select a user from the list.
- Created: Shows the date and time when the project or folder was created.
- **Contains:** Show a summary of all objects within the selected projects/folders.
- Access Rights: Shows the access rights for the project or folder. To change the rights, enable/disable one or more check boxes (see <u>Managing Users and Groups</u>).

**Tip:** The labels of settings that have been modified will be colored red.

Properties for 'R&D_	Side' on server 'VizDbServer@localhost'
General	Add-Ons
Add-ons	Name: RD_Side
	Type: Project
	UUID: 202295EC-3A36-4534-98533569B4237084
	🚠 Text 🕏 Edit 🖣 XML
	Search: Dn Jp
	Match case? Match whole word?

The following project or folder properties are available in the Add-ons panel:

- Name: Project/folder name
- Type: Project or Folder
- UUID: Automatically generated UUID of the project or folder
- Text tab: Assigned add-ons as text
- Edit tab: Enables editing and assignment of add-ons

- XML tab: Assigned add-ons as XML
- **Search**: Search text within assigned add-ons

#### See Also

- Add-ons
- Item Properties

#### To delete a project or folder

- 1. Select the project or folder
- 2. Delete the project or folder:
  - Press <DELETE>, or
  - Right-click the project or folder and select **Delete**...

The <u>Action Log</u> opens (**Delete files...** window).

- 3. Click **Delete**.
- 4. Click Close.

**Note:** Only empty projects or folders can be deleted. Also, by deleting a project or folder from the Graphic Hub, the respective folder-links in the properties of the items will be deleted too.

# 5.5.3 Working with Files

This section contains the following procedures:

- <u>To create a linked file</u>
- <u>To create a duplicate file(s)</u>
- To move a file(s)
- <u>To overwrite a file</u>

#### To create a linked file

- 1. Select the desired file(s)
- 2. Drag the file(s) to the target folder and release.
- 3. The Action Log opens (Duplicate, Link or Move... window).
- 4. Click Link.
- 5. Click Close.

or

- 1. Select the desired file(s)
- 2. Create a linked shortcut:
  - Right-click and select Link (create shortcut), or
  - Press <CTRL+Y>
- 3. Select the target folder.
- 4. Link the file(s):
  - Right-click on the target folder and select Link here..., or

- Right-click in the folder area and select Paste...
- 5. The <u>Action Log</u> opens (Duplicate, Link or Move... window).
- 6. Click Link.
- 7. Click **Close**.

A link to the file is created in the destination folder.

Linking files has the benefit of saving disk space and therefore enhancing system performance. It is especially useful when a file is referenced in many places. For example, a station logo is best to be referenced as a link rather than duplicated in many locations.

### To create a duplicate file(s)

- 1. Select the desired file(s)
- 2. Press <CTRL> and drag the file(s) to the target folder and release.
- 3. The <u>Action Log</u> opens (Duplicate, Link or Move... window).
- 4. Click **Duplicate**.
- 5. Click **Close**.

or

- 1. Select the desired file(s)
- 2. Copy the selected file(s):
  - Right-click the file(s) and select Duplicate (copy), or
  - Press <CTRL+C>.
- 3. Select the target folder.
- 4. Duplicate the file(s):
  - Right-click on the target folder and select Duplicate here..., or
  - Right-click in the folder area and select Paste...
- 5. The <u>Action Log</u> opens (Duplicate, Link or Move... window).
- 6. Click **Duplicate**.
- 7. Click Close.

### To move a file(s)

- 1. Select the desired file(s)
- 2. Press <SHIFT> and drag the file(s) to the target folder.
- 3. The <u>Action Log</u> opens (Duplicate, Link or Move... window).
- 4. Click Move.
- 5. Click Close.

or

- 1. Select the desired file(s)
- 2. Cut the selected file(s):
  - Right-click the file(s) and select Move (Cut), or
  - Press <CTRL+X>.
- 3. Select the target folder.

- 4. Move the file(s):
  - Right-click on the target folder and select Move here..., or
  - Right-click in the folder area and select Paste...
- 5. The <u>Action Log</u> opens (Duplicate, Link or Move... window).
- 6. Click Move.
- 7. Click Close.

### To overwrite a file

A file can only be overwritten if it is in the same folder and of the same type.

- 1. Select the desired file.
- 2. Drag the file to the file to be overwritten and release.

**Note:** Source and target file must be of the same type.

- 3. The <u>Action Log</u> opens (Overwrite... window).
- 4. Click **Overwrite**.
- 5. Click **Close**.

# 5.5.4 Item Properties

.....

This section describes the available properties of each item.

#### To view the properties assigned to an item

- Double-click an item in the Explorer, or
- Right-click an item and select **Properties**.

This section contains the following topics:

- <u>General Properties</u>
- <u>Keyword Properties</u>
- <u>References and Link Properties</u>
- <u>Total Size Properties</u>
- Advanced Properties
- Item History
- Item Availability
- Item Add-ons

#### - X Properties for 'fireWave\_yellow' on server 'davidsserver@LOCALHOST' General 💿 General 👔 Keywords fireWave\_yellow Name: References and links IMAGE 😰 Total size Type: Advanced 4DE11B8C-8417-40 B History Availability Original name: fireWave\_yellow Add-Ons Owner: Admin Checked out by: Check out Locked by: Lock 61.94 KB (63,430 bytes) Size: 18 December 2012 12:13:10 Created at: Modified at: 18 December 2012 12:13:10 Modified by: Admin Folder links: 1 🧧 data\Vizıt\Images\Gradients (fireWave\_yellow) Link name: fireWave yellow User rights: V Read V Write Group rights: V Read Write World rights: V Read Write OK Cancel Apply

### **General Properties**

- Name: Shows the name of the item.
- Type: Shows the item type, for example material.
- UUID: Shows the UUID of the item.
- **Original name:** Shows the name of the item. To rename the item, type a new name in the box. If changing the name of an item that has more than one folder-link, only the name of this link will be altered. In other projects/folders, the name will not be changed.
- **Owner:** Shows the name of the user that owns the item. To reassign the item to a new user, select a user from the list.
- **Checked out by:** If the item is checked out, shows the name of the user that has checked it out. To check out the item, click the **Check Out** button. To check in the item, click the **Check In** button.
- Locked by: If the item is session locked, shows the name of the user that is working on it. To session lock the item, click the Lock button. To unlock the item, click the Unlock button.
- Size: Shows the size of the item.
- **Created at:** Shows the date and time when the item was created.
- Modified at: Shows the date and time when the item was modified the last time.
- Modified by: Shows the name of the user that modified the item the last time.
- **Folder links:** Shows the number of folder-links (number of projects/folders the item is placed in). The box below shows the paths to projects/folders where the item is linked.
- Link name: Shows the name of the folder-link. By default, the folder-link name automatically equals the item name.

• Access rights: Shows the access rights for user, group, and world. User refers to the owner of the item, group refers to all the members of the group the owner belongs to, and world refers to all database users.

#### See Also

<u>Managing Users and Groups</u>

### **Keyword Properties**

GHM F	Properties for 'fireWave_y	ellow' on server	'davidsserver@LC	CALHOST'		x
0	General	👔 Keywords	S			
	Keywords	Name:	fireWave yellow		~	<u> </u>
	Total size	Type:	IMAGE			
	Advanced	UUID:	4DE11B8C-8417-4	CAF-8B89DD715F	7A5563	<b>—</b>
	History					
	Availability Add-Ons					AII !
		Keywords:	0		Assignable keywords:	
		Name 🛆			Name 🛆	
				< Add		
				Remove >		
				Remove all >>		
				ОК	Cancel	Apply

- Name: Shows the name of the item.
- **Type:** Shows the item type, for example material.
- **UUID:** Shows the UUID of the item.

There is a search field for locating keywords and you can assign and remove keywords from the selected item. For more information, see <u>To assign a keyword(s) to an item</u>.

General	Refere	ences and links		
Y Keywords References and I	inks Name:	fireWave_yellow		$\sim$
Total size	Type:	IMAGE		
Advanced	UUID:	4DE11B8C-8417-4CAF-8B89DD7	715F7A5563	
History				
Availability	4 🛄 fir	eWave_yellow References (0)		
Add-ons	⊳ 🕻	File links (15)		
		-		

### **References and Link Properties**

- Name: Shows the name of the item.
- **Type:** Shows the item type, for example material.
- **UUID:** Shows the UUID of the item.
- **References**: Shows the items which are contained in the current item. For example, if you check the references for a scene, you will variously see images, geometries, etc., that are used in this scene. Drilling down, the references of the images show the images used in that item. And so on.
- **File links**: Shows the items where the current item is referenced. For example, with an image used in different scenes, all those scene will appear as file links.
- Folder links: Shows all folders where the same file is linked, i.e. all shortcuts.

# **Total Size Properties**

Properties for 'fireWave_y	ellow' on server	'davidsserver@LOCALHOST'		x
6 General	🗈 Total size	e		
<ul> <li>Keywords</li> <li>References and links</li> <li>Total size</li> <li>Advanced</li> </ul>	Name: Type:	fireWave_yellow IMAGE		
History Availability		4DE11B8C-8417-4CAF-8B89DD715	View by references	
	Total size:	61.94 KB	Sort by name	<b>_</b>
		ОК	Cancel	pply

- Name: Shows the name of the item.
- **Type:** Shows the item type, for example material.
- **UUID:** Shows the UUID of the item.
- Filters:
  - View by Reference or View by Size
  - Sort by Name, Size, Type and Name, Type and Size

The item's total size in KB, MB or GB is shown. Using the tree, you can see all the component parts and their respective sizes.

## **Advanced Properties**



- Name: Shows the name of the item.
- **Type:** Shows the item type, for example material.
- UUID: Shows the UUID of the item.
- **Checksum**: A server-generated value to detect duplicates and differences between similar items. Useful for importing and replicating and deploying items; when two items are very similar, you can use the checksum to determine whether to overwrite or allow a parallel instance.
- **Units**: The component units of an item. An item consists of multiple units that form part of the internal data. Used in troubleshooting.
- Attributes: Each unit has specific attributes describing it. Used in troubleshooting.

### **Item History**

Properties for 'fireWave_ye	llow' on server 'davids!	server@	LOCALHOST'			X
General	A History					
👔 Keywords	Name: fireWay	ve vellov	,		~	
References and links	Name. metva					$\sim$
Total size	Type: IMAGE					$\sim$
Advanced	UUID: 4DE11	B8C-841	7-4CAF-8B89DD	715F7A5563		Ι
History						
Availability	Date 🗸	User	Changes	Serial number	Module	Ven
Add-Ons	18/12/2012 12:13:11	Admin	ExternalCopy	-	Viz GH Manager	N//
	04/04/2012 13:07:45	Admin	Imported		N/A	N//
	19/03/2012 10:04:19	Guest	Imported		N/A	N//
	•		11			4
				ок о	Cancel	olv

- Name: Shows the name of the item.
- **Type:** Shows the item type, for example material.
- **UUID:** Shows the UUID of the item.

The item's transaction history is shown with columns for date, user, changes and serial number.

### **Item Availability**

If you are logged into multiple servers, you are able to check whether an item exists and is identical among instances.

<ul> <li>Properties for firewave.</li> <li>General</li> </ul>	yellow on serve	er davidsserv	er@LOCALHOST			
General     Keywords     Keferences and links     Total size     Advanced     History     Availability     Add-Ons	Availabi Name: Type: UUID: Modified at: Modified by: Checksum:	lity fireWave_y IMAGE 4DE11B8C 18/12/2012 Admin 83E93E048	ellow -8417-4CAF-8B89DD 2 12:13:10 5086EC0C	)715F7A5563	T	
	Availability on the other server(s) where logged in:           Refresh           Server         Modified at         M. by         Checksum					
				ОК	Cancel Apply	

- Name: Shows the name of the item.
- **Type:** Shows the item type, for example material.
- **UUID:** Shows the UUID of the item.
- Modified at: Last date and time modified.
- Modified by: Last user to modify the item.
- **Checksum**: The checksum indicates whether the item is the identical on every server.
- **Availability on other servers where logged in**: The availability of the same item on other servers where you are logged in. Even if the filename is different, if the UUID and checksum are the same, the item will figure in this panel, shown as OK.

## Item Add-ons

yellow' on server 'davidsserver@LOCALHOST'	×
🏇 Add-Ons	
Name:       fireWave_yellow         Type:       IMAGE         UUID:       4DE11B8C-8417-4CAF-8B89DD715F7A5563         mt       Text         Search:	
	yellow' on server 'davidsserver@LOCALHOST'          Image: Add-Ons         Name: fireWave_yellow         Type: IMAGE         UUID: 4DE11B8C-8417-4CAF-8B89DD715F7A5563         Image: Text       Edit         Image: Text       Edit         Image: Match case       Match whole word

- Name: Shows the name of the item.
- **Type:** Shows the item type, for example material.
- **UUID:** Shows the UUID of the item.
- Text tab: Assigned add-ons as text
- Edit tab: Enables editing and assignment of add-ons
- XML tab: Assigned add-ons as XML
- Search: Search text within assigned add-ons

#### See Also

• Add-ons

# 5.6 Add-ons Panel

The add-ons panel shows the following properties for all published Add-ons.

### Add-ons Panel - Text Tab



In the Text Tab, you can search for text within published add-ons. This search facility includes matching case and whole words. Text found is highlighted.
#### Add-ons Panel - Edit Tab



From the Edit Tab, you can assign, unassaign and edit published add-ons for currently selected and multiple items. For more information, see <u>To assign an add-on</u>.

### Add-ons Panel - XML Tab



In the XML tab, you can search for text within published add-ons. This search facility includes matching case and whole words. Text found is highlighted.

# 5.7 Journal Panel

From the Journal panel it is possible to search for journal entries and view their details. Journal entries are log files created according to various alert levels. The Journal is a good place to start for troubleshooting problems encountered. in Viz Graphic Hub.

#### **Journal Panel**

1 projec										
Journal										a ×
Journal	iter	a ×	VizDbServer@local	ost(Admin)		🔍 🕱   🎝 🍉 💌	8 M 1 P 2	Journal entry prop-	erties	a ×
Server:	VizDbServer@localhost(Admin)		Date 🗸	Application	Level	Subject		Server: VizO	oServer@localhost	
Applicat	any	~	6/9/2010 2:39:01 PM 6/9/2010 2:38:58 PM	SYSTEM	20	Action Log: Update Object Action Log: Update Object		Application: SYST	EM Date: 6/9/2	010 2:39:01 PM
UUID:	AAFD087D-0786-4672-802924258089A5E4							UUID: P AAF	00870-0786-4672-802924	258089A5E4
Date:	between v 12/ 9/2009 2:00 PM							Subject: Actio	n Log: Update Object	
Detaile	and 6/ 9/2010 3:00 PM							Description: An object has been	changed on Server.	
like:	viz									
not like:	image									
Alerts:	Filter by selected alerts?							Details:		
Le	/ Subject	^						Object information		
0	Action Log: Server Runtime Statistic							Name: Turne:	pPorNon01 SCENE	
10	Action Log: Create Object							Affected Files:	0	
20	Action Log: Update Object									
751	Information: Clenit connection state has been chang							User information:	142	
753	Information: Transmission of failover to client succes	-						SessionID:	254231467	
754	Information: Fallover confirmed from client.							Function:	UPDATE	
800	Warning: Hardware resource limit almost reached.							User:	Guest	
801	Warning: License will expire.							TCPIP:	169.254.1.10	
802	Warning: Client connection lost.									
809	Warning: System resource limit amost reached.									
820	Wanner Licence will evince	~								

The Journal Toolbar presents you with the following options:

#### **Journal Toolbar**

🕴 VizDbServer@localhost(Admin) 💦 🔍 🔍 💘 📣 🚱 🗐 🎒 🖆 😭

- **Search:** Performs a search for journal entries based on the parameters defined in the Journal Filter frame. See <u>To search the journal with filter settings</u>.
- Optimize search for export: If enabled, backup files with a huge number of journal entries will be optimized for export, by not containing all available information about these entries. See <u>Exporting Journal Entries</u>.
- **Import journal entries:** Opens a dialog box, from where it is possible to select an XML journal backup file to import. See <u>Importing Journal Entries</u>.
- **Export selected entries**: Allows you to export only the entries that you choose. See <u>To manually export journal entries</u>.
- **Backup task:** Opens the Configure Journal Backup Task window. See <u>To</u> <u>automatically export journal entries</u>.
- Switch to feed mode: Allows you to receive journal updates in real time. See <u>To</u> view a live feed of server activities.
- **Show/hide entry properties:** Shows/hides the Journal Entry Properties frame. See <u>To search the journal with filter settings</u>.
- **Show filter:** Shows/hides the Journal Filter frame. See <u>To search the journal with</u> <u>filter settings</u>.

# 5.8 Action Log

The Action Log is automatically activated when performing certain operations in Viz Graphic Hub Manager, for example duplicating/deleting items and projects/folders, or changing user rights.

📟 Delete files (on server 'VizD	bServer@BGO314W1')	
File	In	Info
Copy_of_Yellow	data/Default/Siren	Not yet processed!
Green	data/Default/Siren	Not yet processed!
MyMaterial	data/Default/Siren	Not yet processed!
Red	data/Default/Siren	Not yet processed!
••• Yellow	data/Default/Siren	Not yet processed!
٢	Ш	
Close this window automatically, if no	problems occurred?	Delete Cancel
Reuse this window for same actions?		
$\checkmark$ Do not insert entries that are already	in the list 🛛 🗹 Warn me about not insert	ed?
5 entries to be processed.		

The action to be performed will be shown in the window title, and an icon symbolizing the action will be shown below the file list. For example, a trash can icon is used if items or projects/folders should be deleted.

This section contains information on the following topics:

- Action Log Options
- Adding Elements
- <u>Performing the Operation</u>

# 5.8.1 Action Log Options

Certain options can be set in the Action Log:

- **Close this window automatically, if no problem occurred:** If enabled, the Action Log will be closed when the desired operation finishes successfully.
- **Reuse this window for same actions:** By dragging items or projects/folder onto the Action Log, the action will be performed on these elements too.
- Do not insert entries that are already in the list: Prevents adding duplicate entries.

**Note:** This option is only available if Reuse this Window for Same Actions is enabled.

• Warn me about not inserted: If enabled, when trying to add duplicate entries, a dialog box will notify that the duplicates will not be added.

**Note:** This option is only available if both Reuse this Window for same Actions and Do not Insert Entries that are Already in the List are enabled.

### 5.8.2 Adding Elements

To add additional items that the same action should be performed on, drag items from the <u>Explorer</u> or the search results onto the list of elements in the Action Log.

### 5.8.3 Performing the Operation

When the desired items have been added to the Action Log, click the button corresponding to the operation that should be performed.

File	In	Info
Copy_of_Yellow	data/Default/Siren	File deleted successfully

When the operation has been performed, the Action Log will provide feedback. If the operation has been successful, a check mark, is shown to the left of the item name. If the operation has failed, an X will indicate this. Status information in text form will also be shown in the Info column.

# 5.9 Customizing the Interface

The graphic user interface can be customized with your own layout in the workspace. Furthermore if a second instance of Viz Graphic Hub Manager is open, the layout in the first instance will not affect any others. The layout in every instance can be saved independently.

#### To save a layout

- Do one of the following:
  - Click View -> Layouts -> Save current layout.
  - Click the **Save** (or **Save as**) button in the layout bar.

If you don't save a layout, it will still open in the next session. If you do save it, you will have access to it from the drop-down/menu item should you make other changes and wish to revert back.

#### To load a layout

- Do one of the following:
  - Click View -> Layouts -> Load layout > <layout name>.
  - In the <u>Toolbar</u>, click the **Layout** button and select the pre-saved layout you wish to load.

#### To drag and drop a layout UI elements

1. Click the title bar of the element you want place and move it out by holding the left mouse button down and in any free direction.

📟 Viz GH Manager - us	ing Layout 'System-Clean (locked)'	×
Server View Tools Extra	Info	
108 🕰 🌲 🔊 Ado	ress:	
Туре:	👻 🚰 Layout: System-Clean (locked) 💽	
Servers and folders	# X         File         Size         Type         Modified at         Modified at         Owner         Add-Ons	×
	Search X V Use freetext search? Search P Freetext: Type: Search on checked servers only? Search in specified folder? Search by advanced properties? Search by selected keywords? Search by referenced/referencing files? Search by referenced/referencing files?	

Symbols indicating the possible target positions appear.

When a valid place is reached, that area is highlighted.

Tiz GH Manager - using Layo	ut 'System-Clean	(locked)'							- 6
Server Wew Tools Extra Info									
Address:			• Þ						
Type:	Ed Layout	System-Clean (locked)							
Servers and folders <b>9</b> X	i Fie /	Size Type	Modified at	Modified by Created at	Owner Ch	edied out by Looked by	Access rights No	tur I	Name: Type: UUDP The tot tot tot tot tot tot tot tot tot to
			Scart Vu Free Sa Sa Sa Sa Sa	Freetext search <sup>1</sup>	× Search				

2. Drop the element in the desired target position.

### To load a predefined look

1. Click Tools -> Edit Preferences.

Preferences	
General Startup Lock Locin Deploy Direct Copy Monitor servers Monitor servers Agents Deploy	✓ Isual appearance         Visual style:       Office2003         □ Docking Tab Colors?       Windows2000         Office2003       Visual Style:         Office2007Blue       Office2007Blue         Office2007Black       Office2007Aqua         Office2007Aqua       Set defaults
	OK Cancel Apply

The Preferences window is shown.

- 2. In the left panel, click **Look**.
- 3. From the drop down box, select a visual style.
- 4. Click **OK**.

### To add docking tab colors

Click Tools -> Edit Preferences.
 The Preferences window is shown.

E Preferences	
General Startup Look Deploy Direct Copy Monitor servers Agents Deploy Poploy	✓ Look         Visual appearance         Visual style:       Office2003         Docking Tab Colors?       Windows2000         Office2003       VisualStudio2005         Office2007Black       Office2007Black         Office2007Silver       Office2007Aqua
	OK Cancel Apply

- 2. In the left panel, click **Look**.
- 3. Check the **Docking Tab Color** check box.

4. Click **OK**.

When a series of elements are docked together, they appear as tabs.

🚯 Runn	ing deploy tasks 🛛 🐻 Scheduled deplo	y tasks 🛛 😨 Finis	shed deploy tasks				
Filter for	finished deploy tasks 🛛 📮 🗙			•   0	지 🕈 🖆 🖻 🖬 👘		
Server:	×	Date 🗸	Deploy agent	Name	Owner	Last known status	
Status:	Only unsuccessfully Only successfully Both						
Date:	anytime 🔽 7/ 4/2010 8:00 🗸						
Details: like:	and 7/ 4/2010 9:00 💌						
not like:	Hint: You may drag and drop an object onto the 2 fields above to have it's UUID added.						

### To change the color of a server tree

1. Click Tools -> Edit Preferences.

The Preferences window is shown.

🧬 General	🔎 Login		
Startup Startup Startup Scok Scok Scok Scok Scok Scok Scok Scok	General TCP Port used for Logins: Auto login Use Auto login? Protect Auto login with password? Confirm Auto login?	9395 (	Set default
Deploy	En-/disable servers for Auto login and	d change Auto lo	gin order:
	VizDbServer@localhost	Standard	Admin
	Vote: Use buttons to Dn. Bot. More: Use context me more options!	the left to change enu in the list of s	Auto login ervers for

2. In the left panel, click **Login**.

- M Preferences × 🧬 General 🔎 Login 🔎 Startup - General 🦗 Look 🥬 Login 19396 Set default TCP Port used for Logins: 🔎 Deploy Direct Copy Auto login - 🗿 Import 📃 Use Auto login? Monitor servers Set Password... 🔈 Warnings Protect Auto login with password? 🔎 Agents Confirm Auto login? - 🔊 Deploy En-/disable servers for Auto login and change Auto login order: Name Туре User Admin VizDbServer@localhost Standard VizGraphicHub@vizgh-m M six Remove selected... Del MAL-DEV@mal-dev Remove all Alt+E Move to top Move up Up Top Note: Use butto order. Use conti Move down Move to bottom Ctrl+4 Dn. Bot. more options! Text color in explorer... Alt+C Precheck availability of ser OK Cancel
- 3. Right-click a server and select **Text color in Explorer**.

- 4. Select a color from the color picker and click **OK**.
- 5. In the Preferences window, click **OK**.

#### To customize column layouts

- To move columns, click and drag left or right to the desired location.
- The following column options are available by right-clicking a column itself, or just to the right of all columns:
  - Remove column
  - Hide this column
  - Hide column <indicate column>
  - Display column <indicate column>
  - · Remove all non-mandatory columns
  - Display all columns
  - Size all visible columns

Column customization works for the Explorer, Search results, Journal, ServerDiff, Scheduled tasks, Action Logs, Running tasks and Finished tasks.

# 5.10 Importing and Exporting Viz Graphic Hub Manager Settings

All workstation-based customizations to the Viz Graphic Hub Manager, such as changes to any of the panels, column layout and visibility, as well as the user interface in general can be exported (and subsequently re-imported on another machine).

#### To export local Viz Graphic Hub Manager settings

- 1. From the main menu, click Tools -> Export settings (incl. layouts) to file.
- 2. Select a file name and location and click **Save**.

The settings are saved with a file extension of .vghms.

### To import local Viz Graphic Hub Manager Settings from another machine

- 1. From the main menu, click *Tools -> Import settings (incl. layouts) from file.*
- 2. Select a file name a file extension of .vghms and click **Open**.

# 6 Task Workflow

This section contains information on the following topics:

- <u>Server Observation</u>
- Working with the Journal
- <u>Searching</u>
- Importing External Images
- Exporting to a Viz 3.x Archive (\*.via)
- Importing a Viz 3.x Archive (\*.via)
- Importing Viz 2.x Data and Archives
- Locating Duplicates
- <u>Metadata</u>
- <u>Replacing Item References</u>
- Enabling Viz Graphic Hub for a Virtual Studio

# 6.1 Server Observation

- <u>Viewing the Monitor</u>
- Monitoring Active Sessions
- Monitoring Servers
- <u>Server Properties</u>
- Chatting with Artists
- <u>Server Notifications</u>
- <u>Monitoring Object Types</u>
- <u>Reporting</u>

# 6.1.1 Viewing the Monitor

The Terminals window provides an interface to view all online terminals within the network. A terminal is the physical machine where the Viz Graphic Hub Terminal application is running.

### **Terminals Window**

The second se	L company for		L
Terminal 🛆	Server Inro	Namingservice inro	Connection
BG0054W1	VizDbServer@BGO054W1:19396	BGO054W1:19396	Connected to termin
BGO144R	VizDbServer@BGO144R:19396	BGO144R:19396	Connected to termin
BGO159W2	VizDbServer@BGO159W2:19396	BGO159W2:19396	Connected to termin
BGO266W	VizDbServer@BGO266W:19396	BGO266W:19396	Connected to termin
BGO304L	VizDbServer@BGO304L:19396	BGO304L:19396	Connected to termin
BGO314W1	VizDbServer@BGO314W1:19396 +	BGO314W1:19396	Connected to termin
BGO427L	VizDbServer@BGO427L:19396	BGO427L:19396	Connected to termin
BGO427WW	VizDbServer@BGO427WW:19396	BGO427WW:19396	Connected to termin
BGOORANGE	VizDbServer@BGOORANGE:19396	BGOORANGE:19396	Connected to termin
BGOORANGE2	VizDbServer@BGOORANGE2:19396	BGOORANGE2:19396	Connected to termin
BGOSKOL2	VizDbServer@BGOSKOL2:19396	BGOSKOL2:19396	Connected to termin
BGOSKOR	VizDb@BGOSKOR:19396	BGOSKOR:19396	Connected to termin
BGOSSOLAPTOP	VizDbServer@BGOSSOLAPTOP:19396	BGOSSOLAPTOP:19396	Connected to termin
BGOVIZMSEQ	VizDbServer@BGOVIZMSEQ:19396	BGOVIZMSEQ:19396	Connected to termin
1	Ш		>

#### To open the Terminals window

- From the Main menu, select Server -> Terminals, or
- Press <F9>, or
- Press <CTRL+T>

The following columns are available:

- **Terminal:** Shows the hostname of the physical machine where the namingservice and/or server are installed. An icon represents the status of the server and namingservice:
  - 🛡 Both the namingservice and server are down.
  - U The namingservice is running, but the server is down.
  - Ü The namingservice is down, but the server is running.
  - Observe and server are running.
- Server info: Shows <Viz GH Server>@<Viz Graphic Hub Namingservice>:<port the naming service is listening to>. A plus sign "+" is added if you are logged into the server shown.
- **Namingservice info:** Shows <Viz Graphic Hub Namingservice>:<port the naming service is listening to>.
- **Connection:** Shows if Viz Graphic Hub Manager has a valid connection to the Viz Graphic Hub Terminal.
- Server: Shows the name of the server.
- **S. host:** Shows the hostname of the physical machine where the server is installed.
- **S. port:** Shows the port number the server communicates through.
- **S. up:** Shows if the server is running. This is also indicated by the icon in the Terminal column.
- S. in: Shows if you are logged into this server.
- Namingservice: Shows the name of the namingservice.
- **Ns. port:** Shows the port number the namingservice communicates through.

- **Ns. up:** Shows if the namingservice is running. This is also indicated by the icon in the Terminal column.
- **T. TCP-port:** Shows the TCP port number, which can be used to start the server remotely from Viz Graphic Hub Manager.
- Terminal host network IP: Shows the IP address of the Terminal machine.

The following additional options are available:

- Show single user servers on other computers: If selected, also shows servers/ namingservices in the network that are running in single-user mode (localhost).
- Advanced options: Opens the Terminals Advanced Options window. Alternatively, press <ALT+A>.
- **UDP-Port:** Defines the UDP port where Viz Graphic Hub Manager searches for Terminals.

**Note:** The UDP port must be the same as the port the namingservice is listening to. If no port number figures, go to the Viz Graphic Hub Terminal itself and check in the <u>Terminal Options</u> which UDP port you set there; Change it accordingly in the Manager's Advanced Options.

- **Timeout to receive answer from Viz Graphic Hub Terminals:** Defines how long the Viz Graphic Hub Manager should listen for Terminals before timing out. The value is set in milliseconds.
- **Refresh:** Updates the list. Alternatively, press <ALT+R>.
- Login: To log in to a server, select the desired server from the list, and then click the Login button. Alternatively, press <ALT+L>. This will open the Login window. See <u>Start Up with a Single Server Login</u>.

**Note:** It is not possible to log into a Viz Graphic Hub installation by remote in single-user mode (localhost) from other physical machines.

- **Start server:** If the server on a listed Terminal is not running, it is possible to start the server from this window. To do so, select the desired server from the list, and click the **Start Server** button. Alternatively, press <ALT+S>.
- Start namingservice: If the namingservice on a listed Terminal is not running, it is possible to start the namingservice from this window. To do so, select the desired server from the list, and click the Start Namingservice button. Alternatively, press <ALT+N>.

### 6.1.2 Monitoring Active Sessions

From the Active Sessions window it is possible to monitor all logged in users and active sessions. When faced with network or connection problems, checking active sessions can provide important clues. Likewise, performance problems in general are easy to spot in the Active Sessions window, since you can see hosts and servers. In sum, for a

good clue as to where to find connection, network and performance problems, look in the Active Sessions window.

ierveri iessionsi	SUPORTIGIST	PGHI(Admin) +	Running since: 56n, 33s Started at: 2012-04-16-08:12:5	17				Refresh interval	1	3 885.	
User 2	Host L., 2	Host name	Application (3)	Logged in since 21	Last activity before	Transaction count	No. of open files	No. of locked f	Login-Tirre		
Admin	30.211.1.91	1059101	18g GH Manager	30m, 25s	10m, 13e	377	0	0	08:37:45 (20	12-04-15)	
Adnin	30.211.1.91	WSPEH	Wz GH Manager exe	21m, 31s	345	370	0	0	08:47139 (20)	12-04-16)	
Admin	30.211.1.91	1052121	18z GH Manager ess	30m, 25s	35e	73.347	0	0	08:37:45 (20	12-04-15)	
Admin	30.211.1.91	WSPDH	Wz GH Manager exe	259, 315	25m, 386	41	0	0	08:47139 (20	(2-04-06)	
Admin	30.211.1.91	WSPEH	Wz GH Manager exe	30m, 24e	6m, 34e	202	0	0	08:37:46 (20	12-04-15)	
Adnin	30.211.2.147	SUPOHI	Wz GH Depkoy	435	-15	2.273	0	0	09/08/28 (20	12-04-16)	
Admin	33.233.2.347	5,591	'Hz GH Deploy Sche	53ey, 2e	35e	246	0	0	08:35:08 (20	12-04-16)	
Admin	30.211.2.247	SUPOHI	Wz GH Deploy Synch	48	48	7	0	0	09/08/28 (20	12-04-16)	
Admin	33.211.2.147	5.9911	18g GH Scheduler	55m, 58s	35e	120	0	0	08:13:31 (20	12-04-15)	
Admin	30.211.2.147	9,POHL	<b>Wz GH Terminal</b>	55m, 59s	361	1.291	0	0	08:13111 (20	12-04-16)	
×							_				
exation limits	800 connection	ns (System default)					м	offy			
ACCESSION 1								Fand			

#### To open the Active Sessions window

In Viz Graphic Hub Manager, click View -> Active Sessions.
 Alternatively, press <CTRL+E>.

The following options are available:

- **Server:** If logged in to more than one server, select which server to monitor from the Server list.
- **Running since:** Shows how long the selected server has been running, counting upwards in hours, minutes, and seconds.

**Tip:** The time relates to the system time on the server machine.

- Started at: Shows the time and date when the server was started.
- **Refresh interval:** Defines the interval for when information should be refreshed. It can be set to a value between one and ten seconds.
- **Message:** To send a message to all clients that are logged in to the selected server, type a text in the Message box, and then click the **Send** button.

The Sessions list shows detailed information about the sessions that are active on the selected server. The following columns are available in the Sessions list:

- User: Shows the name of the user that activated the session.
- Host: Shows the hostname of the machine that the session was started from.
- **Application:** Describes the application and operation that the session belongs to.
- **Logged in since:** Shows how long the user has been logged in to the server, counting upwards in hours, minutes, and seconds.
- Last activity before: Shows the last time an operation was performed in the session.
- No. of open files: Shows the number of files that are open in the system.
- No. of locked files: Shows the number of items that are session locked.
- Login time: Shows the time and date when the user logged in to the server.
- Last activity: Shows the time and date of the last time an operation was performed in the session.
- **Priority:** Set the priority of the sessions for the correct load balancing.
- Session rights: Shows the access (read/write) rights for the session.
- **Notifications:** Description used by the clients, for example to inform that items have been created.

# 6.1.3 Monitoring Servers

From the Monitor Servers window it is possible to view and analyze all servers that are currently logged in to.

🗣 Monitor servers					
VzDb@C3ISMS     VzDb@localhost'     VzDb@localhost'					
	Overview         Disk         Memory                • Disk             • Memory          Lised: 27.81.08          75.96          Total: 55.89.68          75.96          Total: 75.89.78          75.96          Total: 75.97          75.96          Total: 75.	tal: 1,527 MB te: 901 MB ed: 626 MB ed %: 41.00 %			
	Licence     Health     Activity       Expires:     Deedlocks:     0       Never.     Active sessions:     3       File opens:     0       Petalis     Files in memory:	ls: 193 ls/sec: 0.10 ak: 0.20 talls/sec 0.06 peak: 0.06			

#### To open the Monitor Servers window

- Click Tools -> Monitor Servers, or
- Press <F4>, or
- Press <CTRL+M>.

The left part of the Monitor Servers window lists all available servers.

The right part of the window shows details about one or more selected servers. If all the available servers are working within the desired parameters, this overview is hidden. If one or more servers are in warning state, the overview for these servers will open automatically.

#### To view server details

• Double-click the server in the <u>Overview</u> panel.

Alternatively, right-click the server, and select **Open Overview**.

• Select **Open All Overviews** to show details of all available servers.

#### Overview

The Overview frame shows a quick overview of all the parameters. A green light next to the parameter indicates that all systems are normal. A yellow light indicates that there are non-critical problems. A red light indicates that system limitations have been reached or there are serious errors.



The overview shows this basic information for the following parameters:

- <u>License</u>
- <u>Disk</u>
- <u>Memory</u>
- <u>Health</u>

- <u>Cluster</u>
- <u>Activity</u>

#### License

The License frame shows the status of the Viz Graphic Hub license.



The status shows license limitations or remaining number of days until the license expires. If your license expires, you will receive instant chat messages with increasing frequency to that effect.

#### Disk

The Disk frame shows the status of the currently used partition where the data directory is located on the hard disk of the physical machine.



The status shows total, used, and free disk space, and also the warning limit. If the free disk space reaches this limit, you will receive <u>Server Notifications</u> to this effect. The warning will also be logged in the <u>Journal Panel</u>.

The warning limit is defined in the Preferences window.

#### Memory

The Memory frame shows an overview of the physical memory of the server both in numeric values and over time.

Memory			
100 %		Total:	2 045 MB
75 %		Free:	1 144 MB
50 %		Used:	901 MB
25 %		Used %:	44,06 %
0 %			

#### Health

The Health frame shows various Viz Graphic Hub status parameters.

Health	
Deadlocks:	0
Active sessions:	28
File opens:	3,534
Files:	512,130
Files in memory:	0
Open transactions:	0

- **Deadlocks:** Shows the number of deadlocks in the system. Any deadlocks will necessitate the restarting of Viz Graphic Hub.
- Active sessions: Shows the number of current sessions.
- Files open: Shows the number of files that are currently open.

- Files: Shows the total number of files stored in the system.
- **Files in memory:** Under normal operating circumstances, this parameter should be either 0 or 1. Greater than 1 indicates locked files. In this case, see the procedures:
  - To restore corrupted files
  - <u>To restore Viz Artist after it crashes</u>
- **Open transactions:** These are transactions that need to be deployed to the other server in the replication environment. If the number is too high, stop working until it is back to zero.

#### Cluster

If you are logged into both main and replication servers, you are presented with a Monitor Servers screen that reflects this.



- Title bar: Each server's title bar shows its current status.
- Cluster: Shows if the cluster is connected and healthy.
- **Open transactions**: These are transactions that need to be deployed to the other server in the replication environment. If the number is too high, stop working until it is back to zero.

#### Activity

The Activity frame shows an overview of the server activity both in numeric values and over time.

Activity				
1,00			Calls:	90 597
			Calls/sec:	0,10
0,50			Peak:	0,30
	 ~		Ø calls/sec	0,35
0.00			Ø peak:	0,35

• **Calls:** Shows the total number of calls made my any application to the Viz Graphic Hub Server.

- **Calls/sec:** Shows the average number of calls per second.
- **Peak:** Shows the highest amount of calls during one second.
- Ø calls/sec: Shows the average number of calls during one second for the total run time of the server.
- Ø peak: Shows the highest amount of calls during one second for the total run time of the server.

#### **Server Details**

This window shows information about the projects/folders and items stored in the Viz Graphic Hub and loaded into the memory.

#### To view server details

• In the <u>Monitoring Servers</u> window, click the **Details** button.

An Monitor servers		
<ul> <li>VizDb@C31SMS</li> <li>VizDb@localhost</li> </ul>	So Monitor overview of server 'VizDb@localhost'	- 7 🗙
	Overview         Disk         Memory           Image: Disk         Total:         55.89 G8           Image: Disk         Used:         27.81 G8           Image: Disk         Used:         25.96           Image: Disk         0.95         0.95	otal: 1,527 MB ree: 901 MB ised: 626 MB ised %: 41.00 %
	Licence         Health         Activity           Expires:         Deadlocks:         0           Never.         Activite sessions:         3           File opens:         0           Files:         786           Details         Files in memory:         0	alls: 193 alls/sec: 0.10 eak: 0.20 ) calls/sec: 0.06 ) peak: 0.06

**Note:** Only users with administrator rights can access this window.

• From the **Refresh Rate** drop down box it is possible to set the interval of when the information should be updated.

• Selecting the **Show Functions** check box will show additional information used for debugging purposes.

Ductorence	etans of serv	ver 'Viz	
Preferences – Refresh rate:	60 seconds	Show	functions
Corrosiniacor		JHOW	
Total			
Projects:	777	Folders:	3 840
Files:	24 483		
FileType	Δ	Count	Megab
audio_c	LIP	616	379
BASE_FO	NT	848	203
FONT		2 562	984
GEOM		3 193	514
TIMAGE .		13 342	6 881
MATERIA	L	707	2
MATERIA	L_ADVANCED	7	0
SCENE		3 208	890
Memory			
Files:	24 483		
FileType	Δ		Count
📥 AUDIO_C	LIP		616
BASE_FO	NT		848
FONT			2 562
🛃 GEOM			3 193
🛃 IMAGE			13 342
MATERIA	L		707
-	L ADVANCED		7
MATERIA	_		

The Total frame shows the following information:

- **Projects:** Shows the total number of projects in the Viz Graphic Hub.
- **Folders:** Shows the total number of folders in the Viz Graphic Hub.
- Files: Shows the total number of items in the Viz Graphic Hub.

### 6.1.4 Server Properties

The Server Properties window shows the following types of information:

- General Server Information
- <u>Checksum Information</u>

#### To view server properties

ervers and folders		<b>→</b> # ×	File 🔺	Size	Туре	Modif	
Charles and folders	C Sea	rch	🚞 data		Project		
🖃 🗾 🔟 - VizDbServer@L							
🗄 📲 data		Open					
		Collapse					
		Expand completely					
		Collapse completely					
		New				+	
		Rename			Ctrl+I	R / F2	
		Search		Ct	rl+S / Ctrl+F	F/ F3	
		Move this			C	Ctrl+X	
		Deploy			C	trl+D	
		Check server 'VizDbServer@LOCALHOST'					
	•	Import from archive			Ctrl+Sh	ift+A	
		Disable server 'VizDbSe	erver@LOCALHOST' for Auto lo	ogin			
		Set text color for server	r 'VizDbServer@LOCALHOST'				
		Logout from server 'Vi	zDbServer@LOCALHOST'				
		Properties					

• In the Servers and Folders panel, right-click the server and select **Properties**.

### **General Server Information**

### **General Server Properties**



In addition to the server's name, type and version, general server information includes:

- <u>License</u>
- <u>Disk</u>
- <u>Memory</u>
- <u>Health</u>
- Server Details

#### **Checksum Information**

View the checksum when you want to compare two or more Viz Graphic Hub servers to see how identical they are. This is useful after having performed replication operations or when you have a real-time deploy agent. Identical servers will have a checksum of 00.

#### **Server Checksum Properties**

Properties for server 'VizD	bServer@LOCALHOST'		×
i General	🛐 Checksum		
Checksum	Name:       VizDbServerd         Type:       Standard         Version:       2.3.0.0         Total server checksum:         Folderstructure only:         Folderstructure only:         Folderstructure incl. file data:         File data only:         File references only:         Checksum on the server(s) wh         Folderstructure on the server (s) wh         Folderstructure on the server (s) wh         Folderstructure on the server (s) wh         Folderstructure on Fo	@LOCALHOST 8A844AF158E39CF7 A4B0DABFBD30DF95 9B38A859E683C120 F779E2854A2BCD3A C26846D527181474 ere logged in: <b>EFCV12FT</b> sksum (8A844AF158E39CF7) nly (A4B0DABFBD30DF95) icl. filedata (9B38A859E683C120) 79E2854A2BCD3A) nly (C26846D527181474)	Heath Disk Memory License Refresh
	The checksum calculation may	y take a long time depending on the database	e size!
		OK Cancel	

In addition to the server's name, type and version, checksum server information includes:

- License
- <u>Disk</u>
- <u>Memory</u>
- <u>Health</u>
- <u>Server Details</u>

Use the **Refresh** button to update the checksum information for the servers you are currently logged in to.

Checksum information includes:

- Total server checksum
- Folder structure (including file data)
- File data only
- File references only

Identical servers will have a checksum of 00.

### 6.1.5 Chatting with Artists

Users can communicate with each other while logged in to Viz Graphic Hub. This chat functionality is also used to receive global messages from Viz Graphic Hub, such as information about a system shutdown. The messages that are sent and received are saved throughout the session.

If your dongle expires or is otherwise invalid, you will receive messages in the chat panel with increasing frequency until you renew it.

**Tip:** The chat feature is available from both Viz Graphic Hub Manager and Viz Artist.

Messages (Chat)			
Servers, groups and users:	Messages:		
Global Message WzDbServer@localhost(Admin)	hello world <6/4/2010 2:14:04 PM> [VizDbServer@localhost->Server]: hello world (redirected from Administ	rator)	
		GHM	A new server message arrived!
	Type a message below and press 'ENTER' to send it to the selected server, group or user!		Click here to show the chat window

#### To open the chat panel

- Click View -> Messages (Chat).
- To hide the chat panel, perform repeat the step above, or
- Press <F6>, or
- Press <CTRL+H>.

**Note:** If receiving a message while the Chat panel is hidden, the panel will automatically open.

#### To send an instant message

- 1. Perform the procedure <u>To open the chat panel</u>.
- 2. Select the recipient from the left panel.
- 3. Type a message text in the box, and then press <ENTER>.

The message will then be sent to the defined Viz Graphic Hub Manager and/or Viz Artist user(s).

**Tip:** Messages sent to **Global Message** are delivered to everyone. Messages sent to a group are delivered to every group member currently logged in.

### 6.1.6 Server Notifications

The Viz Graphic Hub Server issues messages in the following scenarios:

- Viz GH needs administrative attention: If you get this message, see <u>Monitoring</u> <u>Servers</u>.
- License errors or expiration: If you get this message, see License.
- Low memory: If you get this message, see <u>Memory</u>.
- Low disk space: If you get this message, see <u>Disk</u>.

### 6.1.7 Monitoring Object Types

From this window you can view at a glance the object types on a selected server. Object types are scenes, images, geometry types, materials, fonts, etc.

#### To monitor item types

 Click View -> Object Types, or press <CTRL+B>, or <CTRL+F6>. The object types window is shown.

M Objec	t types on server 'VizGraphicHub@VIZGH-MOTH 🔔 🗖	×
Server:	VizGraphicHub@VIZGH-MOTHEF 💙	
Object		
Id	Name	Ĩ
1	Folder	1
2	Project	
47	MATERIAL	
<b></b> 48	SCENE	
<b>- 1</b> 9	IMAGE	
50	GEOM	
51	FONT	
<b></b> 148	BASE_FONT	
<b></b> 167	SHARED_MEMORY_MAP	
<b></b> 195	AUDIO_CLIP	
212	MATERIAL_ADVANCED	
	Close	
bjectType	es: 11	

2. If logged in to more than one server, select which database to monitor from the Server list.

Each object type is shown with its corresponding ID.

### 6.1.8 Reporting

Reports can be generated manually or automatically.

- Manual Exporting of Reports
- Automatic Exporting of Reports

#### **Manual Exporting of Reports**

Reports are essential troubleshooting tools whenever there is any kind of system error. Generating a report should be one of your first actions whenever you are engaged in finding a solution to a problem in Viz Graphic Hub.

To this end, you can also configure Viz Graphic Hub for the <u>Automatic Exporting of</u> <u>Reports</u> whenever there is an unexpected server shutdown.

**IMPORTANT!** In the reports folder, there is a file called SystemInfo.txt. Before sending this file anywhere, be sure to read it and delete any information contained therein that could compromise your company's security policy and interests.

#### To manually generate a report

1. In the Viz Graphic Hub Terminal, from the main menu, click **Report**. The report window is shown.

💷 Viz GH	Terminal - Report							X
Viz GH Data	a Directory C:\Co	py of VizGHD	ata\				Browse	
Show Pr	rocess List						, <u> </u>	_
PID	Name	Handles	Threads	WS(MB)	I/0 ROC(	I/0 WOC	I/0 OOC	~
6008	Photoshop.exe	272	6	88.0	2.0	0.0	60.0	
5960	BTTray.exe	172	11	7.0	0.0	0.0	3.0	
5920	ONENOTEM EXE	32	1	1.0	0.0	0.0	0.0	
5892	ctfmon.exe	71	1	3.0	0.0	0.0	0.0	
5852	WZQKPICK.EXE	49	1	3.0	0.0	0.0	0.0	
5836	g2mchat.exe	216	9	5.0	0.0	0.0	0.0	
5820	ISUSPM.exe	100	4	4.0	180.0	0.0	22.0	
5812	iTunesHelper.exe	361	11	29.0	0.0	0.0	1.0	
5776	skypePM.exe	248	7	22.0	4.0	35.0	19.0	~
<				)			>	
Show Sy	/stem info							
System :	Information:							^
-								3
	GH Cont	iguration	1:					
manager								
Pat]	h: C:\Program File	s\vizrt\V	/izGH 2.0∖M	lanager\				
sett	tings							
	explorer							
	general							
	ShowChat:	false						
	ShowActit	resessions	: Ialse					~
<	SPORPORT	I	- Fales				>	
Show Se	erver log							
Tue May	11 14:17:09 2010:	[0]-[1.0	SM(1)-TOM(	0)-0JM(0)	/CJM(0)]-[2.	1.2]-[3]-	[4]-[5]-[	~
Tue May	11 14:18:10 2010:	[0]-[1.0	SM(1)-TOM(	0) - 0JM(0)	/CJM(0)]-[2.	1.2]-[3]-	[4]-[5]-[	
Tue May	11 14:19:11 2010:	[0]-[1.0	SM(1)-TOM(	0)-0JM(0)	/CJM(0)]-[2.	1.2]-[3]-	[4]-[5]-[	
Tue May	11 14:20:12 2010:	[0]-[1.0	SM(1)-TOM(	0)-0JM(0)	/CJM(0)]-[2.	1.2]-[3]-	[4]-[5]-[	
Tue May	11 14:21:13 2010:	[0]-[1.0	SM(1)-TOM(	0)-0JM(0)	/CJM(0)]-[2.	1.2]-[3]-	[4]-[5]-[	
Tue May	11 14:22:15 2010:	[0]-[1.0	SM(1)-TOM(	0) - 0JM(0)	/CJM(0)]-[2.	1.2]-[3]-	[4]-[5]-[	
Tue May	11 14:23:16 2010:	[0]-[1.0	SM(1)-TOM(	0) - 0JM(0)	/CJM(0)]-[2.	1.2]-[3]-	[4]-[5]-[	
Tue May	11 14:24:17 2010:	[0]-[1.0	SM(1)-TOM(	0)-0JM(0)	/CJM(0)]-[2.	1.2]-[3]-	[4]-[5]-[	
Tue May	11 14:25:19 2010:	[0]-[1.0	SM(1)-TOM(	0)-0JM(0)	/CJM(0)]-[2.	1.2]-[3]-	[4]-[5]-[	
								×
<							>	
,						Export	Refred	
						Export		<u> </u>
							OK	

2. Click the **Export** button.

The Report Export window is shown.

🕮 Viz GH Termi	nal - Report Export 🛛 🕅 🕅
Output Directory	C:\VizGH_Reports\ Browse
Export will write s C:\VizGH_Report Logfiles and jourr C:\Copy of VizGH Journal backup fi Journal backup n	system information, journals and logfiles to: s\20100411-142812 nals will be taken from: Data\ les will be taken from: ot active
	Export to folder Export & Compress

- 3. Click the **Browse** button if you want to redefine the reports' destination folder.
- 4. Select one of the following options:
  - Click **Export to folder** to simply place the report files in the destination folder.
  - Click **Export & Compress** to zip the report files (for easier transferring) before placing them in the destination folder.

💷 Viz GH Term	iinal - Report Export	X
Output Directory	C:\VizGH_Reports\	Browse
Exported Succes	ssfully to: ts\20100411-142812	
Logfiles and jour C:\Copy of VizG	mals from: HData\	
Journal backup I Journal backup I	illes from: not enabled	
	done	
Please note: Compress the 'C exported' button Additional pleas in your company	::\VizGH_Reports\20100411-142812' folder pressing the ' n. e read the file SystemInfo.txt and remove all content whi /s security or privacy policy!	Compress ich could be claimed
	Open in Explorer Compress exported	ОК

- 5. Once the report has been exported, you have three options:
  - Open Windows Explorer to view it.
  - Compress the exported files (if you realize that they are too big).
  - Do nothing click **OK**.

#### **Automatic Exporting of Reports**

As well as the <u>Manual Exporting of Reports</u> containing errors, you have the option of setting Viz Graphic Hub Terminal to automatically export reports whenever an defined error occurs (such as unexpected server shut down).

#### To set up automatic exporting of reports

1. In Viz Graphic Hub Terminal, from the main menu, click **Options**.

2. Under the Viz Graphic Hub Terminal: Start & Shutdown Settings, check the Automatically export a report when Viz Graphic Hub Server has been unexpectedly shut down check box.

Start mode Viz GH Server port:				Set Default	Journal level: Warnings		•	
Namingservice only     Search instances:     Server only     Process priority:			2	Set Default Viz GH Terminal: E-mail settings mai				
Viz GH Cluster s	mode ettings				E-mail server:		Set Default	
📃 Enable timeo	ut settings				From:	VizGHTerminal@MAL-7	Test e-mail	
Server to Client	timeout (sec/10):		2	Set Default	To:			
Cluster timeout	(sec/10):		300	Set Default	Send e-mai	il after successful server start		
Cluster idle swit	chback time (sec):		15	Set Default	Viz GH Termina	al: Journal backup settings		
- CH Terminal: c	opperation settings				🔽 Enable jour	rnal backup		
DP nort:	19394 Set Defai	TCP port:	19395	Set Default	File:	E:\gh_data_directories\gh_54	fri Browse	
obal timeout	30 Set Defa	Connect timeout	15	Set Default	Filemode:	Open Truncate	•	
a CH Terminalı S	that 9. Chutdown catting				Show notifica	ation balloons		
Exit Terminal a	fter server shutdown	12						
Allow system k Windows shute	ogoff when server is up down when server is up	& running & running (terminate)						

3. Click **OK**.

# 6.2 Working with the Journal

The journal records all server activities. When faced with troubleshooting scenarios, the journal is a good place to search for clues. The activities logged in the journal are the creation, modification and deletion of objects in Viz Artist, as well as other information messages, warnings, errors and deploy task information.

- <u>Querying the Journal</u>
- <u>Exporting Journal Entries</u>
- Importing Journal Entries
- Configuring Email Notifications

# 6.2.1 Querying the Journal

This section contains the following procedures:

- To view the journal
- <u>To search the journal with filter settings</u>
- To view a live feed of server activities

#### To view the journal

- Click Server -> Administer journal entries, or
- Press <CTRL+SHIFT+F6>.
   The journal is shown in the bottom panel.

#### Journal

Journal				<b>▼</b> 8 ×
Journal fil	ter 🗸 🕈 X	VEZ-MAL(\$VEZ-MAL(\$dmin) - Q 😤 🔅 🔯 🐨 🔂 Journal en	intry properties	<b>▼</b> 8 ×
Server:	VIZ-MAL(IVIZ-MAL(Admin)	Date T Application Level Subject Serveri		
Applicat.:	any 💌	Applicati	tion: Date:	
UUED:		UUID: P		
Date:	anytime M 8. 6. 2010 09:00	Subject:	5	
Deska for	and 8.6.2010 10:00	Description	Rionc	
Ne:				
not like:				
Alerts:	Filter by selected alerts?	Detain:		

#### To search the journal with filter settings

- 1. Perform the procedure <u>To view the journal</u>.
- 2. In the Journal filter, from the Server drop down box, select a server.
- 3. Select an application. Your options are:
  - Any: Searches System and Viz GH Deploy.
  - **System**: Viz Graphic Hub Server. Any work done on Viz Graphic Hub will be logged in the system.
  - **Viz GH Deploy**: All <u>Direct Deploy Copy (DDC)</u> tasks, successful or failed, plus warnings and other pertinent information, are logged in the journal.
- 4. Optionally, enter a UUID of a folder or file.

**Note:** Adding a UUID to the search criteria may provide hints toward finding and resolving corrupted files. See the troubleshooting procedure <u>To restore</u> <u>corrupted files</u>.

- 5. From the **Date** drop down box, select *one* of the following options:
  - Anytime
  - **From**: Selecting this option will prompt you to also enter a beginning date and time.
  - **Until**: Selecting this option will prompt you to also enter an ending date and time.
  - **Between**: Selecting this option will prompt you to also enter a beginning and ending date and time.
- 6. In the **Details like** field, enter free text like name of the task, name of the agent, or any description that may figure in the task.
- 7. In the **Details not like** field, enter free text like name of the task, name of the agent, or any description that you want to exclude from the task search.
- Check the Alerts check box if you wish to filter by selected alerts.
   There are various <u>Action Log</u>s, information messages, warnings and errors to choose from.
- 9. Optionally, click the Optimize Search for Faster Export button.

10. In the Journal, click the Search button.

1 project				
Journal				a ×
Journal fi	iter	a ×	VizDbServer@localhost(Admin) 🔹 🔍 🕱 🔹 😜 😰 🔞 🖓 😭 🖽	Journal entry properties 0 ×
Server:	VizDbServer@localhost(Admin)	×	Date	Server: VzDbServer@locahost
Applicat.	any	~	6/9/2010 2:38:58 PM SYSTEM 20 Action Log: Update Object	Application: SYSTEM Date: 6/9/2010 2:39:01 PM
UUID:	AAFDD87D-0786-4672-802924258089A5E4			UUID: P AAFD087D-0786-4672-802924258089A5E4
Date:	between v 12/ 9/2009 2:00 PM			Subject: Action Log: Update Object
Details:	and 6/ 9/2010 3:00 PM			Description: An object has been changed on Server.
Mec.	viz			
and not like:	image			
Alerts:	Filter by selected alerts?			Details:
Le	/ Subject	^		Object information:
0	Action Log: Server Runtime Statistic			Type: SCENE
10	Action Log: Create Object			Affected Files: 0
30	Action Log: Oplate Object			Harris Informations
751	Information: Client connection state has been chang			Application: viz
753	Information: Transmission of failover to client succes	_		SessionID: 254231467
754	Information: Fallover confirmed from client.			Function: UPDATE
800	Warning: Hardware resource limit almost reached.			User: Guest
801	Warning: License will expire.			109.209.1.10
802	warning: caent connection lost.			
810	Warning: System resource limit amost reached. Warning: Doscible com shed File detected!			
820	Warning: Licence will evinine	~		
			2 journal entries found VirObServer@localbost(Admin)	

The search results are shown in the panel below. When one is selected, the details are shown in the panel to the right.

#### To view a live feed of server activities

- 1. Follow the procedure <u>To search the journal with filter settings</u>.
- 2. In the journal toolbar, click the Feed button.

Journal						a ×
Journal filter 0 ×	VizDbServer@localhost(Admin)	·   Q. K		0		Journal entry properties 0 ×
Server: VizDbServer@locahost(Admin)	Server	Date T	Application	Level	Subject Advice Less Service Bushiete Balietic	Server: VzCbServer@locahost
Applicat. any	VzDbServer@iccahost	6/9/2010 3:02:08 PM	SYSTEM	920	FATAL ERROR: License has expired	Application: SYSTEM Date: 6/9/2010 3:02:08 PM
	VizDbServer@localhost	6/9/2010 3:01:05 PM	SYSTEM	920	FATAL ERROR: License has expired!	LINDA D
UUID:	VizDbServer@locahost	6/9/2010 3:00:02 PM	SYSTEM	0	Action Log: Server Runtime Statistic	0010.
Date: and the ad that electron current	VizDbServeri@localhost	6/9/2010 3:00:02 PM	SYSTEM	920	FATAL ERROR: License has expired!	Subject: Action Log: Server Runtime Statistic
anyune (12) 9/2009 2:00 PM	VizDbServer@locahost	6/9/2010 2:58:59 PM	SYSTEM	920	FATAL ERROR: License has expired	
and 6/ 9/2010 3:00 PM	VizibServer@iccahost	6/9/2010 2:57:56 PM	SYSTEM	920	EATAL EDDOD: Licence has excited	Description:
Detais:	VicDhServeriBlocabodt	6/9/2010 2:56:53 PM	SYSTEM	920	FATAL FRROR: License has expired	Jerrer specific runnie moniacoro.
like:	VizDbServer@locahost	6/9/2010 2:55:50 PM	SYSTEM	0	Action Log: Server Runtime Statistic	
not like:	VizDbServer@localhost	6/9/2010 2:55:50 PM	SYSTEM	920	FATAL ERROR: License has expired	
The max	VizDbServer@iocalhost	6/9/2010 2:54:47 PM	SYSTEM	920	FATAL ERROR: License has expired	
Alerts: Filter by selected alerts?	VizDbServer@localhost	6/9/2010 2:54:44 PM	SYSTEM	802	Warning: Client connection lost.	Details
	Vi2DbServer@localhost	6/9/2010 2:53:59 PM	SYSTEM	30	Action Log: Delete Object	Dustine information:
	VizDbServer@localhost	6/9/2010 2:53:37 PM	SYSTEM	920	FATAL ERROR: License has expired	Service-Info: B(c: 4 a: 3 b: 4)
	VizDbServer@localhost	6/9/2010 2:53:27 PM	SYSTEM	751	Information: Client connection sta	Total Tweater 313
	VizDbServer@localhost	6/9/2010 2:53:27 PM	SYSTEM	751	Information: Client connection sta	Used-MemInfo: 44% (va: 2015 vt: 2047)
	VizDbServer@localhost	6/9/2010 2:53:27 PM	SYSTEM	751	Information: Client connection sta	Used-File-Info: 414 (r: 169 w: 245)
	VizDbServer@localhost	6/9/2010 2:53:17 PM	SYSTEM	10	Action Log: Create Object	Total-Requests: 7043 (6)
	VizDbServer@localhost	6/9/2010 2:52:14 PM	SYSTEM	920	FATAL ERROR: License has expired!	-HQL: 315 (s: 310 i: 0 u: 1 d: 0)
	VizDbServer@localhost	6/9/2010 2:52:03 PM	SYSTEM	751	Information: Client connection sta	-Search: 0 (ft: 0)
	VizDbServer@localhost	6/9/2010 2:52:03 PM	SYSTEM	751	Information: Client connection sta	
	VizDbServer@locahost	6/9/2010 2:52:02 PM	SYSTEM	751	Information: Client connection sta	Addtional information:
	VizDbServer@locahost	6/9/2010 2:50:57 PM	SYSTEM	0	Action Log: Server Runtime Statistic	nja
	VizDbServer@locahost	6/9/2010 2:50:56 PM	SYSTEM	920	PATAL ERROR: License has expired!	
	25 journal entries					

The journal is now updated in real time.

- **Green** entries are new journal entries.
- Yellow entries are warnings.
- Red entries are errors.
- Only the **Level** and **Subject** columns are colored in red or yellow when there are warnings and errors to report.

# 6.2.2 Exporting Journal Entries

There are two modes for exporting journal entries:

- To manually export journal entries
- <u>To automatically export journal entries</u>

#### To manually export journal entries

1. Follow the procedure <u>To search the journal with filter settings</u>.

2. In the journal, select the entries you wish to export.



**Tip:** Press <CTRL+A> to select all entries.

3. Right-click the selection and select **Export Selected**.

**Note:** You can also select **Export and Delete Selected** which will also free up disk space and increase performance.

You are prompted to select a location for the exported file.

4. Select the location, optionally enter a file name, and click **Save**.

#### To automatically export journal entries

1. Make sure that the Viz Graphic Hub Server is shut down via the Viz Graphic Hub Terminal.

2. In Viz Graphic Hub Terminal, click **Options**.

Start mode Viz		Viz GH Server port:	Viz GH Server port: Set Default			Journal level: Warnings		
Namingservice only     Search instar     Server only		Search instances:	tances: 2  Set Default		Viz GH Terminal: E-mail settings			
Start in safe	mode ettings		Process prioricy:	Normal	•	Enable e-mail E-mail server:		Set Default
Enable timeo	ut settings					From:	VizGHTerminal@MAL-7	Test e-mail
Server to Client	timeout (se	ec/10):		2	Set Default	To:		-
Cluster timeout	(sec/10):			300	Set Default	Send e-mai	l after successful server start	
Cluster idle swit	chback time	(sec):		15	Set Default	Viz GH Termina	I: Journal backup settings	
/iz GH Terminal: c	onnection s	settings				🔽 Enable jour	nal backup	
JDP port:	19394	Set Default	TCP port:	19395	Set Default	File:	E:\gh_data_directories\gh_54	Hfr Browse
lobal timeout seconds:	30	Set Default	Connect timeout in seconds:	15	Set Default	Filemode:	Open Truncate	•
/iz GH Terminal: S	itart & Shut	down settings:				Show notification	ition balloons	
Exit Terminal a	fter server	shutdown						
Allow system	ogoff when	server is up &	running					

- 3. Check the **Enable journal back up** check box.
- 4. Click **Browse** and select a location for the exported files to be saved.
- 5. Select a File Mode. Your options are:
  - **Open Truncate** All entries are saved to a single file. Newest entries are at the end.
  - New by Date A new file is created for each date.
  - Click OK.
- 6. Restart the Viz Graphic Hub Server.
- 7. Start Viz Graphic Hub Manager and log into the required server.
- 8. Perform the procedure to <u>To view the journal</u>.
- 9. In the journal toolbar, click the button to show the backup task configuration.



You are prompted to set the frequency of the automatic export.



- 10. Select the start date and time.
- 11. Select the frequency.
- 12. Click OK.

# 6.2.3 Importing Journal Entries

Exported journal entries can be reimported by other users for help with troubleshooting.

#### To import journal entries

- 1. Perform the procedure <u>To view the journal</u>.
- 2. In the journal toolbar click the Import Journal Entries button.

Journal							0 ×
Journal fil	ter	a ×	VizDbServer@localhost(Admin)	-		Journal entry properties	a ×
Server:	VizDbServer@localhost(Admin)	•	Date 🗸 Application Leve	Subject	Mart journal entries F6	Server	
Applicat.:	any	~				Application: Date:	
UUID:						UUID: P	
Date:	anytime V 6/10/2010 1:00 PM	×				Subject:	
Details: like:	and 6/10/2010 2:00 PM	×				Description:	
not like:							
Alerts:	Filter by selected alerts?					Details:	

You are prompted to select an XML file for import.

 Select the desired file and click **Open**. The file is loaded into the journal.

# 6.2.4 Configuring Email Notifications

You can arrange emails to be sent regarding specific types of journal entries. This type of journal information includes:

- <u>Action Log</u>
- Information
- Warnings
- Errors
- Deploy task information

The procedure involves enabling mail to be sent from the Viz Graphic Hub Terminal, and then configuring the which messages are to be sent and when in the Viz Graphic Hub Manager.

#### To enable email

- 1. If running, shut down the Viz Graphic Hub Server.
- 2. From the Viz Graphic Hub Terminal, click **Options**.

sta set i territinale s	and more lined.	i ije				Via GH JOUR A	satarys	
- Start mode Viz GH Server port:			Set Default	Journal levels Warnings		-		
Newingservice only Search instances:		2.	Cornel a le					
C Server only			·	- activation	Viz GH Terminal: E-mail settings			
🗌 Start in safe	node		Process priority:	Normal	-	Enable e-m	ai	
Via GH Cluster s	ettings					E-mail server:		Set Default
🗏 Enable time:	ut settings					From	VizGHTerminal SMAL-7	Test e-mail
Server to Clerri	timeout (se	s(10):		2	Set Default	Ter		
duster thread	(sec(10):			300	Set Default	E Send e-ma	after successful server start	
(Listericle asi	difierk lime	(96)		15	Set Default	Mz GH Termina	4: Tournal backup settions	
to (1) Tecroinal -	or a start or a	abitrar				🗷 Enebils jour	nel backup	
DP not:	19094	Set Default	TCP port:	19395	Set Default	File:	Erligh_data_drectoriesligh_54fr	Browse .
						n'encde:	Open Truncate 👻	
lobel timeout seconds:	SD	Set Default	Connect timeout in seconds:	15	Sot Dofault			
to Chi Tananinali i	there is the other					✓ Stewnstera	too balanta	
Exit Tormical :	start of SMUS When several	abut down						
E New output	and all vitro	converte un R	ancica					
Windows shaft	daan edian daan edian	server is up 5	n mina (terminate)					
The second second		server or ap o	National States		. de con			

- 3. In **Viz GH Journal settings**, select **All** from the Journal level drop down box.
- 4. Check the **Enable Mail** check box.
- 5. In the **Mail Server** field, enter your SMTP mail server.

**Note:** Popmail servers do not work.

- 6. In the **From** field, enter an email address from which the mails are to be sent.
- 7. In the **To** field, enter a valid email address to which emails are to be sent.
- 8. Click **OK**.
- 9. Restart the Viz Graphic Hub Server.

#### To configure the sending of emails

1. In Viz Graphic Hub Manager, click Server - Configure alerts.

MAL-DEV@N	AL-DEV(	Admin) 🔹 any 💌	Configure	
Appli	$\mathbb{A}$	Subject	Collect for	Send mail to
SYSTEM	0	Action Log: Server Runtime Statistic	1 week	admin@yourmail.com
SYSTEM	10	Action Log: Create Object	1 week	admin@yourmail.com
SYSTEM	20	Action Log: Update Object	1 week	admin@yourmail.com
SYSTEM	30	Action Log: Delete Object	1 week	admin@yourmail.com
SYSTEM	751	Information: Client connection state has been changed.	1 hour	yourmail@yourmail.com admin@yourmail.com
SYSTEM	753	Information: Transmission of failover to client successful.	1 hour	yourmail@yourmail.com admin@yourmail.com
SYSTEM	754	Information: Failover confirmed from client.	1 hour	yourmail@yourmail.com admin@yourmail.com
SYSTEM	800	Warning: Hardware resource limit almost reached.	1 day	yourmail@yourmail.com admin@yourmail.com
SYSTEM	801	Warning: License will expire.	1 day	yourmail@yourmail.com admin@yourmail.com
SYSTEM	802	Warning: Client connection lost.	1 day	yourmail@yourmail.com admin@yourmail.com
SYSTEM	809	Warning: System resource limit almost reached.	1 day	yourmail@yourmail.com admin@yourmail.com
SYSTEM	810	Warning: Possible corrupted File detected!	1 day	yourmail@yourmail.com admin@yourmail.com
SYSTEM	820	Warning: License will expire.	1 day	yourmail@yourmail.com admin@yourmail.com
SYSTEM	850	Warning: Server to server connection state has been changed.	1 day	yourmail@yourmail.com admin@yourmail.com
SYSTEM	852	Warning: Possible replication violation detected.	1 day	yourmail@yourmail.com admin@yourmail.com
SYSTEM	900	FATAL ERROR: Hardware resource limit reached!	20 minutes	yourmail@yourmail.com admin@yourmail.com
SYSTEM	901	FATAL ERROR: License has expired!	20 minutes	yourmail@yourmail.com admin@yourmail.com
SYSTEM	902	FATAL ERROR: System corruption detected!	20 minutes	yourmail@yourmail.com admin@yourmail.com
SYSTEM	909	FATAL ERROR: System resource limit reached!	20 minutes	yourmail@yourmail.com admin@yourmail.com
SYSTEM	910	FATAL ERROR: Corrupted File detected!	20 minutes	yourmail@yourmail.com admin@yourmail.com
SYSTEM	920	FATAL ERROR: License has expired!	20 minutes	yourmail@yourmail.com admin@yourmail.com
SYSTEM	960	FATAL ERROR: Connection to Server lost!	20 minutes	yourmail@yourmail.com admin@yourmail.com
SYSTEM	961	FATAL ERROR: Client connection lost!	20 minutes	yourmail@yourmail.com admin@yourmail.com
SYSTEM	962	FATAL ERROR: Replication violation detected!	20 minutes	yourmail@yourmail.com admin@yourmail.com
SYSTEM	963	FATAL ERROR: Failover transmission to client not successful!	20 minutes	yourmail@yourmail.com admin@yourmail.com
SYSTEM	964	FATAL ERROR: Client reconnect not successful!	20 minutes	yourmail@yourmail.com admin@yourmail.com
Viz GH Deploy	0	Runtime statistics	1 week	admin@yourmail.com
Viz GH Deploy	10	Deploy task finished successfully	1 week	admin@yourmail.com
Viz GH Deploy	20	Deploy task with warnings or errors	20 minutes	yourmail@yourmail.com admin@yourmail.com

#### The Alerts window is shown.

- 2. From the list, select one or more subjects about which you wish to be informed by email.
- 3. Click the **Configure** button.

The Configure Email window is shown.

Configure '	Action Log: Server Runtime Statis	itic' 🔀								
Subject: Action Log: Server Runtime Statistic										
Description:	Server specific runtime informations.									
Send mail to: 🔽	yourmail@yourmail.com < Ad Remove : Up Tor Dn. Bot	4 · · · · · · · · · · · · · · · · · · ·								
Collect for: 🔽	25 min.	QK <u>C</u> ancel								

- 4. From the drop down box in the lower-right corner, enter or select the address(es) to which the email alerts are to be sent.
- 5. At the bottom left, if you wish to override the default, enter an interval in minutes or select a pre-defined interval from the drop down box. Data will be collected and messages will be sent at this frequency.
- 6. Click **OK**.

**Note:** If you click **Cancel**, you can still save the mail for future use, without it actually being sent.

.....

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Messages to be sent now figure in the Alerts window.

# 6.3 Searching

The Viz Graphic Hub Manager's Search functions can search for items, folders or project on one or more servers.

Viz GH Manager - using Layout (mil docked)*						
nver View Tools Edge Info						
🔫 🔾 🍝 💩 Address 1/Jaka/ROOT-CIEANU	2		🖃 0 <del>1</del>	Type ALL	* 🛐 🖬 Search in: All Serv	tris Layo
arch 🗰 🕼	Name 7	Size	Турн	Date modified	Add-ons 'VGH-BEG-MAMA@VGH-BEG-MAMA'	a 🖸
Servers and faiders Q Search	2009		Project.		480	
Freetod w helvelice	2000		Project		ABC	
	2011		Project		123	
iftere: Everywhere (objects and add-one) .	2002		Project		Heledice	
Search on decked servers only					100.000.00111	*
Name Total					1. object J D-selected	
T min@30H@WES4 Standard					Name: Helvetica-Neue-LT-Arabic-45-Light-Bur-0	
https://www.ittice.com/action	* H				A Artest	ABC
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UP-BEG-CACEY@VGH-BIG-DADDY Repliced	Name (354)	Sze-06.1	Type	Server *	0001 196902226/11-976948/2020.092868/0	120
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	HelveticaNeue-LT-85-Hea	142,07 HB	FONT	V9+805-MA	Canada Ashadira	Relied
e seechin epechechicase	Li heiketizaneus-k-77-bdcr	397,32 KB	PONT	VI2-1-805-MA	300-UI IENELLO	(A) (ap)
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Image: Contract of the second seco	Helvetica-Neue-LT-Reabic	289,13108	PONT	VI2H80G-MA	Add-On: First Fideo Rub Neta Data	
	Helvetica-Neue-LT-Arabic	252,181/8	PONT	VGHEOGHAA =		
PELICTICA_NEUE	*			+	Title	*
4 0143E5	354 objects R8 folders 316 file	-0		1 object		

There are two types of searches available in the GH Manager, <u>To search with Free text</u> <u>searchVizBold</u> (which includes a <u>Quick SearchVizBold</u> ) and <u>Standard SearchVizBold</u>

If the search panel is not open, see <u>To view the Search panel</u>. Search results are shown in the Results panel and results can be filtered per server, if the search was over more than one server.

#### To view the Search panel

- 1. In the main tool bar click on *View -> Panes -> Search*.
- 2. Click on Search to open or close the Search panel.

This section contains information on the following topics:

- Free Text Search
- <u>Standard Search</u>
- Search String Syntax

• <u>Best Practices for Searches</u>

### 6.3.1 Free Text Search

The free text search searches for files, folders or projects and can include any or all of the these search strings (see <u>Search String Syntax</u>):

- File names
- Folder names
- File owners
- File UUID (if enabled in Viz Graphic Hub)
- File type (geometry, font, images, etc.)
- Assigned keywords

This section contains information on the following procedures:

- To search with Free text search
- Search by checked servers only

#### To search with Free text search

 In the Search panel (<u>To view the Search panel</u>) toggle the Name / Freetext field to Freetext.



- 2. In the **Freetext** field enter the search parameters (for best results see <u>Search</u> <u>String Syntax</u>).
- 3. In the **Where** drop down box, select where to search:
  - Everywhere (objects and Add-ons)
  - In objects (files and folders only)
  - In add-ons (metadata only)
- 4. If more than one server is open, click in the <u>Search by checked servers only</u> box to select the server or servers to be searched.

Note: If Search on checked servers only is checked than at least one server must be selected.

- 5. If only one server is open or selected, select which folder is to be searched, if required:
  - 1. Click in the Search in specified folder check box.
  - 2. Select the folder to be searched.
  - 3. Click in the **Search in Sub-folders** check box, if required.
- 6. Press <ENTER> or click on the search icon  $\square$ .

**Note:** To open or hide search criteria click on the  $\blacksquare$  icon, to the right of each search criteria.

#### Search by checked servers only

• If more than one server is open click in the Search on checked servers only and select the required server or servers to be searched.

Go to To search with Free text search.

**Note:** To search with all available search criteria, only one server can be searched at a time.

Note: If Search on checked servers only is checked than at least one server must be selected.

#### **Quick Search**

The Quick Search function gives a quick means to search for a file, folder or project.

#### To view the Quick Search bar

- 1. In the main tool bar click on *View -> Toolbars -> Quick search.*
- 2. Click on Quick search to open or close the Quick search toolbar.

#### To use the Quick Search function

- 1. In the Quick search tool bar click in the Servers drop down box and select the server or all servers to be searched.
- 2. In the text field enter the search string.
- 3. Press <ENTER> or click on the search icon  $\subseteq$  .

					_ <b>_ _</b>
14	Search in: All :	servers		💌 vizrt 💌 🔍	Layout: System-Clean (locked) 🔻
er	Checked out by	Locked by	Access righ	Add-ons 'davidsserver@DCO-PC'	<b>▼</b> 8 X
n			WWW		ß
				1 object / 0 selected	

# 6.3.2 Standard Search

The Standard search searches for files with more detailed search options. Search by one or a combination of different search criteria.

This section contains information on the following procedures:

- To search with Standard search
- Search by checked servers only
- Search by specified folder
- <u>Search by advanced properties</u>
- <u>Search by selected keywords</u>
- <u>Search by References</u>
- <u>Search by checked servers only</u>
## To search with Standard search

1. In the Search panel (<u>To view the Search panel</u>) toggle the Name / Freetext field to **Name**.



- 2. In the Name field enter name search parameters, if required.
- 3. From the **Type** drop down box, select the item type to be searched for.
- 4. Click on the check boxes to add search criteria as required:

**Note:** If more than one server is open or selected, only the <u>Search by</u> <u>advanced properties</u> criteria is available (see <u>Search by checked servers</u> <u>only</u>).

- <u>Search by checked servers only</u>
- Search by specified folder
- <u>Search by advanced properties</u>
- <u>Search by selected keywords</u>
- Search by References
- Search by checked servers only
- 5. Press <ENTER> or click on the search icon  $\square$ .

**Note:** To open or hide search criteria click on the  $\pm$  icon, to the right of each search criteria.

#### Search by checked servers only

• If more than one server is open click in the Search on checked servers only and select the required server or servers to be searched.

#### Go to To search with Standard search.

**Note:** To search with all available search criteria, only one server can be searched at a time.

Note: If Search on checked servers only is checked than at least one server must be selected.

#### Search by specified folder

- 1. Check the **Search in specified folder** check box.
- 2. Select a folder to search in.
- 3. If required, check the Search in subfolders check box.
- 4. If required, add more search criteria (To search with Standard search).
- <sup>5.</sup> Press <ENTER> or click on the search icon  $\subseteq$  to search.

## Search by advanced properties

- 1. Check the Search by Advanced Properties check box.
- 2. Enter search parameters as required:
  - **Size:** Searches for items that are either at least, at most, or between the defined size(s) in KB.
  - **Created:** Searches for items created either after, before, or between the defined date(s).
  - **Modified:** Searches for items modified either after, before, or between the defined date(s).
  - Use group instead of users: If selected, the next four options will apply to groups instead of users.

**Note:** Only registered users/groups will be available from the lists.

- **Owned by:** Searches for items owned by user.
- Modified by: Searches for items that was last modified by the defined user.
- Checked out by: Searches for items checked out by the defined user.
- Search by access rights: If selected, searches for items that have write permission either on user (UW), group (GW), or world (WW) level.
- 3. If required, add more search criteria (<u>To search with Standard search</u>).
- 4. Press <ENTER> or click on the search icon  $\subseteq$  to search.

## Search by selected keywords

- 1. Check the **Search by selected keywords** check box.
- 2. In the upper field enter the first characters of the keyword, or enter \* to list all available keywords.
- 3. A list of available keywords that match the characters will then show in the keywords list.
- 4. Select one or more keywords that match the search criteria.
- 5. Check or uncheck the **All** check box:
  - Checked: Search for Scenes or Geometries which contain all search items.
  - Not checked: Search for Scenes and Geometries which contain at least one of the search items.
- 6. If required, add more search criteria (To search with Standard search).
- 7. Press <ENTER> or click on the search icon  $\subseteq$  to search.

## Search by References

1. Check the Search by Referenced/Referencing Files check box.



2. Drag and drop an item or items into the drop area.

- rearrange and along along along a							
Server View Tools Extra Info							
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	Subes2	10.96×0	9CENE 36/04/20	13 09 (35 Guest	25		
Type: Any type *	grid_toir_gream	538-89 KB	24A02 08/04/00	13 23 24 Guest	35		
Search on checked servers only	grid_bvirf_orange	444.2648	3440E 08/04/20	03 30 (24 Guest	08	100 and	
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	824.82 12	DWGE VIZ	CE-HOTHER GALLES HO	20,04,0213 11103	Aire		
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	54.07 %2	BOOM YES	CE-HOTHER @AUDE-HO	39/04/0013 14:06	Age		
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🗆 Search in add-ons (instaduka) 💿							
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	01105		1	online species			

- 3. Make sure that the Reference check box is checked.
- 4. Check or uncheck the **All** check box:
  - Checked: Search for Scenes or Geometries which contain all search items.
  - Not checked: Search for Scenes and Geometries which contain at least one of the search items.
- 5. If required, add more search criteria (To search with Standard search).
- 6. Press <ENTER> or click on the search icon  $\bigcirc$  to search.

**Tip:** To remove items from the drop area, right-click the item and select **Remove Selected**.

**Tip:** To view a file in the drop area in the Explorer, right-click the desired item, and select **Open Containing Folder in Explorer**.

**Tip:** To open the Properties window for an item, right-click the desired item, and select **Properties**.

**Tip:** Use **Search by References to** search and replace Images or Fonts referenced by several Scenes or Geometries, with different Images or Fonts. For

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example, if a company logo changes, search for the image references, select each required Scene and replace the image (see <u>Replacing Item References</u>).

## 6.3.3 Search String Syntax

Free text search string syntax is very similar to the search string syntax of other comparable web search engines.

Example: zebra scene -project -folder

In the above example, the search will be conducted on any item names, item owners, UUIDs, item types, and keywords that include the string **zebra** and **scene**. This search *excludes* projects and folders, plus any of the other searched items that include the words **project** and **folder**.

Example: giraffe -image -geometry

In the above example, the search will be conducted on any item names, item owners, UUIDs, item types and keywords that include the string giraffe. This search excludes images and geometries, plus any of the other searched items that include the words image and geometry.

## 6.3.4 Best Practices for Searches

Viz Graphic Hub Manager's search capabilities are powerful enough to replace the need for browsing for items in the server tree. This is meant make your Graphic Hub work faster and easier.

For example, if you have just created a scene on your design cluster, and you know the scene name is **soccer**, just search for **scene soccer**. From the results, you can simply drag and drop it to deploy it to your playout Engine.

Another example using the search feature for cleaning up a server. If you have a complex tree structure, it may be cumbersome to find all the correct scenes you are looking for. You could create a new and elegant tree structure and then find all the scenes in the old one by searching by date and size. In this way, you can populate the new structure with relevant objects in a logical order, and easily get rid of items that are too old or too large, etc.

# 6.4 Importing External Images

You can import external images from Windows Explorer directly into the Viz Graphic Hub Manager. These images will then be available on all connected Viz Graphic Hubs.

It is recommended that you import images of sufficient quality to be worked on in Viz Artist. However, you do have the option to compress images when importing them.

## To import external images

1. Select one or more images in Windows Explorer.

- 🔤 Viz GH Mi 09 🔾 🎓 🔊 Address: 1: -> Root of VizDbSe - 1 UL 💌 💽 🕍 Layout: System-Default (as nd folders 🗸 🗸 Me 7 File / Size Type ated at ers and folders Q Search VizDbServer@localhost(Admir 8/25/2009 12:0 Default
   dpimage G → Libraries + Documents + Docset + GH + illu - 4+ Organize 🕶 👏 Open Share with 🕶 Print E-mail Burn New fo H • 🔟 0 Documents library 🔆 Favorites E Desktop Туре 10bjectTypeAudio 7/1/2010 8:28 PM PNG File 4 KB 7/1/2010 8:28 PM 7/1/2010 8:28 PM 7/1/2010 8:27 PM PNG File 10bjectTypeGeo 🗽 Recent F 10bjectTy 7/1/2010 8:29 PM PNG Fil 4 KB nelda 词 Librarie 7/1/2010 8:29 PM 7/1/2010 8:29 PM 7/1/2010 8:29 PM 7/1/2010 8:35 PM 7/1/2010 8:34 PM PNG Fi PNG Fi 4 KB 4 KB 4 KB 4 KB Doc J M NG File 8 S 20bjectStateCheck PNG Fil 1 20bjectStateLinked 7/1/2010 8:34 PM PNG Fil 4 K8 1 20bjectStateLocked 7/1/2010 8:35 PM PNG Fil 4 KB ActionLog 2/3/2009 1:34 PM PNG Fil 18 KB ə//) ils 🟆 /2/2010 3:08 PM PNG Fil 23 KB 21 KB 45 KB 13 KB 16 KB Artist 4 OS (C:) 30/2010 3:10 PNG Fi 5/30/2010 8:29 5/30/2010 8:38 PNG Fil PNG Fil 🖬 Neti 7/2/2010 5:53 PM PNG File AddOnsPanel 7/2/2010 5:54 PM PNG File 23 KB AddOnsPanel 7/2/2010 5:59 PM PNG File 19 KB 7/5/2010 4:33 PM PNG Fil 38 KR 0440 Size: 10.6 KB Date created: 12/14/2010 2:52 PM 3 ite n: Specify s: 16 x 16 0
- 2. Drag the selected images onto a folder in the right panel.

You are presented with the following options.

Import images	×
Image compression:	None 🔻
Overwrite existing	images (with same name)?
	1 item to import
	Import Cancel

- 3. Select the image compression. Your options are:
  - None
  - **Select automatically**: If the source image has an alpha channel, DXT5 will be used. If the source image does not have an alpha channel, DXT1 will be used.
  - **DXT1**: Works best on images without an alpha channel.
  - **DXT5**: Works best on images with an alpha channel.
- If you wish to overwrite any existing images in the target director that have the same name, check the **Overwrite existing images** check box.
   Otherwise, an extension to the file name will be added to the newly imported images.
- 5. Click **Import**.

## The <u>Action Log</u> appears.

Import external files (on server 'Viz	zDbServer@localho	st')		
Path	Name	Туре	Size	Target folder
C: \Users \Andre \Documents \Docs	1ObjectTypeAu	png	3.54 KB	data/clipImages
C:\Users\Andre\Documents\Docs	10bjectTypeFont	png	3.54 KB	data/clipImages
C: \Users \Andre \Documents \Docs	10bjectTypeGe	png	3.56 KB	data/clipImages
< <u> </u>				ŀ
Close this window automatically, if no r	problems occurred?		<b>6</b> th C	
Reuse this window for same actions?	sources occurred?		- 🤟 L	Import <u>C</u> ancel
Do not insert entries that are already i	n the list 🛛 📝 Warn	me about	t not inserted?	
3 entries to be processed.				

## 6. Click Import.

7. In the <u>Action Log</u>, click **Close**.

# 6.5 Exporting to a Viz 3.x Archive (\*.via)

You can export folders and/or files to Viz archive files (\*.via). These can be subsequently re-imported following the procedure for <u>Importing a Viz 3.x Archive (\*.via)</u>.

## To export to an archive

ervers and folders Servers and folders Servers and folders 1 - VizDbServer@ Comparison data Comparison Default Lippingane	✓ 및 Ocalhost(Admin)	<ul> <li>File A</li> <li>10bjectTypeAudio</li> <li>10bjectTypeFont</li> </ul>	
Gervers and folders 1 - VizDbServer@ data ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓ ↓	Q Search ocalhost(Admin)	10bjectTypeAudio	
- I - VizDbServer@ → → data → → Default ↓ dipIm	ocalhost(Admin)	10bjectTypeFont	
Default		I Disact LypeCoome	tev
		parx_ghhfd	uy
	Open		
	Expand		
	Expand completely		
	Collapse completely		
	New	۰.	
	Rename	Ctrl+R / F2	
	Search	Ctrl+S / Ctrl+F / F3	
	Move this	Ctrl+X	
	Deploy	Ctrl+D	
	Create deploy task	Ctrl+Z	
•	Export to archive	Ctrl+Shift+A	
0	Set owner	rve	rs)
6	Set access		
0	Delete	Del	
	Properties		

1. In the left panel, right-click the object to be exported and select Export to archive.

The following window is shown.

Export to	archive from server 'VizDbServer@localhost'	
Directory:	C: \Users\peh\Desktop\Viz GH Archives	Browse
Name:	clipimages	via
		Export Cancel

- 2. Click **Browse** to select a destination folder.
- 3. Enter a name for the archive.
- 4. Click Export.

# 6.6 Importing a Viz 3.x Archive (\*.via)

You can import an archive file directly into Viz Graphic Hub.

## To import an archive

- Wiz GH Manager Server View Tools Extra Info 📭 🔍 🚓 Address: 1: -> Root of VizDbServer@localhost • 🕨 Type: ALL 🔹 😰 🔝 Layout: System-Default (as last sa 🔹 🔻 🕂 🗡 📕 File 🛛 🛆 Size Type 🚍 data 📲 Servers and folders 🔍 Search Project □···**□** 1 - VizDbs Open 🗄 🔚 Default Collapse 🔤 clipImage Expand completely Collapse completely New . Rename Ctrl+R / F2 Search... Ctrl+S / Ctrl+F / F3 Move this Ctrl+X Ctrl+D Deploy... Check server 'VizDbServer@localhost'... Import from archive... Ctrl+Shift+A Enable server 'VizDbServer@localhost' for Auto login... Set text color for server 'VizDbServer@localhost'... Log off from server 'VizDbServer@localhost'... Properties...
- 1. In the left panel, right-click the target server and select **Import from archive**.

The following window is shown.

Import a	rchive to server 'VizDbServer@localhost'		_ 0	X
Directory:	C:\Users\peh\Desktop\Viz GH Archives	•	Brows	e
Name:	[Images.via	•	]	
🔲 Determin	e existing objects by same name instead of UUID?			
🔲 Overwrit	e existing objects?			
		Import	Cano	:el

- 2. Click **Browse** to select a source folder.
- 3. Select the archive.
- 4. To check for existing objects that exist with the same name (but a different UUID), check **Determine existing objects by same name instead of UUID**.
- 5. To overwrite objects that exist with the same UUID, check **Overwrite existing objects**.
- 6. Click Import.

## 6.7 Importing Viz 2.x Data and Archives

To use items from other data directories, they must be imported into the Viz Graphic Hub. In Viz Graphic Hub Manager, you can import either data directories or archives created with Viz Artist 2.x.

**Tip:** When importing single items from a data directory or an archive, referenced files will also be imported.

This section contains information on the following topics:

- Import Window
- Importing Data Directories
- Importing Viz 2.x Archives
- <u>Resuming a Cancelled/Crashed Import Operation</u>

## 6.7.1 Import Window

## **Import Window**

Import into MAL-DEV@MAL-DE	ξ¥'					
File						
Server to import to MAL-DEV(Admin)	Actions DIPORT Pause Cancel			No. of Instances: Show Instances?	Restart after: 200 Apply mout (n sec.): 600 Apply	1 main objects images
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Control of the sector of	Time Type File		See Dro			Images         GP           0         0,00%         Q           Materials         0         0,00%         0           Fonts         0         0,00%         0
Cl5_sport     Cl5_sport	Count: 0 Started: NJA	Running since: N/A			(Open log-file)	Geometries 0 0,00% 0 Somes 0 0,00% 0
a 🗋 📩 eieon 🛄	Process log				Log problems only?	0 0,00% 0
B-CC eltra	Time Type File		Size Message			Unknowns
Cotbal_b						0 0,00% 0 101AL 0 0,00% 0
						Images 0 0,00% 0
PILOT     PILOT     PILOT	Count: 0 Time left: N/A	Finished: N/A			Open log-file	Materials
Prosjekter	Imported Nes					0 0,00% 0
	Time Type File		Size Level Port Special Priority	Duration		Fonts 0 0,00% 0
						Geometries
VIDR1_50						50enes 0 0,00% 0 TOTAL
C	Count: 0 Ø duration: N/A	Ø size: N/A			Open log-file	0 0,00% 0
Creation of Iran structure from dek						

## 6.7.2 Expert Settings

In the upper-right corner of the <u>Import Window</u>, there are a number of optional Expert Settings that you can use during import operations.

## **Expert Settings**

Expert settings			
No. of instances: 2	Restart after:	200	Apply
Show instances?	Timeout (in	600	Annly
Overwrite existing files?			трру

- Expert settings: Select to enable expert settings.
- No. of instances: Number of import threads allows to run asynchronously.
- Show instances: Select to show all current import threads.
- **Overwrite existing files**: Select this option before starting the import operation if you want imported files to overwrite Viz 3.x files on the Viz Graphic Hub.

- **Restart after**: Enter a value representing the number of objects after which the import executable will restart.
- **Timeout**: If the import executable takes longer than the value specified here, the import operation will restart.

## 6.7.3 Importing Data Directories

If you wish to overwrite existing directories, enable this first in the Expert Settings.

## To import a Viz 2.x data directory

- 1. Click Server -> Import -> Viz 2.x data.
- Select a Viz 2.x data folder to import from, and click **Open**. The <u>Import Window</u> is shown.
- 3. Select the files you wish to import in the left panel.

🖃 🔽 💼 c:/acp_enterprise/viz!@	4
🛓 🖳 🧰 font	
😟 🔽 💼 geom	
🛓 🗌 🔂 image	
🛓 🖳 🧰 material	
🚊 – 🔽 🔂 scene	
🖃 🗹 🗂 ,,,,SOCCERDEN	
😟 🖳 💼 work	
🔽 🖪 lower	
🗾 🛃 man_ik	

#### 4. Click the **IMPORT** button.

You are prompted to select a directory to store resulting log files.

Specify import folder	×
The data will be imported into the folder si You must not change the name of this folo you want to run external control in 2.x mo	nown below. Ier as long as Ide.
Viz_2×	Modify
Convert all objects to lowercase?	
ОК	Cancel

- 5. Click **Modify** and select a directory.
- 6. Select the **Convert all objects to lower case check box**. This gives full Viz 3.x compatibility with Viz Artist and Viz Trio.
- 7. Click **OK**.

Depending on the size of the directory, the import process may take some time. The import window keeps you updated of progress.

## 6.7.4 Importing Viz 2.x Archives

You can import Viz Artist 2.x archive files (\*.eva) into a Viz 3.x system using Viz Graphic Hub Manager.

#### To import a Viz 2.x archive

1. Click Server -> Import -> Viz 2.x archive(s) to import entire archive(s);

Click Server -> Import -> Viz 2.x archive(s); click Server -> Import -> Manually selected Viz 2.x archive(s) to import individual files from one or more archives.

- For automatic, select a folder housing archives to import, and click **Open**;
   For manual, select an .eva archive file, and click **Open**.
   The <u>Import Window</u> is shown.
- 3. Select the desired files from the left panel.



4. Click the **IMPORT** button.

You are prompted to select a directory to store resulting log files.

Specify import folder	×
The data will be imported into the folder You must not change the name of this for you want to run external control in 2.x i	shown below. older as long as mode.
Viz_2x	Modify
Convert all objects to lowercase?	
ОК	Cancel

- 5. Click Modify and select a directory.
- 6. Select the **Convert all objects to lower case check box**. This gives full Viz 3.x compatibility with Viz Artist and Viz Trio.
- 7. Click **OK**.

Depending on the size of the directory, the import process may take some time. The import window keeps you updated of progress.

## 6.7.5 Resuming a Cancelled/Crashed Import Operation

If an error occurs and the import procedure crashes, or the import is cancelled, it is possible to resume from where the import ended.

When an import operation is not carried through correctly, an import backup file will automatically be created. This backup file is used to resume the import procedure.

**Note:** As the log file for an import is created on the hard disk of the physical machine, the import can only be resumed on the machine it has been cancelled on.

## To resume a cancelled/crashed import operation

- 1. Click Server -> Import -> Resume from cancelled or crashed import.
- Select a backup file to import, and click **Open**.
   The <u>Import Window</u> is shown.
- 3. Click the **IMPORT** button.
- 4. Click **OK**.

Depending on the size of the directory, the import process may take some time. The import window keeps you updated of progress.

**Tip:** If resuming from a crashed import, check the selection of items to prevent the crash from happening again. Also, it is possible to automatically start the import when resuming, by enabling this option in the <u>Preferences</u> window.

## 6.8 Locating Duplicates

When items are copied from one project or folder to another (as occurs with the procedures <u>To create a linked file</u> and <u>To create a duplicate file(s)</u>), the copy will exist as a duplicate of the original item. As long as neither the original item nor the copy is modified, they will remain duplicates, since the checksum of both objects is the same.

Tip: The items can be renamed, and still remain duplicates.

#### To locate the duplicates in Viz Graphic Hub

- 1. Click View -> Duplicates, or press <CTRL+N>, or <CTRL+F5>.
  - The duplicates window is shown.



The duplicates window lists all the duplicates in the selected server, sorted by the names of the items. If duplicates carry different names, this will also be shown.

- 2. Right-click a duplicate for more information about it. This will open a menu with the following options:
  - **Open Containing Folder in Explorer** Jumps to the project or folder in the <u>Servers and Folders Panel</u>, where the selected item is placed.
  - **Properties** Opens the <u>Item Properties</u> window, which shows detailed information about the selected item.

**Caution:** It is only possible to view the items in the Duplicates window, not delete them. Delete duplicates with great caution as it will almost certainly bring about the misplacement or loss of work of the various users on a server. It is recommended that you only delete duplicates when you are the only user of a Viz Graphic Hub on a localhost, to save disk space.

## 6.9 Metadata

Viz Graphic Hub supports keywords and add-ons that work like metadata to help you to dynamically organize your files better and enhance search capabilities.

This section contains information on the following topics:

- <u>Keywords</u>
- <u>Add-ons</u>

## 6.9.1 Keywords

Keywords can be assigned to files to enhance the search capability. Up to 20 keywords can be assigned to a file. Keywords can be seen in the keyword window.

This section contains information on the following procedures:

- To open the Administer Keywords window
- To view files which use a selected keyword(s)
- <u>To create a keyword</u>
- <u>To delete a keyword(s)</u>
- To assign a keyword(s) to an item
- To assign a keyword(s) with the file context menu
- To remove a keyword(s) from an item
- To remove a keyword(s) with the item context menu

## To open the Administer Keywords window

- Click Tools -> Administer Keywords, or
- <CTRL+K>, or

## • <CTRL+F10>

VGH-BIG-MAMA@VGHH	BIG-MAMA(Adı 🔻		Get files containing the	e selected keyword(s)
eywords:			Files containing the selected keyword(s	):
Keyword 🕗	No. of obj.	<u>N</u> ew	Name	Type
_VIZ_STUDENT_	3	Dopomo	DelayMeter	SCENE
Reflections	104	Fengine	CopyTextureNG	SCENE
structure	0	Delete Refresh	alpha_tiny	IMAGE

## To view files which use a selected keyword(s)

- 1. Open the **Administer Keywords...** window (see <u>To open the Administer</u> <u>Keywords window</u>).
- 2. Click on a keyword(s).
- 3. View the files which used the selected keywords:
  - Click on Get files containing the selected keyword(s), or
  - Right-click selected keywords and click on Get assigned files, or
  - Double click a selected keyword
- 4. All files assigned with the selected keywords show in the right side panel.

## To create a keyword

1. Open the **Administer Keywords...** window (see <u>To open the Administer</u> <u>Keywords window</u>).

Server				
VGH-BIG-MAMA@VGH	-BIG-MAMA(Dav 👻		Get files containing	the selected keyword(s)
leywords:			Files containing the selected keywo	rd(s):
Keyword 🕗	No. of obj.	New	Name	Туре
#hallo	0			
_VIZ_STUDENT_	3	Rename		
hallo du	1	Delate		
hehe	0	Deele		
hello dolly	1			
huhu	0	Refresh		
Reflections	104			
structure	0			
New Keyword	0			
		Close		

2. Click the **New** button. In the left panel, a new keyword is created.

3. Enter a name for the new keyword.

**Note:** If the keyword name entered is not a valid name, a prompt window will open to provide a valid name based on the entered name.

.....

4. Press <ENTER>.

#### To delete a keyword(s)

A keyword can only be deleted if it is not assigned to a file or folder. Look in the **No. of Obj.** field to see how many files or folders the keyword(s) are assigned to.

**Note:** If multiple keywords are selected, only the keywords with no assigned files or folders will be deleted.

- 1. Open the **Administer Keywords...** window (see <u>To open the Administer</u> <u>Keywords window</u>).
- 2. In the left panel, click on the keyword(s) to delete.
- 3. Click the **Delete** button.
- 4. Click **Yes** in the delete confirm window.

#### To assign a keyword(s) to an item

1. Right-click a file in the File panel to open the file context menu.

2. Click **Properties**...

ver View Tools Extra Info						
🔍 🔿 🔝 Address: 1:\data\clipIr	nages					• 0e Type:
ers and folders	4 🔛	Name 🔥		Size	Туре	Date modifi
Servers and folders		04		9.86 KB	IMAGE	06/02/2013
1 - VGH-BIG-MAMA@VGH-BIG-MAMA(David_	c)		26_Dmax	468.84 KB	IMAGE	10/02/2013
🔺 🚞 data		Abenen	Channes income	45 EC 100	BULCE	00000001
Assignment_2		Add	Show as icons			01
Assignments		Adr 🗸	Show projects/fo	olders		01
Default		auc	Open			01
Stereo		Bar				01
SUPGH1		BBL	New			+ b1
Viz_2x		BBL	Persona		0	01
Vizrt-Quality_Assurance		E BBL	Nename		ci	01
Vizit_Exhibitions		🛄 BBL	Search in 'clipIm	ages'	Ctrl+S/Ct	rl+F / F3 01
Vizit Uniages		🛄 BBL		-		01
Vizrt Local Backups		BOI	Link (Create sho	rtcut)		Ctrl+Y 01
Vizrt_Product_Specialists		DTL	Move (Cut)			Ctrl+X 01
Vizrt_Research		Enc	Duplicate (Copy)	)		Ctrl+C 01
Vizrt_Research_Developement		em				01
Vizrt_TestContent_OnlyInternal		L ch	Deploy			Ctrl+D 01
cipimages		INC	Create deploy ta	ck		Ctrl+Z 01
b Screenshots		INF	create acproy ta	28.00		01
VizCuriousMaps		💶 Joh 🔍	Export to archive		Ctrl+	Shift+A 01
		Liq. 👧	Set owner			01
			Set access			01
		🔤 nor 👔	Add keywords			01
		🛃 nor 👝	Remove keyword	ds		01
		<b>0</b> 05_	Replace reference	**		01
			neploce reference			01
		Ser 8	Check out			01
		Scr 🔗	Check in			01
		Scr 📀	Lock			01
		🔟 Scr 👴	Unlock			01
		sof 👝	Dalata			01
		🔟 suc 💙	Delete			01
		🛄 sup	Delete everywhe	re else		01
		syn	Verify/restore			01
		VID				01

3. Click on **Keywords**, in the **Properties for <file name>** window that opens.

Properties for 'Abspann_'	on server 'VGI	I-BIG-MAMA@VG	H-BIG-MAMA'	
General	👔 Keyword	s		
Keywords	Name:	Abspann_		
D Total size	Туре:	IMAGE		
Advanced	UUID:	4E54CD9C-7BA5-	431C-86E8390C610	ID7A3C
History     Availability				(Charm A)
Add-Ons				Show Ai
	Keywords:	0	1	Assignable keywords:
	Name 🛆			Name /
			< Add	
			Remove >	
			Descus elless	
			Remove all >>	
			OK	Cancel Apply

- 4. Select/find a keyword(s) to assign to the file:
  - 1. Enter a keyword name in the search box.
  - 2. Click on **Search**.

**Tip:** Wildcards such as **\*** or **?** can be used in the keywords search string.

#### or

- Click **Show All** to see all available keywords.
- 5. Click a keyword, in the Assignable keywords panel, to select it.
- 6. Click the **< Add** button.

**Note:** Up to 20 keywords can be assigned to one file.

7. Click **OK**.

#### To assign a keyword(s) with the file context menu

To assign a keyword(s) with the file context menu is better for on-the-fly keyword additions, but does not show any other data about the keyword(s) which are assigned.

- 1. Right-click a file in the File panel to open the file context menu.
- 2. Click Add keywords...
- 3. Search for available keywords:
  - Type the name of a keyword, or

**Tip:** As the keyword name is typed a list of keywords will show.

- Type \* to show all available keywords
- 4. Click on the required keyword(s).
- 5. Click on Add...
- 6. Click **Add** in the Add keywords... window.
- 7. Click Close.

#### To remove a keyword(s) from an item

With this procedure a keyword(s) is first selected then the file(s). The advantage to that method is greater visibility of information regarding each keyword and where it is used.

- 1. Open the **Administer Keywords...** window (see <u>To open the Administer</u> <u>Keywords window</u>).
- 2. Click on a keyword(s) in the list of available keywords.
- 3. View the files which used the selected keywords:
  - Click on Get files containing the selected keyword(s), or
  - Right-click selected keywords and click on Get assigned files, or
  - Double click a selected keyword

All files assigned with the selected keyword(s) show in the right side panel.

- 4. Right-click on the file(s) from which the keyword is to be removed.
- 5. Click **Remove keyword(s)**.
- 6. Click **Remove...** in the **Remove keywords from <file name>...** window.
- 7. Click Remove in the Remove keywords... window.

## 8. Click Close.

## To remove a keyword(s) with the item context menu

To remove a keyword(s) with the file context menu is better for on-the-fly keyword removal, but does not show any other data about the keyword(s) which are to be deleted.

- 1. Right-click a file in the File panel to open the file context menu.
- 2. Click **Remove Keywords**...

Servers and folders Search	/ 91	a Tuna Modifier	at Modified by	Created at	Ouper	Checked out by	Locked by	Access rights No.	
B 1 - VizDbServer@localhost(Adr data	ss_ø(1) 3.85 K	B TMAGE B125/20 Show as icons Show projects/folder	19.25-25-27 Guest	3/9/2009 3:04:57 PM	Guest	Checked out by	200,000 09	Utw Gtw Wtw 2	
Office of the second seco		New		,					
CuriousWorldM		Rename	Ctrl+R / F2	-					
RealityCheck     GS		Search	Ctrl+S / Ctrl+F / F3						
		Link (Create shortcu Move (Cut) Duplicate (Copy)	Ctrl+Y Ctrl+X Ctrl+C						
		Deploy	Ctrl+D						
		Create deploy task.	Ctrl+Z						
		O Set owner							
		Set access							
Aessages (Chat)	!	Remove keywords			_		_		_
Servers, groups and users:	Messages:	Replace references.			_				_
Global Message Gib VizDbServer@localhost(Admin) Gib 👸 Administrator		S Check out O Check in							
		😨 Lock 😌 Unlock							
		O Delete here Delete everywhere e	Del Ise						
		Properties							



- 3. Select the keyword(s) to be removed
- 4. Click **Remove...**.
- 5. Click Remove in the Remove keywords... window
- 6. Click Close

## 6.9.2 Add-ons

Add-ons are a solution for creating templates to assign custom metadata to objects in the Viz Graphic Hub. This provides another dimension to for searching, tagging and organizing objects. Add-ons work similarly to <u>Keywords</u> but are actually more extendible.

Add-ons are administered from the Add-ons window. They are assigned from the Add-ons Panel.

## Add-ons Window

The Administra add-one	
Add-on: 🔹 🔛	SPERIOSPERATE · · ·
Film In York Man defined *	hane
Pike by stop: (balt +	
r (f) s reprode s record s record	
	XIA. * 🖬
	🕑 Show mane human readable version
Paperies # 🖬	â
Dio addrenompetites to deplay!	
(2)the final group where its display (	

## **Add-ons Panel**

Add-ons 'SUPGH1@SUPGH1'	<b>→</b> # ×
Viz_Brandi	E
1 object / 1 selected	
Name: Viz_Branding_pallet_GRN_01b	
Type: IMAGE	
UUID: CACB9057-A872-4C9E-86DB6B2694E9827A	R I
👬 Text 🦻 Edit 🖣 XML	
Search:	DnUp
Match case Match whole word	

Each add-on can have several entries. Entries can be numbers, strings, UUID, date and XML (for use by external applications). Each entry also has a Proposal, which will set out the options for the add-on in an eventual drop down box. You can also add informational text for a tool tip, which will be shown when you mouse over the region of its name in the add-ons window.

One use case for add-ons is approval states. You can create an add-on with the parameters of **Draft**, **Pending**, and **Approved**. If an art director does not want any scene on the design cluster to be make it to the playout engine, he can use the <u>Searching</u> functionality to take all new scenes, assign the add-on, and then only deploy scenes that he has personally approved to the playout engine.

This section contains information on the following procedures:

- To create a new add-on
- To create an Add-on group

- <u>To publish an Add-on</u>
- <u>To filter add-ons by stage</u>
- To Sort Add-ons and Add-on Groups
- To assign an add-on
- To retire an add-on

## To create a new add-on

- 1. Open the Viz Graphic Hub Manager
- 2. Open the Administer add-ons window:
  - Click Tools -> Administer add-ons..., or
  - Press <CTRL+SHIFT+F8>
- 3. Open the **Create add-on** window:
  - In the Administer add-ons window click the Create new add-on... button
     , or
  - Right-click in the Add-ons quadrant and select Create new add-on..., or
  - Click in the Add-ons quadrant and press <CTRL+1>

🏧 Create add	-on					23
Name:						
Group:	<ungrouped></ungrouped>					•
	Allow transfer via	DDC	Allow transfer via	a archive expor	t/import	
Entries:	Name	Data type	Default	Mandatory?	Tooltip	Restricted?
<u>A</u> dd						
Modify						
Top Up						
Bot. Dn.						
Remove						
Info:						
					<u>O</u> K	<u>C</u> ancel

- 4. In the **Name** field, enter a name for the add-on.
- 5. From the Group drop down box, select from:
  - **ungrouped:** the new add-on will not be in a group.
  - <group name>: Select a group to put the new add-on.
- 6. Check the Allow transfer via DCC, if required (when checked, the add-on will be transferred through DDC (Direct Deploy Copy)).
- 7. Check the Allow transfer via archive export/import, if required (when checked, the add-on may be transferred via Archives (exported/imported)).

8. Click the **Add...** button. The **Create entry of add-on <add-on name>** is shown.

SHM Create ent	ry of add-on "
Name:	
Data type:	String Mandatory
Proposals:	manual
	< Add
	Remove >
Restrict	Dn. (Bot.)
Default value:	<none></none>
Info:	
	OK Cancel

- 9. In the **Name** field, enter a name for the add-on entry.
- 10. From the **Data Type** drop down box, select one of the following options:
  - Number: Only manual proposals supported.
  - **String**: Supports manual proposals and having all registered users as a proposal option.
  - Date: No proposals supported, namely selecting a date from a calendar.
  - **UUID**: No proposals supported.
  - XML: No proposals supported.
- 11. Check the **Mandatory** check box for it to be mandatory for this entry to have a value. Uncheck it for the entry to be optional.
- 12. From Proposal drop down box, make sure **Manual** is selected.

**Note:** If the Data Type is String, the option of selecting <all users> as the Proposal is available. In this case, no further Proposal configuration is required.

In the Add field, enter an option that will be available for selection and click the Add button. Repeat for as many options as you want to have in your proposal.
 You can also remove options by clicking the Remove button, as well as changing

the order in which options will appear by clicking the **Up**, **Down**, **Top** and **Bottom** buttons.

- 14. Check the **Restrict** check box to restrict the proposal entries to what you have added above. Uncheck it to allow user-defined entries in addition to your proposal options.
- 15. From the **Default value** drop down box, select one of the following options:
  - <none>: There will be no default value assigned. Not available if the entry is restricted.
  - <user defined>: The value will be defined when assigning the add-on. Not available if the entry is restricted.
  - <current user>: The logged-in user will be the default value. The other proposal values will also be available.

- <current time>: The current date and time will be the default value. Only valid if the Data Type is Date.
- Any of the other proposals you have defined above.
- 16. In the **Info** field, enter any text that you wish to appear as a tool tip when mousing over the add-on once it has been published.

**Caution:** Any text you enter in this field will be exposed to end users.

17. Click **OK**.

## To create an Add-on group

- 1. Open the Viz Graphic Hub Manager.
- 2. Open the Administer add-ons window:
  - Click Tools -> Administer add-ons..., or
  - Press <CTRL+SHIFT+F8>
- 3. Open the Create add-on group window:
  - In the Administer add-ons window click the Create new add-on group...
     button I , or
  - Right-click in the Add-ons quadrant and select Create new add-on group..., or
  - Click in the Add-ons quadrant and press <CTRL+2>

📟 Create	add-on group	<b>—</b>
Name:		
		OK Cancel

4. In the **Name** field, enter a name for the add-on group

**Note:** Make sure that the new Group name is unique.

5. Click the **OK** button. The new Add-on group will show in the **Add-ons quadrant.** 

**Note:** Add-ons can be dragged from group to group as required.

## To publish an Add-on

**IMPORTANT!** Add-ons are automatically saved during the creation process and can be modified as required. But the Add-on cannot be assigned until it has been published. As long as the Add-on is assigned to any item on the server, it cannot be deleted. If the Add-on is not (no longer) assigned to any item on the server, it can be deleted.

1. In the Add-ons quadrant of the <u>Add-ons Window</u>, right-click the add-on and select **Publish add-on**.

You are queried if you are sure you want to publish this add-on.

2. If the add-on is ready for use, click **Yes**.

## To filter add-ons by type

- In the Add-ons quadrant of the <u>Add-ons Window</u>, from the **Filter by type** drop down box, select one of the following options:
  - All: All add-ons
  - User-defined: All add-ons created by any users
  - **Viz**: External metadata created by another Viz application
  - System: All Viz Graphic Hub server-delivered add-ons

## To filter add-ons by stage

- In the Add-ons quadrant of the <u>Add-ons Window</u>, from the **Filter by stage** drop down box, select one of the following options:
  - All: All add-ons
  - **Draft**: Unpublished add-ons
  - Published: Published add-ons
  - **Retired**: Add-ons retired from active use (because they can be withdrawn from service but not deleted from the system).
  - Imported: Metadata exported to Viz Graphic Hub by other Viz applications.
  - Copied: Transferred in a deploy operation.
  - **From archive**: Add-ons exported by Viz Engine and re-imported from a Viz Artist archive to the Viz Graphic Hub.

## To Sort Add-ons and Add-on Groups

- 1. Open the Administer add-ons window:
  - Click Tools -> Administer add-ons..., or
  - Press <CTRL+SHIFT+F8>
- 2. In the Add-ons panel click on an Add-on or an Add-on Group.
- 3. Drag the Add-on or an Add-on Group to its new location.

## To assign an add-on

- 1. Enable the <u>Add-ons Panel</u>.
- 2. Select one or more files and drag them into the add-ons header.
  - To remove a file from the add-ons header, click it and press <DELETE>.
- 3. Click the **Edit** tab.

Add-ons available for assignment are shown.



- 4. Click the button to the left of an add-on to expand it.
- 5. Check the check box beside the add-on to select it.
- 6. Do one of the following:
  - Select a value from the proposals drop down box.
  - Enter a value in the field (allowed only if the add-on is unrestricted).
  - Click the **E** button to the right of the add-on to edit the proposals (allowed only if the add-on is unrestricted).
  - Select a date (allowed only if the add-on is for the Date data type).

**Note:** If you have selected multiple items and some already have add-ons with different values, you are alerted to the fact by a square filling the checkbox. If you wish to override the existing values, un-check and check again for the square to be replaced by a check mark.

Add-Ons	џх
	y_2 of_herthabscherlin_caption_h c ♥
Name: Copy_2_of_herthabscberlin_cap	tion_h
Type: MATERIAL	366158217
Tout C Edit S YM	M
	,
Iest-XML	
Entry:	
modi_TEST_8246	
Date: 7	/ 5/2010 11:17:20 AM 🛛 🔍
ParentOwner:	
CurrentModule:	

7. Click **Apply**.

## To retire an add-on

1. In the Add-ons quadrant of the <u>Add-ons Window</u>, right-click the add-on and select **Retire add-on**.

You are queried if you are sure you want to publish this add-on.

2. If the add-on is ready for use, click **Yes**.

The add-on is no longer available for use.

# 6.10 Replacing Item References

By replacing references it is possible to replace, for example, Images or Fonts referenced by Scenes or Geometries, with different Images or Fonts. It is only possible to replace an Image with an Image, or a Font with a Font.

To replace references is practical, for example, when rebranding a corporate identity.

**Caution:** Do not replace references at random. Make sure that the replacement items are compatible in terms of size, scale, color, and other Viz Artist properties used for playout. Research and test before replacing references.

**Caution:** Use the replace item references feature with care, it can be potentially harmful. For example, if the image to be replaced is in a Scene which is currently on-air.

**IMPORTANT!** There is no UNDO to this procedure. Be very careful, and try this procedure first on one or two Scenes only.

This section contains information on the following procedures:

- To find items referenced by Scenes or Geometries
- <u>To replace references</u>

## To find items referenced by Scenes or Geometries

• Go to To search with Standard search and do a Search by References.

## To replace references

1. In the Viz Graphic Hub Manger, right-click the desired item or items and select **Replace Reference**s...

The Replace References wizard opens.



- 2. Optional: In the Filter panel select which type of object to replace from the drop down box. Options are:
  - All
  - Image
  - Font
  - Geometry
  - Audio

3. Click Next.

File 🛆	Size	Туре	Modified at Modified by Created at Owner Checked out by
agent-test		Project	7/3/2009 1:49:41 PM Admin
i empty		Project	5/28/2009 8:49:57 AM Admin
🚍 Group		Project	5/25/2009 2:10:45 PM Horst_L
ahorst_test		Project	1/31/2010 1:55:31 PM Admin
👕 Jessi-test		Project	5/27/2009 3:47:00 PM Admin
Estore-Horst		Project	1/27/2010 10:52:23 AM Admin
StressTest		Project	Replace references wizard 2
Temp-Deploy-Agent-Test		Project	
🔤 test		Project	Before you can proceed, you now have to drag'n'drop an object onto a reference displayed in the
🔤 test 1		Project	list below. Use the explorer to find the object you want as replacement and drag it over a
test_copy_material		Project	reference in the list.
testtest		Project	Note: you may only drop an object onto a reference in the list with the same type. You also may only drop an object here that is located on the same server.
Verification		Folder	
🔤 audio		Folder	Replace A By Tupe Reference;
🤤 Simon		Folder	27-10 vorlage einfaa Copy 2 of 20 IMAGE '27-10_vorlage_einfaaches_
SonSGL		Folder	ee_basis_ohne_linie IMAGE
🔁 14-02_headline_feinstaub	17.28 KB	SCENE	ee_higru_2_farbvera IMAGE
20	2.63 MB	IMAGE	firmen_logo_holzman IMAGE
<b>5</b> 8000's	131.03 KB	SCENE	neuee maske headli IMAGE
amer_at_war_HEAD1	61.47 KB	SCENE	2 swis721-blk-bt-black FONT will be replaced by
s ar3_heads	25.01 KB	SCENE	2 swis721-bt-bold FONT 'Copy 2 of 20'
🛃 basis_logo_gr_headline	21.99 KB	SCENE	swis721-md-bt-medium FONT
S bundeshaushalt_headline_neu	6.10 KB	SCENE	verlaur ··· IMAGE
Copy_2_of_20	2.63 MB	IMAGE	4
Copy_3_of_20	2.63 MB	IMAGE	4
Copy_of_20	2.63 MB	IMAGE	4
Scopy_of_8000's	131.03 KB	SCENE	
Copy_of_Copy_2_of_20	2.63 MB	IMAGE	4
Copy_of_Copy_of_20	2.63 MB	IMAGE	4
S Copy_of_noname()	3.70 KB	SCENE	
s data_headlines	6.79 KB	SCENE	
s get_ahead	6.82 MB	SCENE	
s headachesrev_intro	212.47 KB	SCENE	
s header3	86.25 KB	SCENE	
sprtsxtra3	79.37 KB	SCENE	
S HEADLINERS_4_23	14.60 KB	SCENE	Canal
S Headlines4	3.47 KB	SCENE	

- 4. Drag replacement items onto the listed items of the same type.
- 5. Click **Finish**. The <u>Action Log</u> for replacing references is shown.
- 6. Click **Replace**.

# 6.11 Enabling Viz Graphic Hub for a Virtual Studio

The XML necessary to support a virtual set environment is generally obtained from Vizrt Support. The following procedure indicates how to import that XML file.

## To enable Viz Graphic Hub for a Virtual Studio

1. From the main menu, select *Extra -> Viz VR Studio Setup*.

The Viz VR Studio Setup window is shown.



- 2. On the toolbar, click the Import button.
- 3. Select the XML file and click **Open**.

## To export Viz Virtual Studio settings

 From the main menu, select *Extra -> Viz VR Studio Setup*. The Viz VR Studio Setup window is shown.



- 2. On the toolbar, click the Export button.
- 3. Name the XML file and click **Save**.

# 7 Administrator Operations

This section contains information on the following topics:

- Back Up and Restore
- Direct Deploy Copy (DDC)
- Finding and Fixing Data Errors
- <u>Managing Users and Groups</u>

# 7.1 Back Up and Restore

The backup and restore operations in Viz Graphic Hub is an incremental process. If one backup or restore operation succeeds, all subsequent operations copy the difference from the successful backup/restore to the current operation. Restore points are created to accomplish this process.

The first restore point holds information about the original data directory. The second point holds information about changes from the startup to the first backup. The third point holds information from the first to second backup, and so on. If no changes have been made since the previous backup, Viz Graphic Hub will not create a new restore point.

**Example:** The first backup finished successfully at 01.01.2009 00:00:10 and the second at 01.01.2009 12:00:00. Between the backups, one scene was modified; "MyScene". The latest restore point would then only contain data regarding this scene. If restoring to the previous point, only "MyScene" will reset to its status at 01.01.2009 00:00:10.

There are two kinds of backup: internal and external.

Internal backups are done via the Viz Graphic Hub Terminal and provide the option of excluding informational data from the Journal. Although it reduces the amount of restore points, it also vastly reduces the amount of space required on your machine's hard disk.

External backups are done via the command line. It is a full backup and requires you to prepare a batch file for execution.

This section contains information on the following topics:

- Taking Backup
- <u>Restoring Files</u>

## 7.1.1 Taking Backup

## To backup the database

1. Stop Viz Graphic Hub, if it is running.



2. In Viz Graphic Hub Terminal's main menu, click **Backup**.

The Data Directory Backup window is shown.

Seneral badup settings	General (Only in	combination with in	nternal be	clap avai	lablet)				
Automatically backup after successful shutdowny Data directory: C:\/kaGHData\ For current mode: Viz GH 5/4 Pree	C:IPm Avaiab	gram Filos (x86) (xi e restore points:	ia (MaGH	2.0@est:	aro/			Browse	
③ thable internal backup (via Viz G1 Terminal):	No	0	Date	Files	Del	New	Upd	Size	
Bedrup directory: C: (Program Files (x86))(viart)(viaCH 2.0)		10/30/2011 1-	4:00	60	U			35/65 MB	
Enable informational data? (Reduces amount of Restore points)      Brable external badup (via command line):      F bit(ct)(kr)      Enable (via command line):      Enable (via command									
Escluci infernational data / Sociaces amount of Restore paints)     Bradie external backup (els command inc):     F = Incolor)     Bradie     Bradie	OM Max.r	estore printic	111						

- 3. Check the **Enable backup data** check box.
- 4. If you want to back up every time the system is shut down, check the **Automatically backup after successful showdown** check box.
- 5. For an internal backup, select the **Enable Internal backup** radio button.
  - Click the **Browse** button, and set the backup directory.
  - Optionally, check the Exclude informational data check box to reduce the number of restore points and space taken by the backup on the machine's hard disk.
- 6. For an external backup, select the **Enable External backup** radio button.
  - Click the Browse button, and select the \*.bat file to be executed for the backup operation.
- 7. Optionally, if backup should be performed automatically after a successful Viz Graphic Hub Server shutdown, select the requisite check box.

**Note:** This can be useful for taking regular backups - all you need to do is shut down the server. If selected, *every time* you shut down Viz Graphic Hub, a backup will be taken. Over time, this will take up a lot of hard disk space.

8. Click the **Backup now** button.

The back up operation is performed. The time required depends on how often back up is taken, as well as the size of the data directory.

GH	Viz GH Terminal - Backup external	X
	Processing:	
	9\9AC9D8FFB0000640B9AA0DA0AFFB5E1C.vdb	*
	File: creating	
	File: creating	
	9\9D14EF57AF04144C960539C836B682C2.vdb	
	File: creating	
	9\9D887A0253A25D4AA2404797853E1DE5.vdb	
	File: deleting	
	File: creating	
	A\A0CD1353A5DF584986B4B1A2701513E0.vdb	
	File: creating	_
	A\A3CDD45B2FAE35468EC498D20199981D.vdb	
	J	<b>T</b>
	Creating restore point	
	File: creating	
		Stop

9. When the backup operation is finished, click the **OK** button to close the window.

## 7.1.2 Restoring Files

When restoring files, observe the following best practices:

- **Data directories**: It is not recommended to restore files to the existing data directory. Instead, create a new directory and restore the files there. Then start the Viz Graphic Hub Server with the restored data directory.
- **Deleting restore points**: When deleting a restore point, the selected point and also all pending restore points (with later dates) will be deleted. To make sure that the remaining backup data includes the latest files, execute the backup operation one more time.
- **The first restore point**: Taking the first backup and restoring the oldest restore point may take a long time, depending on the data directory size. Because of this, the "Automatically backup after successful shutdown" check box should not be selected before the first backup execution has been carried through successfully.

## To restore previously backed up files

1. Stop Viz Graphic Hub, if it is running.



2. In Viz Graphic Hub Terminal's main menu, click **Backup**.

The Backup and Restore window is shown.

Seneral badup settings	General (Only in	restore options combination with in	nternal be	clap avai	lablet)				
Automatically backup after successful shutdowny Data directory: C:\/kaGHData\ For current mode: Viz GH 5/4 Pree	C:IPm Avaiab	C: Program Files (x86)/viart/(KsCH 2.0/(Lastore/)  Available restore points:							
③ thable internal backup (via Viz G1 Terminal):	No	0	Date	Files	Del	New	Upd	Size	
Bedrup directory: C: (Program Files (x86))(viart)(viaCH 2.0)		10/30/2011 1-	4:00	60	U			35/65 MB	
Enable informational data? (Reduces amount of Restore points)      Brable external badup (via command line):      F bit(ct)(kr)      Enable (via command line):      Enable (via command									
Escluci infernational data / Sociaces amount of Restore paints)     Bradie external backup (els command inc):     F = Incolor)     Bradie     Bradie	OM Max.r	estore pointic	111						

- 3. Wait until Viz Graphic Hub Terminal has loaded all available restore points from the defined backup directory.
- 4. In the General Restore Options panel, click the **Browse** button next to the Restore Directory to set it.

**Caution:** Do not restore files to an existing data directory. Instead, create a new directory and restore the files there.

- 5. In the Max. restore points drop down box, either leave the default as **Unlimited**, or select **User defined**.
  - If you select user defined, enter the maximum number of restore points to be allowed.

**Tip:** This options can save considerable hard disk space. When you select a user-defined level of maximum restore points, Viz Graphic Hub Terminal

will delete all other previous restore points (beyond the maximum). Also, subsequent back-ups will overwrite the oldest one. You are prompted before this happens (when changing the number of maximum restore points).

6. In the Available Restore Points list, click a restore point, and then press the **Restore now** button.

A warning message will appear with details about the restore action that is about to be performed. Read this message carefully to prevent data loss.

Viz GH	Terminal 🛛 🛛 🕅
2	You are about to restore all pending: * 05/19/2010 16:10 (270 Files/34 MB) - latest
	To directory: * C:\Documents and Settings\andre\Restore\
	Do you really want to restore?
	Yes No

7. Click Yes.

The restore operation is executed.

W Viz GH Terminal - Restoring	
Processing:	
type-ghostscript.xml	*
File: creating	
type.xml	
File: creating	
vdbSchedulerU.dll	
File: creating	
vizZLib.dll	
File: creating	
zlib1.dll	
Scanning restore point directories	
Scanning restore point directories	
Scanning restore point directories	
Scanning restore points finished	
J.	•
finished	
finished searching restore points	
	ОК

- 8. Click the **OK** button to close the dialog.
- 9. Click the **OK** button to close the Backup and Restore window.

# 7.2 Direct Deploy Copy (DDC)

The method for replication and synchronization is the Deploy Direct Copy (DDC) functionality.

The Viz Graphic Hub deploy solution makes it possible to copy folders/projects/items with all necessary data (referenced folders/projects/items) from one server to another. For example, if deploying a scene, all items that are referenced by this scene (images, materials, and so on) will also be deployed.

This section contains information on the following topics:

- Deploy Agent Behavior Overview
- Global Viz Graphic Hub Deploy Properties

- <u>Rebuild Structure Under Target Folder</u>
- <u>Copy to target folder only</u>
- <u>Multi Server DeployVizBold</u>
- Server to Server DeployVizBold
- <u>Scheduling Deploy Tasks</u>
- Maintaining Deploy Agents and Tasks

## See Also

- Deploy Preferences
- Deploy Troubleshooting

# 7.2.1 Deploy Agent Behavior Overview

## **Standard Behavior**

The standard behavior copies the whole folder structure from the source server to the destination server, except when 'copy to target folder' only is selected. This behavior makes sure that the folders on the source and destination servers have the same UUID.

Supported scheduling:

- Real-time
- Time steered
- User triggered

Supported data mode:

- Folder based (Only a single folder can be selected per task)
- File based: in 'Copy to target folder only' mode (Multiple files can be selected per task, folders are not allowed)
- Search criteria based: in 'Copy to target folder only' mode (Copies all files that result from executing the search criteria, folders are ignored)

Supported options:

Real-time

Real-time is supported with:

- Rebuild original structure
- Rebuild structure under target folder

Real-time supports to:

- Remove deleted objects on target server(s)
- Synchronize users, groups, keywords, add on templates, etc.

## Time steered

Time steered is supported with:

- Copy to target folder only
- Rebuild original structure
- Rebuild structure under target folder
- User triggered

User triggered is supported with

- Copy to target folder only
- Rebuild original structure
- Rebuild structure under target folder

## **DDC** behavior

The DDC behavior creates only folders on the destination server which contain files that have to be copied by the task. This behavior ignores the UUID of folders and makes sure that all folders have the correct name in the structure. Real-time cannot be supported in this mode.

Supported scheduling:

- Time steered
- User triggered

Supported data mode:

- Folder based (Only a single folder can be selected per task)
- File based (Multiple files can be selected per task, folders are not allowed)
- Search criteria based (Copies all files that result from executing the search criteria, folders are ignored)

#### Supported options:

#### Time steered

Time steered is supported with:

- Copy to target folder only
- Rebuild original structure
- Rebuild structure under target folder

## User triggered

User triggered is supported with:

- Copy to target folder only
- Rebuild original structure
- Rebuild structure under target folder

#### Additional information to data modes

- **File based:** The task will not be able to execute if the objects to deploy contain folders
- Search criteria based: The task will ignore all folders that are contained in the result of the search .

#### Standard and DDC Supported Options

Data Mode	Options	Stand behav	ard Ior		DDC behav	ior	
Folder based	Copy to target folder only		х	х		Х	x

Data Mode	Options	Standa behav	ard ior		DDC behav	ior	
	Rebuild original structure	х	х	х		х	х
	Rebuild structure under target folder	х	Х	Х		Х	Х
File based	Copy to target folder only		х	х		х	Х
	Rebuild original structure					х	Х
	Rebuild structure under target folder					Х	Х
Search criteria based	Copy to target folder only		Х	x		Х	Х
	Rebuild original structure					х	Х
	Rebuild structure under target folder					Х	Х
X = Supported Options		Real- time	Time steered	User dtrigger	Real- etoime	Time steered	User triggered
		Sched	uling				

**Note:** X = Supported Options

## 7.2.2 Global Viz Graphic Hub Deploy Properties

The Properties of Deploy Agent <Agent name> panel shows the properties and configuration settings for global Viz Graphic Hub Deploy agent.

This section contains information on the following topics:

- To open the Properties of Deploy Agent
- Statistics Panel
- Configuration Panel
- Version info Panel
- High Availability Panel

## To open the Properties of Deploy Agent

- 1. Click the **Running deploy tasks** tab.
- 2. Right click the deploy agent and click **Properties of deploy agent <agent name>...**
- 3. The Properties of Deploy Agent <agent name> shows.

## **Statistics Panel**
In the Statistics panel **Viz Graphic Hubs currently in use** contains the Viz Graphic Hubs currently used for Viz GH Deploy Agent. These Viz Graphic Hubs are the source servers of one or multiple tasks. Viz GH Deploy Agent automatically removes all unused Viz Graphic Hub source servers.

In certain cases a Viz Graphic Hub can be lost or cannot be contacted by Viz Graphic Hub Deploy Agent. If this happens the add and remove can be done manually.

**Note:** A Viz Graphic Hub Deploy Agent which is configured in as high availability partner originally cannot remove or add Viz Graphic Hubs.

#### To Add a Viz Graphic Hub

(Which is not registered in the Deploy Agent)

- 1. Open the Properties of Deploy Agent window (see <u>To open the Properties of Deploy</u> <u>Agent</u>).
- 2. Open the Select Viz Graphic Hub to add window.
  - Click Add..., or
  - Right click in the Viz Graphic Hubs currently in use box, and click Add...
- 3. Select a Viz Graphic Hub to be added, from the drop down box.
- 4. Click **OK** or **Apply**.

**Note:** The added Viz Graphic Hub status will be 'to be added' until **OK** or **Apply** has been clicked (when not highlighted, the 'to be added' Viz Graphic Hub will show purple).

**Note:** If a Viz Graphic Hub added does not contain a valid task for the current Viz Graphic Hub Deploy Agent the Viz Graphic Hub will be automatically removed again. It is not possible to add or remove multiple Viz Graphic Hubs at once.

## **Statistics Panel**

Statistics	👂 Statistics	5		
Configuration	General			
Version info	Started at: 0	1/02/2013 11:26:18		
- Figh availability	Running sind	ce:4d,3h,25m,22s		
	Tasks			
	No. of tasks	executed since start: 0		
	Successfully	processed: 0 files with	0.00 KB	
	Unsuccessfu	ully processed: 0 files wi	th 0.00 KB	
	Memory		Disk	
	Total:	7.93 GB	Total:	148.40 GB
	Free:	4.20 GB	Used:	66.08 GB
	Used:	3.73 GB	Free:	82.32 GB
	Used %:	47.02 %	Free %:	55.47 %
	Viz Graphic	Hubs currently in use		
	Server	NamingService	Status	TCP port
			Remove	Add

#### To remove a Viz Graphic Hub

- 1. Open the Properties of Deploy Agent window (see <u>To open the Properties of Deploy</u> <u>Agent</u>).
- 2. Click the Viz Graphic Hub to be removed.
- 3. Remove the Viz Graphic Hub:
  - Click **Remove**, or
  - Right click the selected Viz Graphic Hub and click **Remove selected** from the context menu
- 4. Click **OK** or **Apply**.

-----

**Note:** The selected Viz Graphic Hub status will be 'to be removed' until **OK** or **Apply** has been clicked (when not highlighted, the 'to be removed' Viz Graphic Hub will show red).

**Note:** If a Viz Graphic Hub removed contains any running tasks the remove will not be successful. Either click **Cancel** or undo the change via the context menu. If a removed Viz Graphic Hub is not reachable by Viz Graphic Hub Deploy Agent a message will show where it is able to select a forced remove or cancel the action. It is not possible to add or remove multiple Viz Graphic Hubs at once.

Properties of Deploy Ag	gent 'SUPGH2'				×
🔎 Statistics	Statistics				
<ul> <li>Configuration</li> <li>Version info</li> <li>High availability</li> </ul>	General Started at: 1/22/2	2013 09:13:23			
	Tasks	a, on, 27m, oos			
	No. of tasks exec	uted since start: b acced: 36 573 file	e with 20,19 G	B	
	Unsuccessfully pr	ocessed: 580 files	with 72.60 MB	3	
	Manan		Diek		
	Total	3.83 GB	Total	339.0	5 GB
	Free:	2.97 GB	Used:	26.2	5 GB
	Used:	889.00 MB	Free:	312.8	1 GB
	Used %:	22.64 %	Free %:	92.	26 %
	Viz Graphic Hubs	currently in use			
	Server	NamingSe	ervice	Status	Т
	TEST_CLUSTE	R_1 TEST_CL	USTER_1	to be removed	
	TEST_CLUSTE	R_3 TEST_CL	USTER_3	in use	
	SUPGH1	SUPGHT		to be added	
	٠				P.
			Rem	iove Add	
		OK	Ca	ncel A	pply

## Viz Graphic Hubs selected to be Added or Removed

## **Configuration Panel**

Mage Properties of Deploy Age	ent 'JOHANNES4'	<b>-</b> ×-
Statistics Configuration	🤗 Configuration	
💡 Version info	Logging of additional/advanced runtime information	
🧔 High availability	Log additional information to EventLog	
	Log additional information to journal on dedicated Log-Server	r
	Dedicated Log-Server:	~
	Deploy agent work directory	
	Folder: C:\Program Files (x86)\vizrt\VizGH 2.0\DeployA, Bro	wse
	Timeouts (related to communication with Viz Graphic Hubs)	
	Establishing communication timeout (in seconds) :	15
	Communication roundtrip timeout (in seconds):	30
	Cluster failover timeout (in seconds):	15
	De	faults
	Expert settings	
	No. of attempts to reconnect to Viz Graphic Hubs:	10
	Time (in seconds) between attempts to reconnect:	30
	Do 'emergency' pausing of realtime tasks	
	if 0% of all objects or if 0 objects	
	would be deleted on any destination server	
	Use original DDC behavior	far dha
	Do not overwrite if destination file is newer	iduits
	Communication ports	
	TCP port: 19393 UDP port: 19392 De	faults
	OK Cancel	Apply

• Logging of additional/advanced runtime information:

- Log additional information to EventLog: Configures the Deploy Agent to log warnings and errors to the event log of the source server of the task that caused the issues.
- Log additional information to journal on dedicated Log-Server: Configures the Deploy Agent to log warnings and errors of all tasks to the event log of a specified server.
- Deploy agent work directory:
  - **Folder:** Defines where the Deploy Agent will keep its configuration file and temporary data.
- **Timeouts (related to communication with Viz Graphic Hubs):** Changing the values of the timeout settings may have a significant impact on the behavior of the deploy agent. The default values have been tested in a LAN setting as well as for long range deploy tasks and should only be changed if the deploy agent has problems with servers that are connected via a slow / congested network or have a high server load. Increasing the timeout values may solve the problems in this case, decreasing will not improve the general performance of the agent and is not recommended.
  - Establishing communication timeout (in seconds): Specifies the maximum amount of time for a Deploy Agent is allowed to connect to a server. If the server does not respond in this period due to network characteristics or server load, it will be considered as offline.
  - Communication roundtrip timeout (in seconds): Specifies the maximum amount of time for the deploy agent to wait for a reply from the server. If the server does not respond in this period due to network characteristics or server load, the affected task may be paused by the agent.
  - **Cluster failover timeout (in seconds):** This option is relevant for agents that operate in a setting with a failover server. If a main server becomes unavailable, this timeout specifies the period that a task is waiting for a notification from the failover server to switch over. If this time exceeds, the agent will manually try to connect to the failover server.
- Expert settings:
  - No. of attempts to reconnect to Viz Graphic Hubs: Set the number of times the agent is to attempt to connect to Viz Graphic Hubs
  - Time (in seconds) between attempts to reconnect: Set the time between each attempt to reconnect to Viz Graphic Hubs
  - Do emergency pausing of realtime tasks: Click in the box to do emergency pausing of realtime tasks. Set the % of all objects or the number of objects.
  - Use original DDC behavior for non realtime tasks: This option is set globally for the deploy agent and affects all tasks. The major difference to the normal mode is that the "deploy under target folder" restriction of having no folder on source and destination that has the same UUID but an incompatible path does not apply. If the Deploy Agent discovers a folder with the same UUID but different path, a new folder with a new UUID is created in the expected path. Additionally, this mode does not create the entire folder structure in the target folder, but creates only the folders that need to exist to deploy referenced files. This feature has a significant impact on the performance of the Deploy Agent, and should be chosen wisely as it will affect all non-realtime tasks that are executed by the agent
  - **Do not overwrite if destination file is newer:** If set, the file on the destination server will not be overwritten, if it has a modification date/time newer than the source file. The default setting (=option is not checked) will always overwrite the file with the source-file.

- Communications ports:
  - TCP port: Set the port number
  - UDP port: Set the port number

#### Version info Panel

Show version information for:

- The Deploy Agent
- The Tasks scheduler
- The Viz Graphic Hub interface

### High Availability Panel

When a new High Availability Partner is configured, the configuration of these values will automatically transfer to the High Availability Partner:

- Timeouts:
  - Establishing communication timeout (in seconds)
  - Communication roundtrip timeout (in seconds)
  - Cluster failover timeout (in seconds)

### • Expert settings:

- Do emergency pausing of realtime tasks
- Use the original DDC behavior for non realtime tasks.

**IMPORTANT!** When the High Availability Partner is disconnected the configuration values return to their default values.

**Note:** From Deploy Agent version 1.4.1it is possible to configure high availability partners using hostnames or IP addresses

🔎 Statistics	🥔 High availability
<ul> <li>Statistics</li> <li>Configuration</li> <li>Version info</li> <li>High availability</li> </ul>	<ul> <li>High availability</li> <li>Configure high availability partner</li> <li>Partner: JDHANNES2</li> <li>TCP port: 19391 Set default</li> <li>Use IP address instead of host name</li> </ul>

## High Availability window

To configure a High Availability partner

- 1. Click in the **Configure high availability partner** check box.
- 2. Select the Deploy agent from the **Partner** drop down box.
- 3. Click the **Use IP address instead of host name** box if required.

**Note:** If the High Availability partner configuration is set to use IP addresses, the clients need to have fix IP-addresses.

4. Click **OK** or **Apply**.

## 7.2.3 Rebuild Structure Under Target Folder

Creating a new file based deploy task

The Options panel shows a deploy task configuration where the folder [B] of Server 1 is deployed to Folder [U] of Server 2.

Servers and folders	ųΧ	File	Size	Туре	Modified at	Modifi	ed by C	reated at	Own
Servers and folders Search		Create a new file based	l deploy task	-	1000				83
Search     Search	/(Admin)	Create a new file based	I deploy task	e existing referer ginal owner options	ne(s) you wish to d 3200-OBHSM6V wm Bottom get folder s (Does not apply I nces	leploy to 1) Type Standard U to referenced	Version 2.3.0.0	Free disk space 47.47 GB	
			<ul> <li>Deploy a</li> <li>Deploy a</li> </ul>	all files to the 1st one file to all targ	target server and t et servers and the	then to the ne n the next file	ext one and and so or	d so on 1	
			] [				0	K Cano	el

The Options panel offers various settings to configure the deploy task:

- Behavior options:
  - **Overwrite existing objects:** If there is a file in folder [B] or any of its subfolders and the same file exists on the destination server (a file with the same UUID), then the file will be overwritten on the destination if the content is different.
  - **Overwrite existing references:** If there is a file [F] in folder [B] or any of its subfolders with a reference to file R and file R exists on the destination server (a file with the same UUID), then file R will be overwritten on the destination if the content is different.
  - **Keep original owner:** If there is a file in folder [B] or any of its subfolders and the same file exists on the destination server (a file with the same UUID), then the owner of the destination file won't be changed if it differs from the source file.
- Processing options:
  - **Parallel:** If multiple destinations are selected, the destinations will be synchronized in parallel.
  - Deploy all files to 1st target server and then to the next and so on...: If multiple destinations are selected, the destinations will be fully synchronized one at a time.
  - Deploy one file to all target servers and then the next file and so on...: If multiple destinations are selected, missing files will be copied to all destinations one at a time.

The Schedule panel shows the settings that are available to schedule the new deploy task.

Apart from the general settings, Rebuild Structure Under Target Folder tasks also supports the deletion of files on the target server. Files will only be deleted if they are removed from the source folder [B] or any of its subfolders and the file also exists on the destination server in folder [U] or any of its subfolders. If the file on the destination also has folder links outside folder U, then only the folder links inside the target structure are removed.

P Options	Schedule
Schedule	Deploy agent (Choose the one which should execute the task!)
🔮 Data	Decloy agent: JOHANNES4
	Version: 1.4.1.31124 Deploy behavior: Standard
	Task (Give it a name and a meaningful description!)
	Name:
	Description
	Schedule this task
	Schedule (Specify when this task should be performed)
	Mode: Recurring forever
	Start at: 25.06.2013.12-59:00 T End after: forever
	Cach     Capital     Capital     Cach     C
	Realtime options
	Remove deleted objects on target server(s) as well
	Synchronize
	Users and groups     Users and groups     V Object types     Keywords     V Alerts
	Viz VR Studio setups Viz user settings
	E and a to fourbrace)

- **Deploy agent:** Select the Deploy Agent to be used. The version number and deploy behavior of the selected Deploy Agent is shown below the drop down box.
- Task: Enter a name and description for the new deploy task.
  - Schedule this task: Click to enable or disable the Schedule field.
- Schedule: Create a schedule for the new deploy task:
  - Mode: Select either, Once, Recurring or Recurring forever
  - Start at/End after: Options depend on the set Mode. Set the start and finish of a new deploy task
  - Each: Select how often the task should start from the drop down box.
  - Realtime: Click to enable or disable the Realtime options field.
- Realtime options:
  - Remove deleted objects on target server(s) as well: ???????
  - **Synchronize:** Synchronize options can be chosen separately. Check each box as required.

The Data panel shows that folder [B] will be used as source for the new deploy task.

Create a new file base	d deploy task				23
<ul> <li>Options</li> <li>Schedule</li> <li>Data</li> </ul>	Data Objects to deploy (Hint: Use	e drag'n'drop to add and	d the context	menu to remove them!)	_
	Name	Size	Туре	Date modified	
	Sizet Vizet		Project		

### Behavior

Before and after deployment comparison shows the behavior of the deploy task.



Before and after deployment comparison

To create a consistent deployment, not only folder [B] and its subfolders but the entire folder structure of the source server is created under the target folder on the destination server. This means that there must not exist any folder / project on both servers (apart from already synchronized folders with the correct path). The deploy task will go out of sync such a configuration is discovered. This restriction does not apply to files, but one needs to pay attention that content of files outside the target structure may be changed by this task by this task.

Before and after DDC deployment shows an example deployment of the same deploy task setup as described before, but the option "Use original DDC behavior for non-realtime tasks" has been enabled and the schedule has been changed from realtime to a recurring task (see section "Expert settings").



#### Before and after DDC deployment

This has the effect that only folders that are needed for deployment will be created, in this case the task creates all folders on the path to folder [B] and additionally folder [C] as it contains either a reference or a folder link from a file that is deployed. Folders [AB] and [ABC] are skipped and not deployed to the destination server. Furthermore, folder [X] on the destination server already contained folders LAA, [A] and B, which means that the deploy agent had to create new folders with new UUIDs under folder [U].

## 7.2.4 Copy to target folder only

<u>Copy to target folder only</u> shows folder [A] being deployed from the source server to folder [T] on the destination server in "Copy to target folder only" mode.



## Copy to target folder only

In this case the structure of the source server is ignored and all files from folder [A] and its subfolders are copied directly into folder [T].

<u>Before copy to target folder only</u> shows that only files were deployed to folder [T], but no subfolders were created.

Before copy to target folder only



After copy to target folder only

Servers and folders	џ	×	File	Size
📭 Servers and folders 🔍 Search			Jass_28	4,25 KB
T - VizDbServer@W7-DWI(Admin)			spring_29	4,39 KB
🖮 🖶 data		- 1	J PiktoStudio4_Kopie	246,88 KB
Ė■ LAA			winter_24	5,35 KB
⊨ <b>⊟</b> A		- 1	arthmask_1024	139,25 KB
BCDA		- 1	🗾 light_e4	31,37 KB
C		- 1	BankGothicBT-Medium-Blur-1	172,64 KB
i⊟∎ AB		- 1	PNK00	5,29 KB
AB3		- 1	NewspaperPiBT-Regular-B	333,07 KB
2 - VizDbServer@XW8200-OBHSM6V(Adm	in)	- 1	sfxsmoke_magnet	7,05 KB
		- 1	Jue_texture2	152,41 KB
		- 1	🛃 OfficinaSans-Bold	236,70 KB
v		- 1	Jogoburst1	5,48 KB
Ŷ		- 1	🗾 fireloop5	678, 19 KB
7		- 1	🗾 glowinvert	35,76 KB
		- 1	Lursor 1	6,63 KB
		- 1	🗾 sky2	562,01 KB
		- 1	Juny_clouds	12,46 KB
		- 1	all rip	16,09 KB
		- 1	all cursor	5,80 KB
		- 1	092901_MN_TX_A	27,70 KB
		- 1	<b>6</b> 02_cafe	291,00 KB
			S 02_MAN_BOARDS_DOTCOM	14, 13 KB
			AGaramond-Bold	322,40 KB
			Copy_of_10005	11,46 KB
		. 1	SI05 14 05	24 71 KB

Note that referenced files outside the source structure will also be deployed into the target folder. Since there might be files from multiple folders deployed into a single folder, it is possible that the target folder will contain multiple files with the same name.

## 7.2.5 Multi Server Deploy

Multi Server Deploy acts to deploy one or more folders/projects/items in exactly the same folder structure to two or more selected servers.

## To replicate on multiple servers

- 1. In Viz Graphic Hub Manager, log in to two or more servers.
- 2. Right-click a folder/project/item in the Servers and Folders panel or Files panel, and then from the menu that appears, select **Deploy**.

🚥 Viz GH Manager			
Server View Tools Ex	ktra Info		
i 📭 🔍   🌧   🔊   /	Address: 1:\data\Stereo	\Images\Logos	
Type: ALL	- 🔁 🖬	Layout: System-Default (as	last sz 💌
Servers and folders	<b>▼</b> ∓ X	File 🔺	Size Type
📮 👹 1 - VizGraphicHub	@VIZGH-MOTHER(Admir	FRANCE	12,61 KB IMAGE
🖻 🚍 data			
⊕			
E Stereo	CANUP		
Fonts			
🖃 🧧 Image	s		
🗎 🗎 🔁 🖸	harte		
<u>[]</u> []	Open		
⊕ · · · · · · · · · · · · · · · · · · ·			
H VIZ_ZX	Expand		
E Vizrt-Oua	Expand completely		
🕀 🧮 Vizrt_Exh	Collapse completely		
🕀 🔤 Vizrt_Inte	New	•	
The second	Rename	Ctrl+R / F2	
E Vizrt_Swa	Search	Ctrl+S / Ctrl+F / F3	
🕀 🚞 Vizrt_Tesl		<u></u>	
	Move this		
dynamic	Deploy	Ctrl+D	
🕀 🥁 Screensh	Create deploy task	Ctrl+Z	
UzCuriou:	🙉 Set owner		
😑 🌃 2 - VizDbServer@	🚭 Set access		
iente data iente Viz_2x	O Delete	Del	
🖹 🔚 3 - VIZ-MAL@VIZ-	Properties		
ter ata			

Alternatively, press <CTRL+D>.

	's to	deploy to (check the ones you wis	to deploy to!)	
	Id	Name	Туре	Free disk space
<b>v</b>	2	VizDbServer@SUPGH1	2	268,72 GB
	3	VIZ-MAL@VIZ-MAL	1	13,96 GB
Тор		Up Down Bottom		
repa	atior	i progress / info		
etrie.	ving	older contents from the source s	erver:	finishe
ehav	iour	ptions		
iehav Rebu	iour (	uptions ginal structure	v	
ehav Rebu 2 Ov 2 Ov	iour Id or erwr erwr	options ginal structure te existing objects? (Does not ap) te existing references? iginal owner?	V	
ehav Rebu 2 Ov 2 Ov	iour ild or erwr erwr ep or	options ginal structure te existing objects? (Does not ap) te existing references? iginal owner? options	V	

The Deploy Direct Copy window is shown, and the analysis process begins.

3. In the list, select the target servers where the folders/projects/items should be deployed.

**Tip:** The servers can be sorted by clicking the Top, Up, Down, or Bottom buttons. This will increase/decrease the priority level of a specific server.

- 4. Enable/disable the following behavior options:
  - Overwrite existing objects (does not apply to referenced items)
  - Overwrite existing references
  - Keep original owner
- 5. Select one of the following processing options:
  - Deploy all files to the first target server, then the next server in the queue, and so on
  - Deploy one file to all target servers, then the next file in the queue, and so on

**Tip:** You can predefine the options in Steps 4 and 5 by clicking *Tools -> Edit Preferences -> Deploy Direct Copy.* Once defined, these preferences will be set as defaults for every deploy operation you configure.

6. Click the **Continue** button.

The <u>Action Log</u> for deleting files is activated.

Deploy Direct Copy (from 'Vizo	GraphicHub@VIZGH-M01	(HER')	- 🗆 🛛
File	From	То	Over
Berthold-Akzidenz-Grotesk-BE-Bold	Not available	VizDbServer@SUPGH1: (Build ori	Υe
Berthold-Akzidenz-Grotesk-BE-Me	Not available	VizDbServer@SUPGH1: (Build ori	Υe
Berthold-Akzidenz-Grotesk-BE-Bol	Not available	VizDbServer@SUPGH1: (Build ori	Υe
••• SoccerField-Regular	Not available	VizDbServer@SUPGH1: (Build ori	Υe
••• Berthold-Akzidenz-Grotesk-BE-Bol	Not available	VizDbServer@SUPGH1: (Build ori	Υe
••• Berthold-Akzidenz-Grotesk-BE-Me	Not available	VizDbServer@SUPGH1: (Build ori	Υe
•••• Berthold-Akzidenz-Grotesk-BE-Blk	Not available	VizDbServer@SUPGH1: (Build ori	Υe
••• Berthold-Akzidenz-Grotesk-BE-Bol	Not available	VizDbServer@SUPGH1: (Build ori	. Υε
••• Berthold-Akzidenz-Grotesk-BE-Bold	Not available	VIZ-MAL@VIZ-MAL: (Build origin	Yε
Berthold-Akzidenz-Grotesk-BE-Me	Not available	VIZ-MAL@VIZ-MAL: (Build origin	Yε
••• Berthold-Akzidenz-Grotesk-BE-Bol	Not available	VIZ-MAL@VIZ-MAL: (Build origin	Υe
••• SoccerField-Regular	Not available	VIZ-MAL@VIZ-MAL: (Build origin	Υe
••• Berthold-Akzidenz-Grotesk-BE-Bol	Not available	VIZ-MAL@VIZ-MAL: (Build origin	Υe
••• Berthold-Akzidenz-Grotesk-BE-Me	Not available	VIZ-MAL@VIZ-MAL: (Build origin	Yε
•••• Berthold-Akzidenz-Grotesk-BE-Blk	Not available	VIZ-MAL@VIZ-MAL: (Build origin	Yε
••• Berthold-Akzidenz-Grotesk-BE-Bol	Not available	VIZ-MAL@VIZ-MAL: (Build origin	Yε
<			>
Close this window automatically, if no p Reuse this window for same actions? Do not insert entries that are already i	problems occurred? n the list   🗹 Warn me ab	Do it out not inserted?	Cancel
16 entries to be processed.			

7. Click the **Do It** button.

The folders/projects/items will then be deployed.

8. When the deploy process is finished, check the <u>Action Log</u> for possible errors, and if necessary, attempt to redeploy any unsuccessful files.

## 7.2.6 Server to Server Deploy

Server to Server Deploy acts to deploy one or more folders/projects/items to one other server. The original structure can be rebuilt, the folders/projects/items can be copied to the target folder, or the structure can be rebuilt under the target folder.

### To replicate on one target server

1. In Viz Graphic Hub Manager, log in to two servers.

2. In the Servers and Folders panel, select source files/folders/items, and then drag them to the target folder in the desired server.



copie, cheer cop, in	alysis & Options			
5ummary	Dectination paths		VianhCoruma	UDCH1./date
The second	Available disk snace on server 'Vi	izDhServ	er@SUPGH1':	268.72 GE
	Selected objects:	1	12.61 KB	12.61 KE
	Referenced objects:	Ô	0,00 KB	0,00 KE
	All objects:	1	12,61 KB	12,61 KE
Analysis				
	2,61 KB)			
T-6				
Infos, warnings & errors				
Infos, warnings & errors Info: Analysis finished witho	but any warnings or errors!			
Infos, warnings & errors Info: Analysis finished with	out any warnings or errors!			
Infos, warnings & errors Info: Analysis finished with	out any warnings or errors!			
Infos, warnings & errors Info: Analysis finished with	out any warnings or errors!			
Infos, warnings & errors Info: Analysis finished witho	but any warnings or errors!			1 - 6 1
Infos, warnings & errors Info: Analysis finished with itep 4 - Analyzing objects on	but any warnings or errors! the target server:			1 of 1
Infos, warnings & errors Info: Analysis finished with itep 4 - Analyzing objects on	but any warnings or errors! the target server:			1 of 1
Infos, warnings & errors Info: Analysis finished with Step 4 - Analyzing objects on	but any warnings or errors!			1 of 1
Infos, warnings & errors Info: Analysis finished with Step 4 - Analyzing objects on	but any warnings or errors!			1 of 1
Infos, warnings & errors Info: Analysis finished with Step 4 - Analyzing objects on	but any warnings or errors! the target server:			1 of 1
Infos, warnings & errors Info: Analysis finished with Step 4 - Analyzing objects on	but any warnings or errors!			1 of 1
Infos, warnings & errors Info: Analysis finished with 5tep 4 - Analyzing objects on	but any warnings or errors!			1 of 1
Infos, warnings & errors Info: Analysis finished witho Step 4 - Analyzing objects on	but any warnings or errors!			1 of 1
Infos, warnings & errors Info: Analysis finished with Step 4 - Analyzing objects on	but any warnings or errors!			1 of 1
Infos, warnings & errors Info: Analysis finished witho Step 4 - Analyzing objects on Behaviour options Rehulid original structure	but any warnings or errors!			1 of 1
Infos, warnings & errors Info: Analysis finished with Step 4 - Analyzing objects on Behaviour options Rebuild original structure	but any warnings or errors! the target server:			1 of 1
Infos, warnings & errors Info: Analysis finished witho Step 4 - Analyzing objects on Behaviour options Rebuild original structure	but any warnings or errors! the target server:	ierts()		1 of 1
Infos, warnings & errors Info: Analysis finished with Step 4 - Analyzing objects on Behaviour options Rebuild original structure	but any warnings or errors! the target server:	ijects!)		1 of 1
Infos, warnings & errors Info: Analysis finished witho Step 4 - Analyzing objects on Behaviour options Rebuild original structure	but any warnings or errors! the target server:	jects!)		1 of f
Infos, warnings & errors Info: Analysis finished witho Step 4 - Analyzing objects on Behaviour options Rebuild original structure	but any warnings or errors! the target server:	jects!)		1 of 1
Infos, warnings & errors Info: Analysis finished witho Step 4 - Analyzing objects on Behaviour options Rebuild original structure Overwrite existing objects Overwrite existing referer Keep original owner?	but any warnings or errors! the target server:	ıjects!)		1 of 1
Infos, warnings & errors Info: Analysis finished witho Step 4 - Analyzing objects on Behaviour options Rebuild original structure Overwrite existing objects Overwrite existing referer Keep original owner?	but any warnings or errors! the target server:	njects!)		1 of 1
Infos, warnings & errors Info: Analysis finished witho Step 4 - Analyzing objects on Behaviour options Rebuild original structure Overwrite existing objects Overwrite existing referent Keep original owner?	but any warnings or errors! the target server:	jects!)		1 of 1

The Deploy Direct Copy window is shown, and the analysis process begins.

- 3. Select one of the following behavior options:
  - **Rebuild original structure:** Copies an exact replicate of all selected folders/ projects/items and its references from source to destination server.
  - Copy to target folder only: Copies all selected folders/projects/items and its references from the source server to the destination folder on the destination server.
  - **Rebuild structure under target folder:** Copies an exact replicate of all selected folders/projects/items and its references from the source server to the destination folder on the destination server.
- 4. Enable/disable the following behavior options:
  - Overwrite existing objects (does not apply to referenced items)
  - Overwrite existing references
  - Keep original owner

**Tip:** You can predefine the options in Steps 3 and 4 by clicking *Tools -> Edit Preferences -> Deploy Direct Copy.* Once defined, these preferences will be set as defaults for every deploy operation you configure.

5. Click the **Continue** button.

The <u>Action Log</u> for deleting files is activated.

Deploy Direct Copy (from 'Viz(	GraphicHub@VIZGH-M01	'HER')	_ 🗆 🔀
File	From	То	Over
Berthold-Akzidenz-Grotesk-BE-Bold	Not available	VizDbServer@SUPGH1: (Build ori.	Υε
Berthold-Akzidenz-Grotesk-BE-Me	Not available	VizDbServer@SUPGH1: (Build ori.	Υε
Berthold-Akzidenz-Grotesk-BE-Bol	Not available	VizDbServer@SUPGH1: (Build ori.	Υε
••• SoccerField-Regular	Not available	VizDbServer@SUPGH1: (Build ori.	Υε
••• Berthold-Akzidenz-Grotesk-BE-Bol	Not available	VizDbServer@SUPGH1: (Build ori.	Υε
••• Berthold-Akzidenz-Grotesk-BE-Me	Not available	VizDbServer@SUPGH1: (Build ori.	Υε
•••• Berthold-Akzidenz-Grotesk-BE-Blk	Not available	VizDbServer@SUPGH1: (Build ori.	Υε
••• Berthold-Akzidenz-Grotesk-BE-Bol	Not available	VizDbServer@SUPGH1: (Build ori.	Υε
••• Berthold-Akzidenz-Grotesk-BE-Bold	Not available	VIZ-MAL@VIZ-MAL: (Build origin	. Υε
••• Berthold-Akzidenz-Grotesk-BE-Me	Not available	VIZ-MAL@VIZ-MAL: (Build origin	. Υε
••• Berthold-Akzidenz-Grotesk-BE-Bol	Not available	VIZ-MAL@VIZ-MAL: (Build origin	. Υε
••• SoccerField-Regular	Not available	VIZ-MAL@VIZ-MAL: (Build origin	. Υε
Berthold-Akzidenz-Grotesk-BE-Bol	Not available	VIZ-MAL@VIZ-MAL: (Build origin	. Υε
Berthold-Akzidenz-Grotesk-BE-Me	Not available	VIZ-MAL@VIZ-MAL: (Build origin	. Υε
••• Berthold-Akzidenz-Grotesk-BE-Blk	Not available	VIZ-MAL@VIZ-MAL: (Build origin	. Υε
Berthold-Akzidenz-Grotesk-BE-Bol	Not available	VIZ-MAL@VIZ-MAL: (Build origin	. Υε
<			>
Close this window automatically, if no Reuse this window for same actions? Do not insert entries that are already i	problems occurred? n the list 🛛 🗹 Warn me ab	Do it	Cancel
16 entries to be processed.			

### 6. Click the **Do It** button.

The folders/projects/items will then be deployed.

7. When the deploy process is finished, check the <u>Action Log</u> for possible errors, and if necessary, attempt to redeploy any unsuccessful files.

## 7.2.7 Scheduling Deploy Tasks

You have the option of scheduling deploy tasks at programmed intervals. This is useful if you want to replicate data for safekeeping on a regular basis.

**Note:** As a prerequisite, you must have the Viz Graphic Hub Deploy Agent service installed. See <u>Deploy Agent Requirements</u> before proceeding.

#### To install Viz Graphic Hub Deploy Agent

1. Double-click the VizGHDeployAgent.xx.xx.msi file.

#### The installation wizard launches

😸 vizrt Viz GH Deploy Ager	ıt 1.0.2.10034 Setup 📃 🗔 🔀
2	Welcome to the vizrt Viz GH Deploy Agent 1.0.2.10034 Setup Wizard The Setup Wizard will install vizrt Viz GH Deploy Agent 1.0.2.10034 on your computer. Click Next to
	continue or Cancel to exit the Setup Wizard.
(vızrt'	
	Back Next Cancel

2. Click **Next** to proceed.

The license agreement is shown.



3. Read the license agreement, check the **I agree** check box, and click **Next** to proceed.

The Custom Setup window is shown.

Custom Setup Select the way you want features to be i	
Click the icons in the tree below to chan installed.	ge the way features will be
Viz GH Deploy Agent Viz GH Manager Viz GH Remote Deploy	Viz Deploy Agent Remote Control components: the remote tool to access Viz GH Deploy Agent functionality without using Viz GH Manager This feature requires 195KB on your hard drive.
	Browse

4. Click **Next** to proceed.

Viz Graphic Hub Deploy Agent is ready to be installed.



## 5. Click Install.

The application installs on your machine.

🙀 vizrt Viz GH Deploy Agent 1.0.2.10034 Setup	
Installing vizrt Viz GH Deploy Agent 1.0.2.10034	(vizrt)
Please wait while the Setup Wizard installs vizrt Viz GH 1.0.2.10034. Status:	Deploy Agent
	]
Back Next	Cancel

The installation finishes.

6. Click Finish.

#### To schedule a deploy task

1. In Viz Graphic Hub Manager, log into two or more servers.



2. Right-click a folder/project/item in the Servers and Folders panel or Files panel, and then from the menu that appears, select **Create Deploy Task**.

9 <sup>0</sup> Options 쥀 Schedule ❸ Data	Source server VIZ-MAL@VIZ-MAL
	Target servers (check the one(s) you wish to deploy to!)
	Id   Name   Type   Version   Free disk
	Top Up Down Bottom
	Behaviour options
	Verwrite existing objects? (Does not apply to referenced objects!)     Overwrite existing references?     Verservite existing references?

The Create New Deploy Task window is shown.

- 3. Select one or more target servers.
- 4. Select one of the behavior options:
  - **Rebuild original structure:** Copies an exact replicate of all selected folders/ projects/items and its references from source to destination server.
  - Copy to target folder only: Copies all selected folders/projects/items and its references from the source server to the destination folder on the destination server.
  - **Rebuild structure under target folder:** Copies an exact replicate of all selected folders/projects/items and its references from the source server to the destination folder on the destination server.

**Tip:** For Copy to Target Folder Only and Rebuilt Structure Under Target Folder, you can also drag folders or projects into the field beside the Behavior Options drop down box.

🤌 Options 🛐 Schedule 🛃 Data	Options     Source server     VIZ-MAL@VIZ-MAL
	Target servers (check the one(s) you wish to deploy to!)
	Id Name Type Version Free disk
	✓ 2 MAL-DEV@MAL-DEV Standard 2.2.0.0 10,00 GB
	Top Up Down Bottom
	Top       Up       Down       Bottom         Behaviour options       Rebuild structure under target folder       D'n'd Folder/Project from checked
	Top       Up       Down       Bottom         Behaviour options       Rebuild structure under target folder       D'n'd Folder/Project from checked         V Overwrite existing objects? (Does not apply to referenced objects!)       V         V Overwrite existing references?       V         Keep original owner?
	Top       Up       Down       Bottom         Behaviour options       Project from checked         Powerwrite existing objects? (Does not apply to referenced objects!)         Overwrite existing references?         V Keep original owner?         Processing options         Parallel

- 5. Enable/disable the following behavior options:
  - Overwrite existing objects (does not apply to referenced items)
  - Overwrite existing references
  - Keep original owner
- 6. Select one of the following processing options:
  - Deploy all files to the first target server, then the next server in the queue, and so on
  - Deploy one file to all target servers, then the next file in the queue, and so on

- Create a new file based deploy task 🧀 Options Schedule 🚮 Schedule Deploy agent (Choose the one which should execute the task!) 📲 <u>Data</u> Deploy agent: MAL-DEV ✓ Refresh Note: This deploy agent runs 1s behind your actual time! -Task (Give it a name and a meaningful description!)-Name: Ralph Description: i described ralph Schedule this task? Schedule (Specify when this task should be performed!)-Mode: Recurring forever Start at: 21. 5 .2010 10:20:00 💌 End after: forever 1 day(s) OEach Realtime 
   Remove deleted objects on target server(s) as well?
   Note: RealTime is different! Deletes will be reflected too! OK Abbrechen
- 7. In the left panel, click **Schedule**.

8. From the **Deploy Agent** drop down box, select a deploy agent.

**Tip:** If you have several deploy agents installed on various machines, and you intend to schedule many tasks, use a different deploy agent for each task for the purpose of load balancing.

- 9. Name and describe the task in the fields provided.
- 10. Check the **Schedule this task** check box.

**Note:** If you uncheck this box, the deploy task will execute right away, rather than wait for a scheduled time.

- 11. From the **Mode** drop down box, select one of the following options:
  - Once
  - Recurring
  - Recurring forever
- 12. In the **Start at** drop down box, click to select a date from the calendar, and if necessary, adjust the time.

Note: You cannot schedule tasks to begin in the past.

- 13. If your mode is **Recurring**, in the **End after** drop down box, click to select a date from the calendar, and if necessary, adjust the time.
- 14. Select *one* of the following radio button options:
  - Each select an interval

• **Realtime** - the deploy task will occur every time there is a change in the database. With this selection, you can optionally **Remove deleted objects on the target server as well**.

**Note:** Realtime tasks cannot be modified later.

15. In the left panel, click **Data** and drag any additional folders or files into the right panel, as necessary.

Create a new file base	d deploy task		
🥔 Options 🛐 Schedule 📲 Data	Data	g'n'drop; To remove: Use context menul)—	
-3 Data	Objects to deploy (To add: Use dray File PODT-CLEANUP Test1	Indrop: To remove: Use context menul) Size Type Modified Project Project	at
		ОК АЬЬ	rechen

**Caution:** Do not drag subfolders of any folders that are already in the right panel.

**Note:** You cannot drag files into the right panel for Realtime tasks.

16. Click **OK** to create the deploy task.

## 7.2.8 Maintaining Deploy Agents and Tasks

You have the following options regarding your deploy tasks:

- To view running deploy tasks
- <u>To view scheduled deploy tasks</u>
- <u>To view finished deploy tasks</u>
- <u>To modify a deploy task</u>
- <u>To search scheduled deploy tasks</u>
- <u>To search finished deploy tasks</u>
- <u>To maintain deploy agents</u>

#### To view running deploy tasks

• In Viz Graphic Hub Manager, from the main menu, click *Tools -> Administer Tasks -> Running deploy tasks.* 

All running deploy agents and tasks are shown in the Journal.

#### To view scheduled deploy tasks

• In Viz Graphic Hub Manager, from the main menu, click *Tools -> Administer Tasks -> Scheduled deploy tasks.* 

All scheduled deploy tasks are shown in the Journal.

#### To view finished deploy tasks

• In Viz Graphic Hub Manager, from the main menu, click *Tools -> Administer Tasks -> Finished deploy tasks.* 

All finished deploy tasks are shown in the Journal.

#### To modify a deploy task

**Note:** Modifications will not affect tasks that are currently running. If you modify such a task, the changes will only take place at the next interval.

- 1. Make sure you are logged into the source server for which you wish to modify the deploy task.
- 2. Show the deploy tasks in the Journal, in accordance with one of the procedures above.
- 3. Right-click the task and select **Properties**.

The Schedule Deploy Task window is shown.

Options Schedule	la Schedule								
-10 <u>Data</u>	Deploy agen Deploy agen Note	(Lhoose the one which should execute the task!)  (MAL-DEV  Refresh  This deploy agent runs 1s behind your actual time!							
	Task (Give it Name:	a name and a meaningful description!) Ralph							
	Description:	i described ralph							
	Schedule	this task?							
	Schedule (Spec	becify when this task should be performed!)							
	Start at:	21. 5 .2010 10:20:00 V End after: forever V							
	<ul> <li>Each</li> <li>Realtime</li> </ul>	Image: day(s)       Image: day(s)							
		Note: RealTime is different! Deletes will be reflected too!							
		OK Abbrech							

4. Continue with the procedure <u>To schedule a deploy task</u> from step 3 onward.

### To search scheduled deploy tasks

1. Perform the procedure <u>To view scheduled deploy tasks</u>.

The Journal is enabled for searching scheduled deploy tasks.

Schedule	d deploy tasks							P 🔝
B Runn	ing deploy tasks	oy tasks 😺 Finishe	d deploy tasks 😽 Me	ssages (Ch	iat)			
Filter for	scheduled deploy tasks 🛛 📮 🔝	VizGraphicHub@	VIZGH-MOTHER(Admin	n)		r	Details of scheduled deploy task	a 🖬
Server:	VizGraphicHub@VIZGH-MOTHER(/ -	Deploy agent	Name 🔽	Owner	Paused?	Triggers in~ (at~)	General	Description
Details: like:	vede	VIZDE-MOTHER	VIZGHMOTHER	Admin	No	Reakine	Name: Deploy agent: Source server: Owner: Description: Schedule Mode:	[Properties]
		-				,	Performs: Beginning with: Endog with:	
		1 scheduled deple	oy task			VizGraphicHub@VIZGH-MOTHER	churg with	

- 2. From the Filter, using the **Server** drop down box, select a server.
- 3. In the **Details like** field, enter free text like name of the task, name of the agent, or any description that may figure in the task.
- 4. In the Journal, click the Search button.

The search results are shown in the panel below. The **Triggers in** column shows when the scheduled deploy task is set to run next.

When one is selected, the deploy task's details are shown in the panel to the right.

Schedule	d deploy tasks							P 🖸
E Runn	ing deploy tasks	oy tasks 🔤 Finish	ed deploy tasks 😽 Me	ssages (Ch	nat)			
Filter for	scheduled deploy tasks 🛛 📮 🔝	VizGraphicHubi	©VIZGH-MOTHER(Admin	n)		r e:	Details of scheduled deploy task	a 🖸
Server:	Server: VizGraphicHub@VIZGH-MOTHER(/ -	Deploy agent	Name 💎	Owner	Paused?	Triggers in~ (at~)	General	(December 2)
Details: like:		VIZD6-MOTHER	VIZGH-MOTHER	Admin	No	Reakine	Name: Deploy agont: Source server: Owner: Description:	Properties
							Schedule Mode: Performs: Beginning with:	
		•				Þ	Ending with:	
		1 scheduled depl	oy task			VizGraphicHub@VIZGH-MOTHER		

- 5. To modify the deploy task, do *one* of the following:
  - Right-click the deploy task in the results panel and select **Properties**.
  - In the details panel, click the **Properties** button.
- 6. Continue with the procedure <u>To schedule a deploy task</u> from step 3 onward.

#### To search finished deploy tasks

1. Perform the procedure <u>To view finished deploy tasks</u>.

The Journal is enabled for searching deploy tasks.

rinished	deploy tasks										4 6
: Runn	ing deploy tasks 30 Scheduled depl	oy tasks	Finished deploy tasks	Messages (Chat)							
Filter for	finished deploy tasks	a 🖂	All servers		<u> </u>			Details of finished	i deploy task		- <b>4</b> 🖻
Server: Status:	All servers Only unsuccessfully	•	Source server SUPGH1@SUPGH1	Date 23.0	√ 1.2013 14:04:56	Deploy agent WSPEH	Â	General Name: Deploy agent:		Propertie	5
	<ul> <li>Only successfully</li> <li>Both</li> </ul>		SUPGH1@SUPGH1 SUPGH1@SUPGH1	23.0 23.0	1.2013 13:59:56 1.2013 13:54:55	WSPEH WSPEH		Source server: Owner:			
Date:	anytime  23.01.2013 13:00 and 23.01.2013 14:00		SUPGH1@SUPGH1 SUPGH1@SUPGH1 SUPGH1@SUPGH1	23.0 23.0	1.2013 13:44:56 1.2013 13:39:55	WSPEH WSPEH		Duration: Status:			
Details: like:			SUPGH1@SUPGH1 SUPGH1@SUPGH1	23.0 23.0	1.2013 13:34:55 1.2013 13:29:55	WSPEH WSPEH		Errors & Warnin	gs		_
not like:	Hint: You may drag and drop an object onto the 2 Helds above to have it's UUID added.		SUPAH ((SUPAH) SUPAH ((SUPAH)	220.0 23 0 23.0 23.0 23.0 23.0 23.0 23.0 23.0 23.	1.2013 13:24:55 1.2013 13:24:55 1.2013 13:14:54 1.2013 13:14:54 1.2013 13:04:54 1.2013 12:95:54 1.2013 12:95:54 1.2013 12:95:54 1.2013 12:24:54 1.2013	WSPEH WSPEH WSPEH WSPEH WSPEH WSPEH WSPEH WSPEH WSPEH WSPEH WSPEH WSPEH WSPEH WSPEH WSPEH WSPEH		Object	Туре	Destination	
				93.0 III	1 2013 12-04-64	UNCOESI	т. Т	•			•

- 2. From the Filter, using the **Server** drop down box, select a server.
- 3. Select a task **Status**. Your options are:
  - Only unsuccessful
  - Only successful
  - Both
- 4. From the **Date** drop down box, select *one* of the following options:
  - Anytime
  - **From**: Selecting this option will prompt you to also enter a beginning date and time.
  - **Until**: Selecting this option will prompt you to also enter an ending date and time.
  - **Between**: Selecting this option will prompt you to also enter a beginning and ending date and time.
- 5. In the **Details like** field, enter free text like name of the task, name of the agent, or any description that may figure in the task.
- 6. In the **Details not like** field, enter free text like name of the task, name of the agent, or any description that you want to exclude from the task search.
- 7. In the Journal, click the Search button.

The search results are shown in the panel below. When one is selected, the finished deploy task's details are shown in the panel to the right. There are general details as well as any errors and warnings.

#### To maintain deploy agents

- 1. Launch Viz Graphic Hub Manager on the machine where the deploy agent is meant to run.
- 2. Log into the source server(s).

3. Perform the procedure <u>To view running deploy tasks</u>.

er for running deploy	tasks	.,.,	a 🖬	- 😔 💽 🖓	FC				Details of runnin	g deploy task 'TC3 to 4'
VICIONING USING VICIONING USING VICIONING VICIONIER VICIONING VICIONIER VICIONIER VICIONIER VICIONIER VICIONIER VICIONIER VICIONIER VICIONIER VICIONIER VICIONIER VICIONIER VICIONIER VICIONIER VICIONIER VICIONIER VICIONIER VICIONIER VICIONIER VICIONIER VICIONIER VICIONIER VICIONIER VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE VICIONIE	TCP connection established none (contac established none (contac established deploy agent "SUP eploy agent "SUP tites of deploy ag none (contac	Pa No N/A No N/A N/A Mo GH2' H/2'	Version 1.4.0.2796 N/A N/A N/A 1.4.0.2794 PCH2' N/A	Deploy ag 7 SUP912 SUP912 SUP912 SUP912 VIZ0E+MOTHER	Name TC3 to 4 TC3 to 1 TC1 to 3 TC1 to 4 VIZGH-MOTHER -> VIZOB-MOTHER	Paused? No No Yes ( No	State Idle Idle Særbup pre Idle Idle	Total 0 0 0 0	General Name: Deploy agent: Source server: Owner: Started at: Running since: Status: Total progress ( Time left: Detailed progres TEST_CLUSTER Time left:	TC3 to 4 SUPPQE TEST_CLUSTER_3@PTEST_CL Admin Exp. 22.01.2013 09:13:40 8h, 42m, 36s Ide per status) Not available Not available Not available Not available Not available Not available Not available
e [	)		F.							

4. In the left panel, right-click the relevant deploy agent and select **Properties**.

The deploy agent properties window is shown. The Statistics link is selected by default. The data shown here is for information purposes only.

Statistics	🔎 Statistics								
Configuration	General								
Version into	Started at: 25	5.10.2011 16:44:34							
~ Trigit availability	Running sinc	e:9d,18h,56m,27	3						
	Tasks	Tasks							
	No. of tasks executed since start: 39								
	Successfully	processed: 380 files	with 274,66 MB						
	Unsuccessfully processed: 0 files with 0,00 KB								
	Memory	Disk							
	Total:	3.071 MB	Total:	149,05 GB					
	Free:	874 MB	Used:	111,26 GB					
	Used:	2.197 MB	Free:	37,78 GB					
	Used %:	71,54 %	Free %:	25,35 %					
	Viz Graphic Hubs currently in use								
	Server (2)	Δ	NamingServi	ce 🛆 ec					
	VIZDB-MO	THER	VIZDB-MOT	HER					

Statistics	🤗 Configuration									
Configuration	<ul> <li>Logging of additional/advanced runtime information</li> </ul>									
Version into	Log additional information to EventLog									
riign availability	Log additional information to journal on dedicated Log-Server									
	Dedicated Log-Server:	Ŧ								
	Deploy agent work directory									
	Folder: C:\Program Files (x86)\vizrt\VizGH 2.0\DeployA	Browse								
	Timeouts (related to communication with Viz Graphic Hubs	.)								
	Establishing communication timeout (in seconds):	15								
	Communication roundtrip timeout (in seconds):	30								
	Cluster failover timeout (in seconds):	15								
		Defaults								
	Expert settings									
	No. of attempts to reconnect to Viz Graphic Hubs:	10								
	Time (in seconds) between attempts to reconnect:	30								
	Do 'emergency' pausing of realtime tasks									
	if 0 % of all objects or if 0 objects									
	would be deleted on any destination server									
	Use original DDC behavior									
	Do not overwrite if destination file is newer	Defaults								
	Communication ports									
	TCP port: 19393 UDP port: 19392	Defaults								

5. Click the **Configuration** link.

- 6. Configure the following parameters as necessary:
  - Log additional information to EventLog: Select this option to include debugging information, as well as records of the start of tasks, in the Windows event log.
  - Log additional information to journal on dedicated log server: Select this option to include debugging information, as well as records of the start of tasks, in the Viz Graphic Hub server log, on one of the servers available in the **Dedicated Log Server** drop down box.
  - **Deploy agent work directory**: The path and folder which acts as the temporary buffer for the deploy agent. Setting this to a different drive can improve performance and can additionally put it where access rights may differ. The deploy agent process must have full access rights on the selected directory.
  - Timeouts: Set the timeouts times for each item as required.
  - **Expert settings**: Consult your Vizrt CA representative before changing any of these settings:
  - **Do 'emergency' pausing of realtime tasks**: In the event that there is a risk of too many files being deleting on the destination server, select this option and assign a threshold as a percentage or number of files beyond which the deploy agent will pause the task. If such a task is paused, you will find it upon performing the procedure <u>To search finished deploy tasks</u>. You are always able to resume the task.
  - **TCP port**: Default is 19393. Change only after consultation with your network administrator, if there are firewall issues.
  - **UDP port**: Default is 19392. Change only after consultation with your network administrator, if there are firewall issues.

**Note:** Changing TCP or UDP setting will require changes to the Viz Graphic Hub Manager preferences: click *Tools -> Edit preferences* and in the left panel select **Deploy**.

7. Click the **Version Info** link.

Properties of Deploy Age	nt 'HORST7-PC'	8
Statistics	🖓 Version info	
<ul> <li>Configuration</li> <li>Version info</li> <li>High availability</li> </ul>	Deploy agent (VizGHDeployAgentService.exe) Version: 1.3.0.19294	
	Tasks scheduler (vdbSchedulerU.dll) Version: 1.4.0.18641	
	Viz GH Interface (VizDb1.dll) Version: 1.0.6.19196	
	OK Cancel Ap	oply

- 8. When reporting a problem, be sure to include this version information.
- 9. Click **OK** to dismiss the Deploy Agent Properties window.
- 10. Click the High Availability link.

Properties of Deploy Age	nt 'HORST7-PC'	23
Statistics	🧬 High availability	
Version info	Configure high availability partner?	
🥔 High availability	Partner:	<b>v</b>
	TCP port: 19391 Set default	
,	OK Cancel A	pply

Statistics	🥔 High availability	
Configuration Version info	Configure high availability partner?	
🥔 High availability	Partner: TEST_CLUSTER_2	
	TCP port: 19391 Set default	

11. To configure a high availability partner, select the respective check box.

12. From the **Partner** drop down box, select the alternative to take over in case of failover.

**Note:** In general, it is recommended that you use the default TCP port.

13. Click **OK**.

# 7.3 Finding and Fixing Data Errors

Much like the Check Disk feature in Windows, Viz Graphic Hub Manager allows you to search for and fix data errors on the Viz Graphic Hub.

#### To find data errors

1. In the left panel, right-click the server to be checked and select **Check server** <server name>.

💵 Viz GH Manager									
Server View Tools Extr	a Info								
📴 🔍 🎓 🔊 🗛 Addre	ess: 1: -> Root of VizDbSen	ver@localhost		• 🕨					
Type: ALL	💌 🔁 📶 Layout	: System-Default (as last sa 💌							
Servers and folders	<b>→</b> † ×	File 🛆	Size	Туре					
Servers and folders	Search	🚞 data		Project					
□··· <b>□</b> 1 - VizDbServer@ □··· <b>□</b> data	Open								
Default	Collapse Expand completely Collapse completely								
	New								
	Rename	Ctrl+R / F2							
	Search	Ctrl+S / Ctrl+F / F3							
	Move this	Ctrl+X							
	Deploy	Ctrl+D							
	Check server 'VizDbServer@localhost'								
9	Import from archive	Ctrl+Shift+A							
	Enable server 'VizDbServer@localhost' for Auto login								
	Set text color for server 'Via	zDbServer@localhost'							
	Log off from server 'VizDbServer@localhost'								
	Properties								

The check server window is shown.

Check server								
Server to check:	File 7	Type	Size Error type	Error string	Error code	Fixable?	Fixed?	Fix error str
	د []Info:							

- 2. In the left panel, select all the options to check for. Your options are:
  - Check folder links
  - Check file links
  - Check references
  - Check folders
- 3. Click the **Check!** button.

You are advised that checking for data errors can be time consuming and resource heavy, and should not be done at peak hours.

Server che	ck: Server load and time consumption	83
	Note: Checking the database stresses the server and therefore should not be performed at critical times. Also be aware that the check routine may take a long time (depending on the database size and the check options you selected.) You may though pause or cancel the server check at any time. Are you sure you want to check this server now?	
	<u>Y</u> es <u>N</u> o	

4. Click **Yes** to proceed.

Any errors found are shown in the right panel. Clicking on an error shows more detailed information in the bottom panel.

Checking server 'VizDbSer	ver@WSSRE1'									- • X
Server to check:		Fie	Type	Size	Error type	Error string	Error code	Fixable?	Fixed?	Fix error string
Server: VizDbServer@WSSR	E1(Admin) +	COTIC CEITAE shade	COENE	20.15.49	Eleintegritu	Charles up is 0	[0.0.0.0]	Automatically	No	N/A
		0/10_cccine_check	SCENE	20,13 ND	File integrity	Checksum is 0	[0,0,0,0]	Automatically	No	N/A
Check		0701 saint doiann 1	SCENE	16 98 KB	File integrity	Checksum is 11	[0,0,0,0]	Manually only	No	N/A
Check file integrity		0123 kraze check	SCENE	20.81 KB	File integrity	Checksum is 11	[0,0,0,0]	Magualy only	No	N/A
Check folder links	Check references	120 0123 kraze menu 1	SCENE	16.74 KB	File integrity	Checksum is 11	[0.0.0]	Manually only	No	N/A
Chack file links	Chack folders	10112 비키다운코트 ch.,	SCENE	20.00 KB	File integrity	Checksum is 0	[0.0.0.0]	Automatically	No	N/A
Crieda nie inits	Crieck tobers	0329huu chair tong	SCENE	35,38 KB	File integrity	Checksum is 11	[0.0.0.0]	Manually only	No	N/A
Pass 2/5 (F	Folder links) - 6%	0115 hanabi tong	SCENE	87,50 KB	File integrity	Checksum is 0	[0,0,0,0]	Automatically	No	N/A
Cancel	Pause	glass_lotte	SCENE	46,30 KB	File integrity	Checksum is 11	[0,0,0,0]	Manually only	No	N/A
Automatically remove fixed	f entries Fix all	د File Integrity error(و) ۶ : Folder Details for selected object:	link error(s) 0 : F	ile link error	(s) 0 : Referenc	III se error(s) 0 : Poider error(s) (	0			
		Name: 0123 Joras Error type: File integri Check error string: Checksum Check error code: [0,0,0,0] Fixable: Manually o Note: This issue Just open	re_menu_1 ty is 11 xrly can be fixed the i the object in Viz <i>i</i>	following wa Artist and sa	y: weit.					

To fix data errors

1. If you do not require a log of errors that have been fixed, check **Automatically** remove fixed entries.

Check server 'VizDbServer	@WSSRE1' canceled									×
Server to check:		File	Type	Size	Error type	Error string	Error code	Fixable?	Fixed?	Fix error stri ^
Server: VizDbServer@WSSR	E1(Admin) 👻	10123 outhen check	SCENE	20.73 KB	File integrity	Checksum is 0	[0.0.0.0]	Automatically	No	N
		10701 saint doiang 1	SCENE	16.98 KB	File integrity	Checksum is 11	[0,0,0,0]	Marcually only	No	N
Check		10123 kraze check	SCENE	20.81 KB	File integrity	Checksum is 11	[0.0.0.0]	Manually only	No	N
Check file integrity		0123 kraze menu 1	SCENE	16.74 KB	File integrity	Checksum is 11	[0.0.0]	Manualy only	No	N
Check folder links	Check references	S0112 비키다유코트 dh	SCENE	20.00 KB	File integrity	Checksum is 0	[0.0.0]	Automatically	No	N
Chack file links	Check folders	0329huu chair tong	SCENE	35,38 KB	File integrity	Checksum is 11	[0.0.0]	Manually only	No	N
Cried, the lines	Chebi Toldars	10115 hanabi tong	SCENE	87,50 KB	File integrity	Checksum is 0	[0.0.0]	Automatically	No	N
		alass lotte	SCENE	46,30 KB	File integrity	Checksum is 11	[0,0,0,0]	Manually only	No	N
Close	Checkl	TOIYGO130-Regular	FONT	156, 15 KB	Folder link	FileID not found	[64, 1, 142, 37]	Automatically	No	N
	C.C.C.	YDIYGO130-Regular	FONT	156, 15 KB	Folder link	FolderID not found	[64, 1, 142, 41]	Automatically	No	N
Fix		YDIYGO130-Regular	FONT	156, 15 KB	Folder link	FolderID not found	[64,1,142,41]	Automatically	No	N
Automatically remove fixed	d antriag	TDIYGO130-Regular	FONT	156.15 KB	Folder link	FolderID not found	[64, 1, 142, 41]	Automatically	No	N
Automotically remote	J entries	KCHDM-Regular	FONT	157.71 KB	File link	FileID or FolderID not found	[64.8.21.35]	Automatically	Yes	N
Remove fixed	Fix all	KCHDM-Regular	FONT	157,71 KB	File link	FileID or FolderID not found	[64,8,21,35]	Automatically	Yes	N
		KCHDM-Regular	FONT	157.71 KB	File link	FileID or FolderID not found	[64.8.21.35]	Automatically	Yes	N
		KCHDM-Regular	FONT	157.71 KB	File link	FileID or FolderID not found	[64,8,21,35]	Automatically	Yes	N
		KCHDM-Regular	FONT	157.71 KB	File link	FileID or FolderID not found	[64.8.21.35]	Automatically	Yes	N
		KCHDM-Regular	FONT	157,71 KB	File link	FileID or FolderID not found	[64,8,21,35]	Automatically	Yes	N
		KCHDM-Regular	FONT	157,71 KB	File link	FileID or FolderID not found	[64,8,21,35]	Automatically	Yes	N
		KCHDM-Regular	FONT	157,71 KB	File link	FileID or FolderID not found	[64,8,21,35]	Automatically	Yes	N
		KCHDM-Regular	FONT	157.71 KB	File link	FileID or FolderID not found	[64,8,21,35]	Automatically	Yes	N
		KCHDM-Regular	FONT	157,71 KB	File link	FileID or FolderID not found	[64,8,21,35]	Automatically	Yes	N
		KCHDM-Regular	FONT	157,71 KB	File link	FileID or FolderID not found	[64,8,21,35]	Automatically	Yes	N
		F KCHDM-Regular	FONT	157.71 KB	File link	FileID or FolderID not found	[64.8.21.35]	Automatically	No	N
									_	
										,
		Details for selected object: Name: KCHDM-Reg Error type: File Ink Check error string: FileID or Fol Check error ode: [64,8,21,30] Foxable: Automatical Status: Not yet fixe	ular IderID not four ] ly d!	nd	.,					

2. Click the **Fix all!** button.

**Note:** You also have the option of selecting only certain errors in the right panel, right-clicking, and fixing only the selected entries.

3. Any errors that cannot be fixed will remain in the right panel. Click the entry and follow the instructions in the bottom panel.

Check server 'VizDbServer	@WSSRE1' canceled										- 0 -
Server to check:			-			-	-			-	
Server: WzDbServer@WSSR	E1(Admin)	File	Type	Size	Error type	Error string	Error code	Fixable?	Fixed?	Fix error string	Fix error code
		0701_saint_dojang_1	SCENE	16,98 KB	File integrity	Checksum is 11	[0,0,0,0]	Manually only	No	N/A	N/A
Check		0123_kraze_check	SCENE	20,81 KB	File integrity	Checksum is 11	[0,0,0,0]	Manually only	No	N/A	N/A
Charle file intervity		0123_kraze_menu_1	SCENE	15,74 KB	File integrity	Checksum is 11	[0,0,0,0]	Manually only	No	N/A	N/i
Check he integrity	The second second	0112_0 7 LF@ # =_01	SUENE	20,00 KB	File integrity	Checksum is 0	[0,0,0,0]	Automatically	NO	File is not restoreable	[86,1,1/7,115
Check folder links	Check references	Course handling	SCENE	33,38 KD	File integrity	Checksum is 11	[0,0,0,0]	Automatically	NO	N/A	TOC 1 177 111
Check file links	Check folders	Class lotte	SCENE	45 10 KB	File integrity	Checknum is 11	[0,0,0,0]	Manualy only	No	File is not restoreable	[00,1,1/7,11: N
Close	Checkl										
Pix Automatically remove fixed	d entries										
Remove fixed	Pix all										
		File integrity error(s) 7 : Folder li	ink error(s) -75	9 : File link e	rror(s) 799 : Re	ference error(s) 0 : Folder error(s	)0				
		1									

# 7.4 Managing Users and Groups

From the Administer Users and Administer Groups windows it is possible to manage all the users and groups in Viz Graphic Hub.

Every user that works with the Viz Graphic Hub, either directly or from a client application, must:

- Have their own user profile
- Belong to a Group

The User and Group management system monitors who creates items, who owns items, and who has rights to modify the various items in the Viz Graphic Hub.

The permission settings on group level are the default settings for all assigned users, but it is possible to change the permission on user level afterwards. It is possible that one specific user has more or less permissions as the original defined base permission settings of the underlying group (like a super-user or restricted user).

User and Group permission settings are always related to a folder or file permission setting.

**Example:** User 1 of Group A has, on User and Group level, 'no world write rights' activated. This means that it is not possible to override or delete a file or folder which is owned by another User from a different Group.

**Example:** User 2 of Group A has, on Group level, 'group write rights' activated but not on User level (restricted user). This means that User 2 is only permitted to overwrite or delete their own files in their own folder structure.

This section contains information on the following topics:

- Groups
- Users

## 7.4.1 Groups

This section contains information on the following topics:

- <u>To open the Administer Groups window</u>
- <u>To create a new group</u>
- <u>To edit a group</u>
- To delete a group or groups
- <u>To view a group</u>

#### To open the Administer Groups window

Click Tools -> Administer Users and Groups -> Administer groups

**Note:** All Viz Graphic Hub Manager users can view Users and Groups. Only an administrator can create new Users or Groups, or modify existing ones.

## **Groups window**

## To create a new group

- 1. Open the Administer Groups window (see <u>To open the Administer Groups window</u>).
- 2. Select either:
  - New... or
  - Right click, and click **Create new group...** from the context menu, or
• Press <F6>/<Insert>

Mew group 'N	ewGroup' on ser	ver 'SUPGH1(	©SUPGH1' 🔜	
Server:	SUPGH1@SUP	GH1(Admin)	•	
ID: Active:	[autogenerat	ed]		
Name:	NewGroup			
Access rights:				
	User rights: 📝 Read 🕼 Write			
	Group rights:	√ Read	🔽 Write	
	World rights:	🗸 Read	📝 Write	
	View me	ember		
		ОК	Cancel	

3. Select the destination server from the **Server** drop down box.

**Note:** If the group-list is filtered, the server cannot be changed.

- 4. The new group **ID** value is automatically generated.
- 5. Check or un-check the **Active** box to make the new group active or inactive.

**Note:** If a group is inactive, no members can be added.

- 6. In the Name box give the new group a unique name.
- 7. Specify the user account access rights:
  - User rights: User may overwrite their files and create files.
  - **Group rights:** User can overwrite files which belong to the group, of which they are a member of.
  - World rights: User may overwrite files which belong to anyone.
- 8. Click **OK**.

To edit a group

**Note:** Only available with administrator privileges and with a single server selected.

1. Open the Administer Groups window (see <u>To open the Administer Groups window</u>).

- 2. Select either:
  - Edit... or
  - Right click, and click Edit selected group... from the context menu, or
  - Press <F4>

Group 'Product	Specialists' on s	erver 'SUPGH	1@SUP 💌
Server:	SUPGH1@SUP	GH1(Admin)	
ID:	30	189	
Active:	🔽 Active group	0	
Name: 🔽	ProductSpecia	lists	
Access rights: 🔽			
	User rights:	🗸 Read	🔽 Write
	Group rights:	🗸 Read	🔽 Write
	World rights:	√ Read	🔲 Write
	View me	ember	
		ОК	Cancel

- 3. The server destination can not be changed.
- 4. The group ID value can not be changed.
- 5. Check the **Active** box to make the new group active, if required. If changed from active to inactive or inactive to active the modified check box is checked. If the modified check box is un-checked, the change will be ignored.

**Note:** If a group is inactive, no members can be added.

- 6. In the **Name** box enter a new unique group name, if required. If changes are made in the text box the modified check box is checked. If the modified check box is un-checked, the change will be ignored.
- 7. Specify the user account access rights, if required:
  - User rights: User may overwrite their files and create files.
  - **Group rights:** User can overwrite files which belong to the group, of which they are a member of.
  - World rights: User may overwrite files which belong to anyone.
- 8. Click the View member button to see all the group members
- 9. Click **OK**.

#### To delete a group or groups

**Note:** Only available with administrator rights.

Note: Groups which contain members cannot be deleted.

- 1. Open the Administer Groups window (see <u>To open the Administer Groups window</u>).
- 2. Select the Group or Groups to be delete:
  - Click on a Group, or
  - Press <CTRL> and click on Groups to multi select
- 3. Select either:
  - Delete... or
  - Right click on the selection and click **Delete selected group...** from the context menu, or
  - Press DELETE.
- 4. Click **OK**.

#### To view a group

**Note:** Only available if logged in with no Administration rights or if there are multiple users, over different servers.

- 1. Open the Administer Groups window (see <u>To open the Administer Groups window</u>).
- 2. Click on the group or groups to be viewed.
- 3. Select either:
  - View... or
  - Right click and select View selected group... from the context menu, or
  - Click on a group and press <F4>
- 4. The Group window opens. No items can be edited.
- 5. Click the View member button to see all the group members
- 6. Click Close.

## 7.4.2 Users

This section contains information on the following topics:

- To open the Administer Users window
- <u>Create a new user account</u>
- <u>To edit a User account</u>
- <u>To delete a User account(s)</u>
- <u>To view a user account</u>

## To open the Administer Users window

- Click Tools -> Administer Users and Groups -> Administer users..., or
- Press <CTRL+F9>, or
- Press <CTRL+U>

The Users window shows all available users on all active servers.

**Note:** To narrow the users list first select a Server then select a Group from the Server and Group drop down boxes.

.....

All servers		<ul> <li>All groups</li> </ul>	▼ New   View	/   Del	lete	
Server	Nick name 🔥	Full name	Group	Active	Access rights (U/G/W)	I
SUPGH1@SUPGH1	Admin	Administrator	Administrator	Yes	WWW	:
/izGraphicHub@VI	Admin	Administrator	Administrator	Yes	WWW	:
SUPGH1@SUPGH1	Antonio_B	Antonio Bleile - Vizrt Austria	Vizrt-ResearchDevelopment	No	WWW	729
SUPGH1@SUPGH1	Bernd_R	Bernd Riedewald - Vizrt Austria	Vizrt-ProductSpecialists	Yes	WWW	281:
/izGraphicHub@VI	Bernd_R	Bernd Riedewald - Vizrt Austria	Vizrt-ProductSpecialists	Yes	WWW	281:
SUPGH1@SUPGH1	Bernhard_W	Bernhard Winkler - Vizrt Austria	Vizrt-ResearchDevelopment	Yes	WWW	1808
/izGraphicHub@VI	Bernhard_W	Bernhard Winkler - Vizrt Austria	Vizrt-ResearchDevelopment	Yes	WWW	1808
SUPGH1@SUPGH1	Christian_H	Christian Huber - Vizrt Austria	Vizrt-ResearchDevelopment	Yes	WWW	8296
/izGraphicHub@VI	Christian_H	Christian Huber - Vizrt Austria	Vizrt-ResearchDevelopment	Yes	WWW	8296
SUPGH1@SUPGH1	Christian_K	Christian Koller - Vizrt Austria	Vizrt-ProductSpecialists	Yes	WWW	9364
/izGraphicHub@VI	Christian_K	Christian Koller - Vizrt Austria	Vizrt-ProductSpecialists	Yes	WWW	9364
SUPGH1@SUPGH1	Christian_S	Christian Seidl - Vizrt Austria	Vizrt-ResearchDevelopment	Yes	WWW	312
/izGraphicHub@VI	Christian_S	Christian Seidl - Vizrt Austria	Vizrt-ResearchDevelopment	Yes	WWW	3123
SUPGH1@SUPGH1	Christian_Sc	Christian Scheitnagl - Vizrt Aus	Vizrt-QualityAssurance	Yes	WWW	2909
5UPGH1@SUPGH1	Christian_St	Christian Stampfl - Vizrt Austria	Vizrt-ProductSpecialists	Yes	WWW	570
SUPGH1@SUPGH1	Christoph_B	Christoph Bobzin	Vizrt-ProductSpecialists	Yes	WWW	6043
/izGraphicHub@VI	Christoph_B	Christoph Bobzin	Vizrt-ProductSpecialists	Yes	WWW	6043
SUPGH1@SUPGH1	Daniel_W	Daniel Winkler - Vizrt Austria	Vizrt-ResearchDevelopment	Yes	WWW	7814
/izGraphicHub@VI	Daniel_W	Daniel Winkler - Vizrt Austria	Vizrt-ResearchDevelopment	Yes	WWW	7814

#### Create a new user account

- 1. Open the Administer Users window (see <u>To open the Administer Users window</u>).
- 2. Select either:

-----

- New... or
- Right click, and click Create new user... from the context menu, or

Press <F6>/<Insert>

Mew user 'Gues	t2' on server 'SU	PGH1@SUPC	GH1' 💽
<u>S</u> erver:	SUPGH1@SUP	GH1(Admin)	•
ID:	[autogenerat	ed]	
Active:	✓ <u>A</u> ctivate acc	ount	
<u>G</u> roup:	Guest		•
<u>N</u> ickname:	Guest2		
<u>F</u> ullname:	Guest Tester		
Password:	•••		
<u>R</u> e-enter password:	•••		
Access rights:			
	User rights:	🗸 Read	🔽 Write
	Group rights:	√ Read	📝 Write
	World rights:	√ Read	Vrite
		<u>O</u> K	<u>C</u> ancel

3. Select the destination server from the **Server** drop down box.

**Note:** If the user list shows users of one server only, the server will be preset and cannot be changed.

- 4. The new group **ID** value is automatically generated.
- 5. Check or un-check the **Active** box to make the new user account active or inactive.

**Note:** If the user account is inactive, the user cannot log in or work with the items in the database.

6. In the **Group** box select which group the new user belong too.

**Note:** If user list is filtered to show only users of a specific group, this group will be preset and cannot be changed.

- 7. In the **Nickname** box give the new user a unique nickname.
- 8. In the **Fullname** box enter the new user's full name.

. . . . . . . . . . . . . . . . . . .

.....

9. Enter a user **Password**. Repeat the password in the **Re-enter the password** box.

**Note:** Leave both the Password and Re-enter password boxes empty if no password is required.

- 10. Specify the new user account access rights:
  - User rights: User may overwrite their files and create files.
  - **Group rights:** User can overwrite files which belong to the group, of which they are a member of.
  - World rights: User may overwrite files which belong to anyone.
- 11. Click **OK**.

## To edit a User account

**Note:** Only available with administrator privileges.

- 1. Open the Administer Users window (see <u>To open the Administer Users window</u>).
- 2. Select either:
  - Edit... or
  - Right click, and click Edit selected user... from the context menu, or

• Press <F4>

W User 'Guest' on	server 'SUPGH1@SUPGH1'	3
Server:	SUPGH1@SUPGH1(Admin)	-
ID:	9999	
Active:	CACtivate account	
Group:	Guest	•
Nickname:	Guest	
Fullname: 💟	Guest account	
Password:		
Re-enter password:		
Access rights: 🔽		
	User rights: 📝 Read 🛛 🕅 Write	
	Group rights: 📝 Read 🔲 Write	
	World rights: 📝 Read 📃 Write	
Viz user settings:	227 Delete viz user settings	
	OK Cancel	

- 3. The user account **Server** can not be changed.
- 4. The user account **ID** value can not be changed.
- 5. Check or un-check the **Active** box to make the new user account active or inactive, if required.

**Note:** If user account is inactive, the user cannot log in or work with the items in the database.

- 6. In the **Group** box select the group the user account belongs too, if required.
- 7. In the **Nickname** box give the user a new unique nickname, if required.
- 8. In the **Fullname** box change the user's full name, if required.
- 9. Enter a new user **Password**, if required. Repeat the password in the **Re-enter the password** box.

**Note:** Leave both the Password and Re-enter password boxes empty if no password is required.

10. Change the user account access rights, if required:

- User rights: User may overwrite their files and create files.
- **Group rights:** User can overwrite files which belong to the group, of which they are a member of.
- World rights: User may overwrite files which belong to anyone.
- 11. If required, click the **Delete viz user settings** button to delete the user account settings which are, by default, saved together with the user profile.

**Note: Delete viz user settings** is only available if one user is to be edited. If more than one user is selected, this button will not show.

12. Click OK.

#### To delete a User account(s)

**Note:** Only available with administrator privileges.

**Note:** The built-in administrator can not be deleted.

- 1. Open the **Administer Users** window.
- 2. Click the User(s) to be deleted. Press <CTRL> and click to multi select.

**Note:** Users on multiple servers can not be deleted in one step.

- 3. Select either:
  - Delete... or
  - Right-click on the selection and click Delete selected users..., or
  - Press <DEL>
- 4. Click **OK**.

A User can not be deleted if they own an object(s) in the Graphic Hub. If a User to be deleted owns any objects the **Choose user...** window will open when **OK** is clicked on. Use this window to transfer object ownership to another User.

Cho	oose (	user
4	Â	The user 'David' still owns objects (projects/folders/files) on server 'davidsserver@DCO-PC'. Before you can delete 'David', you must change the ownership of those objects to another user!
Se	elect t ser 'Da	the user, who will gain ownership of all objects, belonging to avid'.
U	ser:	Admin
N	ote: A	An action-log window will open to perform this owner change.
IN be	MPOR efore	TANT: You need to execute and close the set-owner action-log you can proceed with deleting the user 'David'!
		OK Cancel

5. In the **Choose user...** window select the User to be assigned the object(s), from the drop down box.

6. Click **OK** to open the **Setting owner...** window.



**IMPORTANT!** The **Choose user...** window puts all objects, of the selected User, in an Action Log window (**Setting owner...**), where ownership changes.

- 7. Click Set owner.
- 8. Click Close.

**IMPORTANT!** The owner change must be done before delete can continue. If the User still owns an object(s), the delete will fail.

If the **Users** window is clicked on before **Set Owner** is clicked on, in the S**etting owner...** window this message will show:



#### To view a user account

**Note:** Only available if logged in with no Administration rights or if there are multiple users, over different servers.

- 1. Open the Administer user's window.
- 2. Click on the user or user's accounts to be viewed.
- 3. Select either:
  - View... or
  - Right click and select View selected user... from the context menu, or
  - Click on a user account and press <F4>
- 4. The User window opens. No items can be edited.
- 5. Click Close.

# 8 Viz Graphic Hub REST

The Viz Graphic Hub REST is a web-service for Viz Graphic Hub. It is an interface to retrieve and send data to and from Viz Graphic Hub via HTTP requests.

This section contains information on the following topics:

- Important Before Installation
- Installation
- <u>Configuration</u>
- Failover/Load Balancing
- <u>Troubleshooting</u>
- Installing Viz Graphic Hub REST Demo

# 8.1 Important Before Installation

- Viz Graphic Hub REST requires an up and running Viz Graphic Hub 2.3.1 or higher during installation and configuration.
- In replication clusters, the Viz Graphic Hub REST cannot be installed on the host that is running the Viz Graphic Hub Server.
- Vizrt recommends using *Google Chrome* version 21 or higher to configure Viz Graphic Hub REST and view the demo page.
- Viz Graphic Hub REST also works together with:
  - Opera version 15 and a higher
  - Firefox version 5 or higher
  - Safari version 5 or higher
  - Internet Explorer version 8 or higher

**Note:** All other web browsers and versions older than the ones listed above are untested and not officially supported.

# 8.2 Installation

This section describes how to install Viz Graphic Hub REST.

**Note:** For details on how to install Viz Graphic Hub REST Demo, see <u>Installing Viz</u> <u>Graphic Hub REST Demo</u>.

#### To install Viz Graphic Hub REST



1. Run the *VizGraphicHubREST.x.x.msi* file.

2. Click the **Next** button.

Viz Graphic Hub REST 1.0.0.26712 Setup	_ 🗆 X
End-User License Agreement Please read the following license agreement carefully	zrt
SINGLE END-USER LICENSE AGREEMENT FOR VIZRT SOFTWARE	<b>_</b>
IMPORTANT-READ CAREFULLY. This Vizrt End-User License Agreement ("EULA") is a legal AGREEMENT between you (either as a registered individual developer or as the registered developer/representative and on behalf of a single entity) and Vizrt for the vizcontent pilot product identified above, which product includes computer software and may include associated media, printed materials, and "online" or electronic documentation ("SOFTWARE PRODUCT"). By installing, copying, or otherwise using the SOFTWARE PRODUCT", you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, then DO NOT install or use the SOFTWARE PRODUCT.	T
✓ I accept the terms in the License Agreement	
Print Back Next (	Cancel

- 3. In the panel that appears, select the I accept the terms in the License Agreement check box.
- 4. Click the **Next** button.

<b>Fiz Graphic Hub REST 1.0.0.26712 Setup</b> <b>Custom Setup</b> Select the way you want features to be in	stalled.
Click the icons in the tree below to chang installed.	e the way features will be
Viz Graphic Hub REST	the whole solution to run GH restfully
	This feature requires 82MB on your hard drive.
Location: C:\Program Files (x86)\via	ert\VizGH 2.0\REST\ Browse
Reset Disk Usage B	ack Next Cancel

5. In the panel that appears, click the **Next** button.



6. In the panel that appears, click the **Install** button.

🐺 Yiz Graphic Hub REST 1.0.0.26712 Setup
Installing Viz Graphic Hub REST 1.0.0.26712
Please wait while the Setup Wizard installs Viz Graphic Hub REST 1.0.0.26712.
Status: Validating install
Back Next Cancel

The Viz Graphic Hub REST is then installed on the machine.



7. In the panel that appears, click the **Finish** button.

When completing the installation process by clicking on the **Finish** button, the installer will open the Viz Graphic Hub REST configuration page in your standard web browser.

**Note:** Please make sure that your browser type and version is supported by Viz Graphic Hub REST, see <u>Important Before Installation</u>.

# 8.3 Configuration

The Viz Graphic Hub REST configuration tool is loaded automatically after installation. To load the page manually, open a supported web browser and type *http://127.0.0.1/config.html* in the address bar.

**Note:** Please make sure that your browser type and version is supported by Viz Graphic Hub REST, see <u>Important Before Installation</u>. Also make sure that no other server is running on port 80, see <u>Troubleshooting</u>.

$\leftarrow$ $\Rightarrow$ C http://yourserver/config.html		\$
🚾 Viz Graphic Hub REST confi	guration	ر <mark>vızrt)</mark> Logged in as Admin   logout
	🖋 Configure Viz GH Rest	
	🧬 🛛 Maintain Viz GH Rest Bindings	
	(L) Shutdown Viz GH REST	
	🚾 Viz GH REST demo	
	Viz GH REST API documentation	
	Viz Graphic Hub Manual	

The start page provides links to various configuration categories:

- <u>Configure Viz Graphic Hub REST</u>
- <u>Maintain Viz Graphic Hub REST Bindings</u>
- <u>Shutdown Viz Graphic Hub REST</u>
- Viz Graphic Hub REST Demo
- Viz Graphic Hub REST API Documentation
- Viz Graphic Hub User Guide

# 8.3.1 Configure Viz Graphic Hub REST

This section describes how to configure Viz Graphic Hub REST.

#### To configure Viz Graphic Hub

1. Click the **Configure Viz Graphic Hub REST** button in the <u>Configuration</u>.

Step 1: Configure Viz Graphic H	ub	_
Graphic Hub Namingservice:	LOCALHOST	
Graphic Hub Server:	VizDbServe	r
Graphic Hub Port:	19396	
Default		
		Next Cancel

- 2. In the window that opens, enter the settings of the Viz Graphic Hub the Viz Graphic Hub REST should be connected with:
  - Viz Graphic Hub Namingservice
  - Viz Graphic Hub Server
  - Viz Graphic Hub Port

**Tip:** If the Viz Graphic Hub REST is running on the same host as the Viz Graphic Hub Server, then the default settings can be left unchanged.

3. Click the **Next** button.

Step 1: Configure Viz Graphic Hu	0		
	localhost	Please login	x
	VizDbServer	Welcome to Viz Graphic Hub	
Graphic Hub Port: Default	19396		
Submitting Viz Graphic Hub config	aration	Nickname: Admin	
		Password:	
			Login

The Click the Next button window opens if you are logged out from the specified Viz Graphic Hub Server.

- 4. In the Click the Next button window, enter administrative login credentials for the specified Viz Graphic Hub Server:
  - Nickname (default is Admin)
  - Password (default is VizDb)

Webserver configuration:         80           Port:         80           Config dir:         /////VizCHRest/config           Upload dir:         /////VizCHRest/config           Upload dir:         /////wwwroot           Document root:         /.//////wwwroot           Error log:         /.//////ogs/lighttpd error.log           Access log:         /.//////ogs/access.log           Perkut         ///////ogs/access.log           Viz CH Rest configuration:         Request timeout(ms):           Request timeout(ms):         10000           Max Viz CH sessions used:         S           Default max search results:         1           Max journals:         1000           Default image compression:         DXTS relife of the solut           Trace requests:         Yts S No	Step 2: Configure Viz Graphic Hul	REST	
Port:         80           Config dir:         /.//.///Vi2GHRest/config           Upload dir:         /.//.//Wwwroot           Document root:         /.//.///wwwroot           Error log:         /.//.//ogs/ighttpd error.log           Access log:         /.//.//./logs/ighttpd error.log           Access log:         /.//.//./logs/ighttpd error.log           Viz GH Rest configuration:         .//.//./logs/ighttpd error.log           Request timeout(ms):         10000           Max Viz GH sessions used:         S           Default max search results:         1           Max journals:         1000           Default image compression:         DXTS `r           Hide console:         YDS S `No           Trace requests:         YOS S `No	Webserver configuration:		
Config dir.         /.//.//VizCHRest/config           Upload dir.         /.//.//tmp           Document root:         /.//.//logs/lighttpd error.log           Error log:         /.//.//logs/lighttpd error.log           Access log:         /.//.//logs/lighttpd error.log           befuit         ///.////logs/lighttpd error.log           Viz CH Rest configuration:         ///.///logs/lighttpd error.log           Request timeout(ms):         10000           Max Viz CH sessions used:         5           Default max search results:         1           Max journals:         1000           Default image compression:         DXT5 r           Hide console:         YV5 ND0           Trace requests:         YV5 ND0	Port:	80	
upload dir:       /.//.//tmp         Document root:       /.//.//wwwroot         Error log:       /.//.//logs/lighttpd.error.log         Access log:       /.//.//logs/lighttpd.error.log         Access log:       /.//.//logs/lighttpd.error.log         befwit       ///.///logs/lighttpd.error.log         Viz CH Rest configuration:       ///////www.moint         Nax Viz CH sessions used:       S         Default max search results:       1         Index journals:       1000         Default image compression:       DXTS v         Hide console:       YVS © No	Config dir:	.////VizCHRest/config	
Document root:         /.//.//wwwroot           Error log:         /.//.//logs/lightpd error.log           Access log:         /.//.//logs/access.log           befault	Upload dir.	.///tmp	
Error log:         /.//.//.logs/lighttpd.error.log           Access log:         /.//.//.logs/access.log           befault         ////.logs/lighttpd.error.log           Viz CH Rest configuration:         /////.logs/access.log           Viz CH Rest configuration:         ////.logs/lighttpd.error.log           Max Viz CH sessions used:         S           Default max search results:         1           Max Journals:         1000           Default mage compression:         DXTS ~           Hilde console:         OYs No           Trace requests:         Yes No	Document root:	./////www.root	
Access log: /.//.///logs/access.log  Perform  Viz CH Rest configuration Request timeout(ms): 10000  Max Viz CH sessions used: 5 Default max search results: 1 Max Journals: 1000 Default mage compression: DXT5  Infled console: 0Yes No Trace requests: Yos No	Error log:	.////logs/lighttpd.error.log	
Default       Viz CH Rest configuration:       Request timeout(ms):       10000       Max Viz CH sessions used:       S       Default max search results:       1       Max journals:       1000       Default image compression:       DXTS       Filde console:       OYES ONO       Trace requests:	Access log:	./////logs/access.log	
Viz CH Rest configuration:         Request timeout(ms):       10000         Max Viz CH sessions used:       5         Default max search results:       1         Max journals:       1000         Default image compression:       DXTs         Default image compression:       OXTs         Trace requests:       •Yes • No	Default		
Request timeout(ms):     10000       Max Viz GH sessions used:     S       Default max search results:     1       Max journals:     1000       Default image compression:     DXTS        Default image compression:     OXTS        Trace requests:     •Yes • No	Viz GH Rest configuration:		
Max Viz GH sessions used:     S       Default max search results:     1       Max journals:     1000       Default image compression:     DXT5 •       Hide console:     ©Yes © No       Trace requests:     •Yes © No	Request timeout(ms):	10000	
Default max search results: 1 Max journals: 1000 Default inage compression: DXT5 ♥ Hide console: ④Yes ●No Trace requests: ④Yes ●No	Max Viz GH sessions used:	s s	
Max journals:         1000           Default image compression:         DXT5         ✓           Hide console:         ©Yes ●No         Trace requests:         ●Yes ●No	Default max search results:		
Default image compression: DXT5 ♥ Hide console: ©Yes ONo Trace requests: OYes ONo	Max journals:	1000	
Hide console: OYes ONO Trace requests: OYes ONO	Default image compression:	DXTS 👻	
Trace requests: O Yes ONO	Hide console:	() Yes ONO	
	Trace requests:	●Yes ●No	

After a successful login, the window above will open. This window allows you to configure webserver and REST specific settings. In most cases, the default settings can be left unchanged.

- 5. Enter various Webserver configuration settings:
  - Port: The webserver port, see <u>Troubleshooting</u> for details
  - Config dir: The directory where Viz Graphic Hub REST configuration files reside
  - Upload dir: A temporary directory for uploads
  - Document root: The webserver home/root directory
  - Error log: The webserver error log text file
  - Access log: The webserver connection log text file

**Note:** Changing any of the webserver configuration values will require a shutdown of Viz Graphic Hub REST.

	8080	Changing webserver configuration
	.//config	
	.//tmp	
	.//wwwroot	
	.//logs/lighttpd.error.log	Changing webserver configuration requires a shutdown of
	.//logs/access.log	After the shutdown you have to manually start Viz CH Rest
Default		againl
Viz GH Rest configuration: Disable		are you sure you want to do this?
Request timeout(ms):		
		Yes No
Log level:		
Desfault		

------

After the automatic shutdown has been initiated, a dialog will prompt the user to manually restart Viz Graphic Hub REST. When restarted, the Viz Graphic Hub REST configuration settings will be updated.

- 6. Enter various Viz Graphic Hub REST configuration settings:
  - **Request timeout (ms):** Specifies after how many milliseconds Viz Graphic Hub REST will stop a specific request. Changing this value could stop execution of some or all requests to Viz Graphic Hub REST prematurely.
  - Max Viz GH sessions used: Maximum amount of sessions per Viz Graphic Hub user
  - **Default max search results:** If not defined differently in the open search parameter *count*, this value will be used as the maximum number of shown search results.
  - **Max journals:** Maximum number of journals retrievable by Viz Graphic Hub REST. This value has a significant influence on the overall performance of a system.
  - **Default image compression:** Defines the compression quality of imported images. Although *DXT5* uses most space on Viz Graphic Hub, this image compression quality is recommended, as it provides the highest quality.
  - **Hide console:** Hides or shows the Viz Graphic Hub REST console. This is useful when debugging.
  - **Trace requests:** Whether or not to spend time evaluating requests through the console output.
  - Log level: Log levels for output to console and the Viz Graphic Hub REST log file. Various log levels are; Debug, Trace, Information, Warning, Error, Critical, and ACE.
- 7. Click the **Ok** button.

The Viz Graphic Hub REST configuration settings will then be applied, and Viz Graphic Hub REST is ready to use.

## 8.3.2 Maintain Viz Graphic Hub REST Bindings

The Maintenance section of the <u>Configuration</u> shows information about the currently configured Viz Graphic Hub connection, its bindings and failover Viz Graphic Hubs.

To open the Maintenance section, click the **Maintain Viz GH REST Bindings** button.

The Maintenance section contains various panels:

- <u>Viz Graphic Hub Rest to Viz Graphic Hub Bindings</u>
- Viz Graphic Hub Failover servers
- <u>Viz Graphic Hub connection timeouts</u>

#### Viz Graphic Hub Rest to Viz Graphic Hub Bindings

Viz Graphic Hub REST is automatically registered and the configuration is stored when connecting to a Viz Graphic Hub for the first time.

## Viz Graphic Hub REST to Viz Graphic Hub bindings



The Viz Graphic Hub REST to Viz Graphic Hub bindings enable third party applications to discover the currently connected Viz Graphic Hub REST servers on a Viz Graphic Hub.

- **Protocol:** The protocol to reach the specified Viz Graphic Hub REST
- Hostname: The hostname (or IP address) to reach the specified Viz Graphic Hub REST

**Tip:** The hostname can be changed to an IP address if Viz Graphic Hub REST is not reachable through the hostname.

- Port: The webserver port to reach the specified Viz Graphic Hub REST
- Service doc path: The path where the service doc is configured on the specified Viz Graphic Hub REST
- Service doc accept type: Defines the http request headers accept type to retrieve the service document on the given service document path

Actions will be applied by clicking the **Ok** button.

If Viz Graphic Hub REST is running as a replication cluster (failover/load balanced) you have to change the binding configuration to your Squid node, see <u>Viz Graphic Hub</u> <u>Failover servers</u>.

To remove a Viz Graphic Hub REST binding from the list, select the **Delete** check box. Accidentally deleted Viz Graphic Hub REST bindings can be re-applied by configuring the deleted Viz Graphic Hub REST again.

## Viz Graphic Hub Failover servers

A Viz Graphic Hub failover server can be added in addition to the currently connected Viz Graphic Hub.

## Viz Graphic Hub failover servers



Viz Graphic Hub failover servers must have fully synchronized content with the currently configured Viz Graphic Hub.

**Tip:** Synchronizing the content between multiple Graphic Hubs can be achieved by using the Viz Graphic Hub Deploy Agent.

- Namingservice: Failover Viz Graphic Hub namingservice
- Server: Failover Viz Graphic Hub server
- Port: Failover Viz Graphic Hub port

Actions will be applied by clicking the **Ok** button.

To remove a failover server from the list, select the **Delete** check box.

To add a new failover server, click the **Add failover server** button, and enter the **Namingservice**, **Server** and **Port** details.

You can test the failover servers by:

- 1. Performing a request to Viz Graphic Hub REST (for example *http://127.0.0.1/ users/*)
- 2. Shutting down the configured Viz Graphic Hub
- 3. Performing the same request to Viz Graphic Hub REST again

If the first failover server is configured correctly, the responses should match (error code and content).

#### **Viz Graphic Hub connection timeouts**

The connection timeouts define the connectivity settings between Viz Graphic Hub REST and Viz Graphic Hub.

#### Viz Graphic Hub connection timeouts

٦	Viz Graphic Hub co	onnection tim	eouts:
	Global timeout:	30	Defautt
	Connect timeout:	15	Defautt
L			

The Viz Graphic Hub connection timeouts values are configured in seconds. In an unstable network environment, Viz Graphic Hub REST will benefit from increasing the timeouts.

- **Global timeout:** Defines how long Viz Graphic Hub REST should wait for a request to Viz Graphic Hub REST to return. Default is *30* seconds.
- **Connect timeout:** Defines how long Viz Graphic Hub REST should wait to connect or re-connect to a Viz Graphic Hub. Default is *15* seconds.

Actions will be applied by clicking the **Ok** button.

## 8.3.3 Shutdown Viz Graphic Hub REST

To gracefully shutdown Viz Graphic Hub REST, click the **Shutdown Viz GH REST** button in the <u>Configuration</u>.

## 8.3.4 Viz Graphic Hub REST Demo

The Viz Graphic Hub REST demo page is provided in a separate installer. After installation, the demo can be accessed by clicking the **Viz GH REST Demo** link in the <u>Configuration</u>, or entering *http://127.0.0.1/demo.html* in the web browser address bar.

## 8.3.5 Viz Graphic Hub REST API Documentation

The Viz Graphic Hub REST API documentation provides a programmer with the necessary information to use the Viz Graphic Hub REST API. The API documentation can be accessed by clicking the **Viz GH REST API Documentation** link in the

<u>Configuration</u>, or entering *http://127.0.0.1/doc/documentation.html* in the web browser address bar.

## 8.3.6 Viz Graphic Hub User Guide

The *Viz Graphic Hub User Guide* provides the full Viz Graphic Hub documentation. This User's Guide can be accessed by clicking the **Viz Graphic Hub User's Guide** link in the <u>Configuration</u>, or entering *http://127.0.0.1/help/index.html* in the web browser address bar.

# 8.4 Failover/Load Balancing

Optionally it is possible to setup Viz Graphic Hub REST to support failover and load balancing. Viz Graphic Hub REST is a standard HTTP server, so there is no need for integrated failover or load balancing logic. This can easily be achieved by setting up a failover and load balancing cluster. Vizrt recommends using *Squid* for this purpose. Squid is a very powerful tool and it can be used in a variety of cases combined. Therefore Vizrt recommends that your Squid proxy and the DNS failover is set up by a network professional. Also note that intensive testing of all applications using Viz Graphic Hub REST with every setup with Squid is required.

The following example shows how to set up Viz Graphic Hub REST using Squid as a reverse proxy used as static cache, load balancer and failover. To successfully run and configure this example, you need 3 separate servers and 1 Viz Graphic Hub running on a 4th server. This is the minimal failover configuration for Viz Graphic Hub REST. The Squid server will be mentioned as *server3* in the example below. Server3 contains 2 NICs in the example below (not necessary). You do not have to install and configure Viz Graphic Hub REST on server3.

## 8.4.1 Important Before Installation

Squid for Windows can be downloaded here: *http://sourceforge.net/projects/ squidwindowsmsi/*.

## 8.4.2 Installing and Configuring Squid

- 1. Install Viz Graphic Hub REST on 2 or more separate servers; server1, server2, and server3 (optional).
- 2. Install Viz Graphic Hub REST Demo on all of the servers where Viz Graphic Hub REST has been installed for testing purposes.
- 3. Configure all instances of Viz Graphic Hub REST to connect to the same Viz Graphic Hub (server4).
- 4. If Viz Graphic Hub REST is installed on server3, configure server3 webserver settings to use port *8080* instead of port *80*.
- 5. Download the Squid installer for Windows, see <u>Important Before Installation</u>.
- Install Squid on a third server (server3), using the default install location; c: \squid\.
- 7. Configure Squid by editing C:\squid\etc\squid.conf. Replace the whole file content with the following configuration text:

```
#
# squid config needed
#
```

```
acl all src all
acl manager proto cache object
#
http port 80 accel defaultsite=server3.company.internal vhost
# all cache Viz GH REST
#
cache peer 10.211.1.1 parent 80 0 no-query originserver round-robin
 login=PASS name=server1
cache peer 10.211.1.2 parent 80 0 no-query originserver round-robin
 login=PASS name=server2
#
cache peer 10.211.1.3 parent 8080 0 no-query originserver round-robin
login=PASS name=server3nic1
cache peer 10.211.1.4 parent 8080 0 no-query originserver round-robin
login=PASS name=server3nic2
#
# entry vhost declaration
#
acl registered name hostdomain dstdomain server3.company.internal
acl registered name host dstdomain server3
acl registered name ip dstdomain 10.211.1.3
acl registered name ip2 dstdomain 10.211.1.4
#
# entry vhost registration and redirection allowance
#
http access allow registered name hostdomain
http access allow registered name host
http access allow registered name ip
http access allow registered name ip2
http access deny all
cache peer access server1 allow registered name hostdomain
cache peer access server1 allow registered name host
cache peer access server1 allow registered name ip
cache peer access server1 allow registered name ip2
cache_peer_access server2 allow registered_name_hostdomain
cache_peer_access server2 allow registered_name_host
cache peer access server2 allow registered name ip
cache_peer_access server2 allow registered_name_ip2
cache peer access server3nic1 allow registered name hostdomain
cache peer access server3nic1 allow registered name host
cache peer access server3nic1 allow registered name ip
cache peer access server3nic1 allow registered name ip2
cache peer access server3nic2 allow registered name hostdomain
cache peer access server3nic2 allow registered name host
cache peer access server3nic2 allow registered name ip
cache_peer_access server3nic2 allow registered name ip2
cache_peer_access server1 deny all
cache_peer_access server2 deny all
cache peer access server3nic1 deny all
cache peer access server3nic2 deny all
never direct allow all
#
# general settings
```

```
forwarded_for on
connect_timeout 10.0
peer_connect_timeout 5.0
cache_mem 256 MB
#cache_dir ufs C://YOUR/CACHE/DIRECTORY/HERE 1000 16 256
maximum_object_size 512 MB
quick_abort_max 1 MB
refresh pattern ^http: 1440 80% 10080 reload-into-ims
```

8. Install Squid as a service using the command line:

C:\squid\sbin\squid.exe -i

9. Start Squid via the command line:

net start squid

- 10. Open http://server3. company.internal:8080/config.html in your browser
- 11. Go to Maintenance.
- 12. Delete the binding entries for server1 and server2.
- 13. Modify the current binding hostname to server3.company.internal.
- 14. Modify the current binding port to 80.
- 15. Click the **Ok** button to save your modifications.
- 16. Test your failover/load balancer in your browser by entering *http://server3. company.internal/demo.html*.

#### **Important Notes**

- Never call the configuration site through the cluster URL. Always use the direct server configuration URL instead (*http://10.211.1.1/config.html*).
- All Viz Graphic Hub REST nodes in a failover/load balanced cluster should always be configured to connect to the same Viz Graphic Hub.
- Running a Squid cache on the same server as Viz Graphic Hub REST (as shown in the example above) could reduce the performance of both.
- If a server has multiple NICs installed, you can add their IP addresses as *cache\_peer* nodes in the Squid configuration.
- All clients should only connect to server3.company.internal from now on.
- Adding a DNS failover through the domain controller from *server3.company.internal* to an exactly similar configured server will eliminate your single point of failure.
- Adding more *cache\_peer* will increase the performance of the total cluster.
- To increase the performance of big Viz Graphic Hub REST Squid clusters it is recommended to use multiple automatically synchronized Viz Graphic Hubs (through the Viz Graphic Hub Deploy Agent).
- Some API calls will not work with a cluster configuration or multiple Viz Graphic Hubs in a cluster. The REST resource monitoring and statistic will not work in a cluster. The Viz Graphic Hub statistics, journals and sessions will not work in a cluster with clustered Viz Graphic Hub REST connected to multiple Viz Graphic Hubs. The API documentation will provide a hint to this topic for every call.

# 8.5 Troubleshooting

• If the REST agent is installed on a machine that is already hosting an application on port *80*, the agent fails to startup and terminates. To fix this issue you need to manually change the port in the webserver configuration. The file can be found in

the REST agent installation directory at .\config\rest.conf. After changing the value of server.port = new\_port please redirect your browser to the configuration site http://127.0.0.1: new\_port/config.html to configure Viz Graphic Hub REST.

- If the standard browser login appears, please close it. Click logout and login with your Viz Graphic Hub administrator account. Verify the username and password (case sensitive) through a login to your configured Viz Graphic Hub via Viz Graphic Hub REST.
- For trouble related to setting up Squid, please refer to the official documentation for Squid, which can be found here: *http://www.squid-cache.org/Versions/v2/2.7/cfgman/*.
- If having trouble with the configuration page, please try to upgrade your web browser.
- For details on how to install Viz Graphic Hub REST Demo, see <u>Installing Viz Graphic</u> <u>Hub REST Demo</u>.

# 8.6 Installing Viz Graphic Hub REST Demo

1. Run the *VizGraphicHubRESTDemo.x.x.msi* file.



2. Click the **Next** button.



- 3. In the panel that opens, select the I **accept the terms in the License Agreement** check box.
- 4. Click the **Next** button.

F Viz Graphic Hub REST Demo Application 1.0.0.2	6712 Setup
Custom Setup Select the way you want features to be inst	
Click the icons in the tree below to change installed.	the way features will be
Viz Graphic Hub REST Den	demo application to show REST functionality
	This feature requires 21KB on your hard drive.
Location: C:\Program Files (x86)\vizr	t\VizGH 2.0\REST\ Browse
Reset Disk Usage Ba	ck Next Cancel

5. In the panel that appears, click the **Next** button.

👘 Vi	z Graphic Hub REST Demo Application 1.0.0.26712 Setup	<u> </u>
R	eady to install Viz Graphic Hub REST Demo Application $14.2$	rt۱
	Click Install to begin the installation. Click Back to review or change an of your installation settings. Click Cancel to exit the wizard.	у
	Back Install Car	ncel

6. In the panel that appears, click the **Install** button.

The application is installed on your machine.

侵 Viz Graphic Hub REST Demo Application Installing Viz Graphic Hub REST	Demo Application 1.0.0.2	×
Please wait while the Setup Wizar Demo Application 1.0.0.26712. Status: Validating install	rd installs Viz Graphic Hub REST	
	Back Next Cancel	1

The Viz Graphic Hub REST Demo is then installed on the machine.



7. In the panel that appears, click the **Finish** button.

# 9 Troubleshooting

This section contains information on the following topics:

- Installation Fails
- <u>Network Troubleshooting</u>
- <u>Restoring Corrupted Files</u>
- <u>Viz Graphic Hub Manager and Viz Artist Troubleshooting</u>
- <u>Replication Troubleshooting</u>
- Deploy Troubleshooting
- Running Terminal as a Service Troubleshooting
- Dongle Troubleshooting
- <u>FAQ</u>

# 9.1 Installation Fails

Installation fails with a warning that says **Drivers for HASP runtime cannot be installed**.

## To start Sentinel HASP License Manager

1. On your Windows desktop, right-click **My Computer** and select **Manage**.

The Computer Management window appears.

💂 Computer Management							
Sile Action View Window H	elp						_ 8 ×
Computer Management (Local)	Services						
System Tools	-						
E Event Viewer	Sentinel HASP License Manager	Name A	Description	Status	Startup Type	Log On As	^
E Shared Folders		Plug and Play	Enables a c	Started	Automatic	Local System	
Performance Logs and Alert-	Stop the service	Portable Media Serial Number Service	Retrieves t		Manual	Local System	
Device Manager	Restart the service	Print Spooler	Loads files		Automatic	Local System	
🖃 🏫 Storage		Protected Storage	Provides pr		Automatic	Local System	
Removable Storage	Description:	QoS RSVP	Provides n		Manual	Local System	
— Disk Defragmenter	Manages licenses secured by Safenet	Remote Access Auto Connection Manager	Creates a		Manual	Local System	
Disk Management		Remote Access Connection Manager	Creates a	Started	Manual	Local System	
Services and Applications		Remote Desktop Help Session Manager	Manages a		Manual	Local System	
Services		Remote Procedure Call (RPC)	Provides th	Started	Automatic	Network S	
WMI Control		Remote Procedure Call (RPC) Locator	Manages t		Manual	Network S	
Indexing Service		Remote Registry	Enables re		Automatic	Local Service	
		Removable Storage			Manual	Local System	
		Routing and Remote Access	Offers rout		Disabled	Local System	
		RSO3 MiddleTier Service		Started	Disabled	Local System	
		R503 Server Service		Started	Disabled	Local System	
		Secondary Logon	Enables st		Automatic	Local System	
		Security Accounts Manager	Stores sec	Started	Automatic	Local System	
		Security Center	Monitors s		Automatic	Local System	_
		Sentinel HASP License Manager	Manages II	Started	Disabled	Local System	
		Server	Supports fil	Started	Automatic	Local System	
		ServiceLayer			Disabled	Local System	
		Shell Hardware Detection	Provides n	Started	Automatic	Local System	
		Smart Card	Manages a		Automatic	Local Service	
		SSDP Discovery Service	Enables dis		Manual	Local Service	
		Stllssvr			Disabled	Local System	-
	Second Constant	Symantec Endpoint Protection	Provides vi	Started	Automatic	Local System	<u>×</u>
	/ Excended / Scandard /						

- 2. In the left panel, expand the node **Service and Applications**.
- 3. Click **Services**.
- 4. In the right panel, right-click **Sentinel HASP License Manager** and select **Start**.
- 5. Install Viz Graphic Hub again.

# 9.2 Network Troubleshooting

Some network settings can prevent the Viz Graphic Hub applications from finding other running Viz Graphic Hub Terminals in the network.

To locate a machine that a Viz Graphic Hub Terminal is running on, try pinging that machine. If the host is not reachable across the network, the Viz Graphic Hub Terminal will not be reachable either.

It is necessary to run Viz Graphic Hub Terminal in a local network where the settings shown below are identical on every workstation running the terminal application.

## To verify network settings

- 1. On the server machine, click *Start -> Run -> cmd*.
- 2. In the console, enter ipconfig /all and press <ENTER>.
- 3. Browse to the current connected network adapter.
- 4. Check **Subnet Mask** and **Default Gateway**.
- 5. Repeat steps 1-3 on the client machine, and see that the Subnet Mask and Default Gateway are identical between client and server.

#### To solve network and firewall problems

- 1. Make sure that the client can broadcast to other clients and to the Viz Graphic Hub Server. This means all firewalls between server and clients need to allow broadcast.
- 2. Make sure the following port settings for the Viz Graphic Hub Terminal, under <u>Options for all System Configurations</u>, are open to firewall traffic in between all clients and servers:
  - TCP Port
  - UDP Port
  - Viz Graphic Hub Server Port
- 3. Make sure that local firewall applications allow traffic for all Viz products.

# 9.3 Restoring Corrupted Files

Any save operation from a client (e.g. Viz Artist) via Viz Engine triggers Viz Graphic Hub to back up the old file and create a new one. The new file is streamed to the server until the client informs the server that the operation is complete. After that, Viz Graphic Hub Server deletes the back up file.

A file will be corrupted if Viz Graphic Hub does not get the message from the client indicating that the save operation is done. For example, this can occur if the client application crashes during the save operation.

## To restore corrupted files

- 1. In Viz Graphic Hub Manager, log into the server where the corrupted file is located. See <u>Start Up with a Single Server Login</u>.
- 2. Perform a search with filters in the Journal for Alert numbers 810 and 910. See <u>To</u> search the journal with filter settings.
- 3. Browse through all the results and click the **P** button in the Details panel.

If a file has been corrupted, you will be prompted to restore it.

#### 4. Click **Restore**.

- 5. Repeat steps 3 and 4 until all corrupted files have been restored.
- 6. To make sure that the file has been completely restored, you can do a search to verify that the restored file's checksum is not 0. See <u>Searching</u>.

# 9.4 Viz Graphic Hub Manager and Viz Artist Troubleshooting

This section contains information on the following topics:

- <u>Viz Artist Does Not Respond</u>
- <u>Viz Graphic Hub Manager and/or Viz Artist Cannot Find Servers</u>
- <u>Viz Graphic Hub Manager or Viz Artist Does Not React In Server Tree</u>

## 9.4.1 Viz Artist Does Not Respond

If Viz Artist does not respond, files that were open keep their locks. Viz Graphic Hub usually releases the session within a certain interval, but you should check if Viz Artist is responding to the session release attempt.

#### To restore Viz Artist after it crashes

- 1. In Viz Graphic Hub Manager, log into the server where the corrupted file is located. See <u>Start Up with a Single Server Login</u>.
- 2. Check the Active Session to see how long it takes for the server to clean up the session. See <u>Monitoring Active Sessions</u>.
- 3. Check the Application Name and the IP address in the Active Sessions window.
- 4. Once all processes are complete, all related files are unlocked and checked in, and you should be able to perform the procedure <u>To restore corrupted files</u>.

## 9.4.2 Viz Graphic Hub Manager and/or Viz Artist Cannot Find Servers

When searching for servers, the system cannot detect any.

#### Solution

- 1. Disable all network blocking applications, like firewalls, antivirus software, VPNs, virtual network adapters, etc.
- 2. Ask your system administrator to open necessary ports on the company's firewall between the Viz Graphic Hub Server, Viz Graphic Hub Manager and/or Viz Artist.

#### See Also

<u>Network Troubleshooting</u>

## 9.4.3 Viz Graphic Hub Manager or Viz Artist Does Not React In Server Tree

Sometimes you cannot get into the server tree. This is mostly due to a lost server connection. If you suspect the server connection is lost, a good first step is to click around the server tree. If it does not update, exit the application and log back in.

#### See Also

- <u>Network Troubleshooting</u>
- <u>Replication Troubleshooting</u>

# 9.5 Replication Troubleshooting

Most problems with replications can be solved by having a stable network environment. This means that applications which are causing drag on network performance, like global network updates or global virus scans, should not be performed in a replication environment.

To prevent data loss or conflicts between the main and replication servers, the server checks the network card for timeouts. If the timeout is too long, the server shuts down.

This section contains information on the following topics:

- Main Server is Not Available
- <u>Cluster Not Up and Running</u>
- Cluster Configuration on Viz Graphic Hub Terminal
- Journal Log Flooded With Replication Error Messages

#### See Also

- System Prerequisites
- Detecting and Solving Server Differences

## 9.5.1 Main Server is Not Available

The main server often shuts down because network connections become unavailable. If this is a common occurrence, perform the procedure below.

#### To solve cluster timeouts

- 1. Open Viz Graphic Hub Terminal.
- 2. Perform the procedure <u>To open the Options window</u>.
- 3. Configure the <u>Cluster Timeout Settings for Viz Graphic Hub Replication Server</u> <u>Mode</u>, enabling the timeout settings and setting the cluster timeout to a higher value.

Caution: Consult a Vizrt CA professional before enabling this functionality.

## 9.5.2 Cluster Not Up and Running

A server can become unavailable due to machine problems, network problems, etc.

#### To restore a healthy cluster environment

- 1. Open Viz Graphic Hub Terminal on the server that is not running.
- 2. Click **Start**.
- 3. Wait until the server resumes its former role.

If it was the main server, it will take some time before it deploys all open transactions and switches back to its original state.

- 4. Open Viz Graphic Hub Manager and log into the main and replication servers.
- 5. Open the Server Monitor. See <u>Monitoring Servers</u>.
- 6. See that the <u>Cluster</u> is up and running and has no open transactions.
- 7. Make sure that the main and replication servers have reassumed their assigned roles as such.
- 8. Perform the procedure <u>To detect and solve server differences</u>.

## 9.5.3 Cluster Configuration on Viz Graphic Hub Terminal

In Viz Graphic Hub Terminal, the message **You are already connected to a cluster** appears, even though the other server in the cluster is not running anymore. Viz Graphic Hub Terminal has most likely not received an automatic update from the other Terminal.

#### To refresh the connection settings

- 1. In Viz Graphic Hub Terminal, click **Refresh**.
- 2. Start the cluster. If it still does not work, exit Viz Graphic Hub Terminal and restart it.

## 9.5.4 Journal Log Flooded With Replication Error Messages

This may occur if your data directories are not properly synchronized.

## To synchronize data directories

- 1. Shut down the replication server. See <u>Shutting Down a Server</u>.
- 2. Back up then delete the replication server's data directory.
- 3. On the main server, and check that there no users are currently working on it.
- 4. Copy the main server's data directory to the replication server's (now empty) directory.
- 5. Start up the replication server.
- 6. Check the Journal for error messages. See <u>Querying the Journal</u>.

# 9.6 Deploy Troubleshooting

This section contains information on the following topics:

- DDC Data Does Not Transfer Correctly
- Deploy Agent Does Not Transfer All Data
- Deploy Agent Does Not Transfer All Data
- Deploy Task Runs for Too Long

## 9.6.1 DDC Data Does Not Transfer Correctly

DDC data may not be transferred correctly in the following cases, which are also visible in the DDC <u>Action Log</u>:

- The connection between servers is lost
- A file is locked or checked in
- In other cases, it is necessary to file a bug report. Make sure that you include the exact error code and messages.

# 9.6.2 Deploy Agent Does Not Transfer All Data

A deploy agent task may not transfer all data correctly in the following cases, which can be viewed after performing the procedure <u>To search finished deploy tasks</u>:

- A file is locked or checked in
- In other cases, review the unsuccessful task details and check all affected files.

## 9.6.3 Deploy Agent Does Not Run

#### To maintain the deploy agent service

1. On your Windows desktop of the machine where the deploy agent is installed, right-click **My Computer** and select **Manage**.

The Computer Management window appears.

📕 Computer Management							
Sile Action View Window H	elp						_ 8 ×
Computer Management (Local)  System Tools  Computer Viewer  Computer Viewer	Services	Name /	Description	Status	Startup Type	Log On As	^
Shared Folders	Sendirer invor cicelise Hallager	Stephing and Play	Enables a c	Started	Automatic	Local System	
Cocal Users and Groups     Performance Logs and Alert:     Device Manager	Stop the service Restart the service	Portable Media Serial Number Service	Retrieves t Loads files	Jarted	Manual Automatic	Local System Local System	
🖻 🏭 Storage	Description	Protected Storage	Provides pr		Automatic	Local System	
Removable Storage	Manages licenses secured by Safenet	QoS RSVP	Provides n		Manual	Local System	
Disk Derrägmenker	Inc. Sentinel HASP.	Remote Access Auto Connection Manager	Creates a	Chasterd	Manual	Local System	
Services and Applications		Remote Access Connection Manager	Mapages a	scarced	Manual	Local System	
Services		Bemote Procedure Call (RPC)	Provides th	Started	Automatic	Network S	
- 🍓 WMI Control		Remote Procedure Call (RPC) Locator	Manages t	2101000	Manual	Network S	
Indexing Service		Remote Registry	Enables re		Automatic	Local Service	
		Removable Storage			Manual	Local System	
		Routing and Remote Access	Offers rout		Disabled	Local System	
		RSO3 MiddleTier Service		Started	Disabled	Local System	
		R503 Server Service		Started	Disabled	Local System	
		Secondary Logon	Enables st		Automatic	Local System	
		Security Accounts Manager	Stores sec	Started	Automatic	Local System	
		Security Center	Monitors s		Automatic	Local System	
		Sentinel HASP License Manager	Manages Ii	Started	Disabled	Local System	
		Server	Supports fil	Started	Automatic	Local System	
		ServiceLayer			Disabled	Local System	
		Shell Hardware Detection	Provides n	Started	Automatic	Local System	
		Smart Card	Manages a		Automatic	Local Service	
		SSDP Discovery Service	Enables dis		Manual	Local Service	
		s stilssvr			Disabled	Local System	
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	/ Excended / scandard /						

- 2. In the left panel, expand the node **Service and Applications**.
- 3. Click Services.
- 4. In the right panel, right-click **Viz GH Deploy Agent** and select **Properties**.
- 5. Click the **General** tab and then click the **Start** button.
- 6. If the deploy agent service still does not run, continue with the following steps.
- 7. Click the **Log On** tab.
- 8. Click the **This account** radio button.
- 9. Click Browse.
- 10. In the field **Enter the object name to select**, enter **Administrator** and click **OK**.

- 11. Enter and confirm the valid password for Administrator.
- 12. Click **OK**.
- 13. Start the Viz Graphic Hub deploy agent again.
- 14. If it still does not run, make sure the deploy agents have been stopped.
- 15. Browse to the deploy agent directory and delete the folder **Open Tasks** and the **deployagent.cfg** file.
- 16. Start the Viz Graphic Hub deploy agent again.

## 9.6.4 Deploy Task Runs for Too Long

## To release a hanging deploy task

- 1. In Viz Graphic Hub Manager, log into the source server.
- 2. Perform the procedure to <u>To open the Active Sessions window</u>.
- 3. Check the Viz Graphic Hub Deploy session for locked files.
- 4. If there are locked files, perform the procedure <u>To view running deploy tasks</u> and cancel the affected task.

The task should restart on its own.

# 9.7 Running Terminal as a Service Troubleshooting

This section contains information on the following topics:

- Viz Graphic Hub Terminal Does Not Start the Server
- <u>Viz Graphic Hub Terminal Service Does Not Start</u>

## 9.7.1 Viz Graphic Hub Terminal Does Not Start the Server

This may occur if Viz Graphic Hub is installed as a service but not started as a service.

## To start Viz Graphic Hub as a service

- 1. Exit Viz Graphic Hub Terminal.
- 2. Wait until Viz Graphic Hub Terminal starts itself automatically.

## 9.7.2 Viz Graphic Hub Terminal Service Does Not Start

## To start the Viz Graphic Hub service

1. On your Windows desktop of the machine where the deploy agent is installed, right-click **My Computer** and select **Manage**.

The Computer Management window appears.

🖶 Computer Management							
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E Computer Management (Local)	Services						
E Event Viewer	Sentinel HASP License Manager	Name 🛆	Description	Status	Startup Type	Log On As	^
Lease Lines and Croups		Septing and Play	Enables a c	Started	Automatic	Local System	
Reformance Logs and Alerty	Stop the service	Portable Media Serial Number Service	Retrieves t		Manual	Local System	
Device Manager	Restart the service	Print Spopler	Loads files		Automatic	Local System	
Storage		Protected Storage	Provides pr		Automatic	Local System	
🗄 🗃 Removable Storage	Description:	Cos RSVP	Provides p		Manual	Local System	
Disk Defragmenter	Manages licenses secured by Safenet	Reporte Access Auto Connection Manager	Creates a		Manual	Local System	
Disk Management	Inc. Senthel HASP.	Bemote Access Connection Manager	Creates a	Started	Manual	Local System	
Services and Applications		Remote Desktop Help Session Manager	Manages a		Manual	Local System	
- Revices		Bemote Procedure Call (RPC)	Provides th	Started	Automatic	Network S	
- 🍓 WMI Control		Remote Procedure Call (RPC) Locator	Manages t		Manual	Network S	
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		Removable Storage			Manual	Local System	
		Routing and Remote Access	Offers rout		Disabled	Local System	
		RSO3 MiddleTier Service		Started	Disabled	Local System	
		R503 Server Service		Started	Disabled	Local System	
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		Security Accounts Manager	Stores sec.	Started	Automatic	Local System	
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		Sentinel HASP License Manager	Manages II	Started	Disabled	Local System	
		Server	Supports fil	Started	Automatic	Local System	
		ServiceLaver			Disabled	Local System	
		Shell Hardware Detection	Provides n	Started	Automatic	Local System	
		Smart Card	Manages a		Automatic	Local Service	
		SSDP Discovery Service	Enables dis		Manual	Local Service	
		Stlissyr			Disabled	Local System	
		Symantec Endpoint Protection	Provides vi	Started	Automatic	Local System	~
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- 2. In the left panel, expand the node **Service and Applications**.
- 3. Click Services.
- 4. In the right panel, right-click **Viz GH Terminal Service Properties** and select **Start**.
- 5. Wait for the Viz Graphic Hub Terminal to start up. If this does not occur, contact Vizrt CA.

# 9.8 Dongle Troubleshooting

This section contains information on the following topics:

- Expired License
- Apparently Valid Dongle/License Does Not Work
- General Viz Artist and Viz Graphic Hub Dongle Issues

# 9.8.1 Expired License

If your license has expired, you can enter the new license string straight into Viz Graphic Hub Manager.

#### To renew the license string

- 1. Log into a server in Viz Graphic Hub Manager.
- 2. From the main menu, click *Info -> License info*.

The license info window is shown.

License info for server 'VizGraphicHub@vizgh-mother'	
Server: VizGraphicHub@vizgh-mother(Admin)	
License details:	
Serial Number:	
Key Number: 9 Product expiry date: 10/30/2010 Feature expiry date: 10/30/2010	
Features: User Management: Expiry date: 10/30/2010	
License string: Set	Close

3. Enter the new license string from Vizrt in the field at the bottom and click **Set**.

## 9.8.2 Apparently Valid Dongle/License Does Not Work

- Close all time-sync programs, like NTP.
- Shut down your anti-virus applications.
- Make sure your dongle is properly connected and the HASP driver is installed and running. See <u>To start Sentinel HASP License Manager</u>.

## 9.8.3 General Viz Artist and Viz Graphic Hub Dongle Issues

- A Viz Artist dongle does not work with Viz Graphic Hub.
- A Viz Graphic Hub dongle does not work with Viz Artist.
- Make sure you have only one Viz dongle connected to a machine running Viz applications.
- If you do not have a Viz Graphic Hub-enabled dongle, make sure you run <u>Viz Graphic</u> <u>Hub 5/4 Free</u> or <u>Viz Graphic Hub Localhost</u> modes.

# 9.9 FAQ

- **Question**: Can a Viz Graphic Hub deploy agent deploy outside local network boundaries, i.e. different subnets and gateways?
  - **Answer**: Yes. Log into Viz Graphic Hub Manager with the IP address instead of the hostname. Continue with the procedure <u>To schedule a deploy task</u>.
- **Question**: Can Viz Graphic Hub Manager connect to servers outside local network boundaries, i.e. different subnets and gateways?
  - **Answer**: Yes. Log into Viz Graphic Hub Manager with the IP address instead of the hostname.
- **Question**: Can a replication cluster work outside local network boundaries, if the main and replication servers are not in the same local network?

- Answer: No. Use the deploy agent instead.
- Question: Can I share a single data directory over multiple servers?
  - Answer: No.
- Question: Can deleting or creating files within a data directory solve problems?
   Answer: No.
- **Question**: Can I do a backup of the data directory while the server is still running?
  - **Answer**: Yes, but make sure there is no write access on that Viz Graphic Hub, i.e. when nobody is working on it.
- Question: Can a localhost database be accessed from another machine?
  - **Answer:** From Viz Artist, no. A single-user database is only available on the machine it runs on.
- **Question:** Do all Viz Graphic Hub Namingservices on the network contain information about all servers? Why is there a need for more than one namingservice on the network?
  - **Answer:** A Viz Graphic Hub Namingservice only contains information about the servers that have been applied to it. Before a Viz Graphic Hub Server is started, a Viz Graphic Hub Namingservice must be applied to it. Either a local namingservice that is started together with the server can be applied, or another available namingservice in the network is applied. A server cannot be started without connecting to a running namingservice.
- Question: Can I kill the VizDb.exe process?
  - **Answer**: No, never. Only use Viz Graphic Hub Terminal or Viz Graphic Hub Manager to shut down a server.
- Question: Can I shut down Windows while VizDb.exe is still running?
  - **Answer**: No. Use Viz Graphic Hub Terminal or Viz Graphic Hub Manager to shut down a server before exiting Windows.
- **Question:** Why is the content of the selected project or folder not listed in the Viz Graphic Hub Manager's File panel?
  - **Answer:** First, make sure that the selected project or folder contains items. Next, make sure that **All** or the correct item type is selected from the Show drop-down list in the Toolbar.