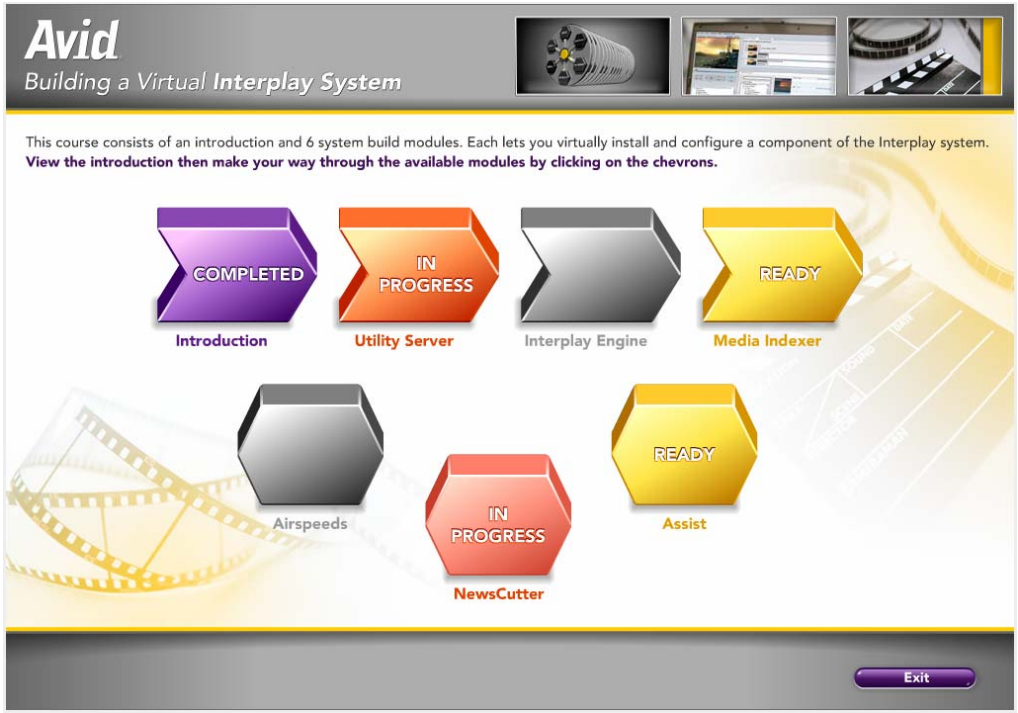
The Avid Interplay Install Simulator



Designed by Adrian Shepard and Inovare

2007

Project Summary

- The Simulator is designed
  - Simulate the step by step process of setting up a complex multi-user, multi-server Avid Interplay system, by the use of interactive Flash graphics and media.
  - To support a technical training class on Avid Interplay, and not to run standalone.
    - Future development
      - Customer specific simulator
      - Act as a Reference guide on how to install each component of an Interplay system

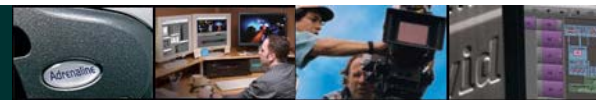
Project Summary contd.

- The instructor will introduce each component of the Interplay system and can then use the simulator to support his training with virtual ‘hands-on’ sessions

- Benefits:
  - Each student experiences the installation and configuration of an Interplay system.
  - As close to real life experience as possible.
  - Saves on costs involved in duplicating hardware for each student.
    That includes the space, noise issues and potential shipping of hardware for this purpose.
  - Saves on time prep’ing the hardware by un-installing all the software.
  - Removes Installation problems created in the classroom by a ‘bad’ install.
  - Allows students to have install/config experience when it would normally be impossible. E.g at a customer site, with a customer’s own system.
  - Allows the trainer to give one-on-one help to students who are struggling to understand the installation requirements.
  - Can be used as a ‘give-away’ to the students to re-use in the future, without breaking a real system.

September 2006

Avid Interplay Release



Asset Management, Automation, Control

Avid INTERPLAY

Record

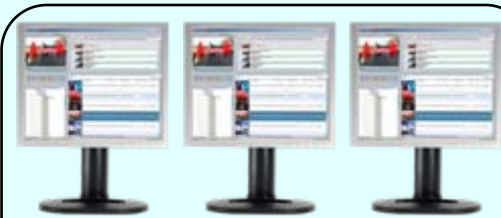
Playout to air

Shared Storage

Avid Editor

Avid Editor

Avid Editor



News Room Desktop

Audio Editing

Graphics

February 2007

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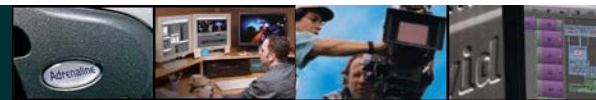
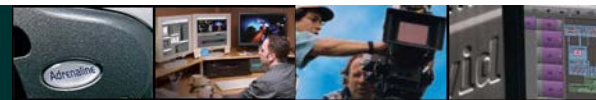
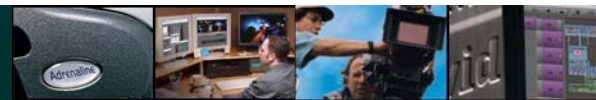


Ideas and storyboard



How it should work

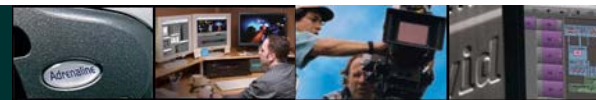
- This virtual Interplay system will take you through the step by step process of creating a simple Interplay system.
- To simulate a real project the system has already been pre-defined by the project team. So, there are several reference documents to refer to as you build the system:
  - A system block diagram
  - An IP address map
  - A guide to system names required, including hosts names, service names and user account names and passwords.
- You must stick to the pre-defined naming etc in order for the system to check you have entered everything correctly.



How it should work

- You will start with selecting the correct hardware and operating system for each component of the system. It will then allow you to run the applicable installers on each CPU and check you make the correct selections along the way.

- There is a ‘Properties’ window that will show the configuration of any CPU you click on. This will help you to check your progress through the system configuration.



Utility Server Setup

Hardware Components

Intel SR2400	
Unity Storage	
Windows Utility Server	
Airspeed	
Editor	
Assist Station	

Operating System

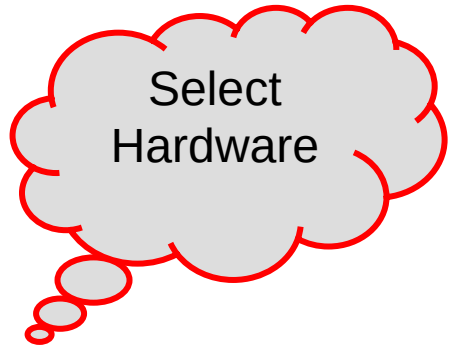
WinXP	
Win 2003 Server Standard	
Mac OS	
Linux	

Licensing

Dongle	
Text license	

Plugins

WG4 Migration Tool	Photoshop
MS Word	



Installer

Interplay

Unity Client

Editor

CPU Properties

Host name	
IP Adress	

Installed Components

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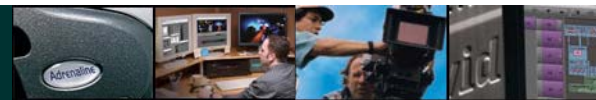
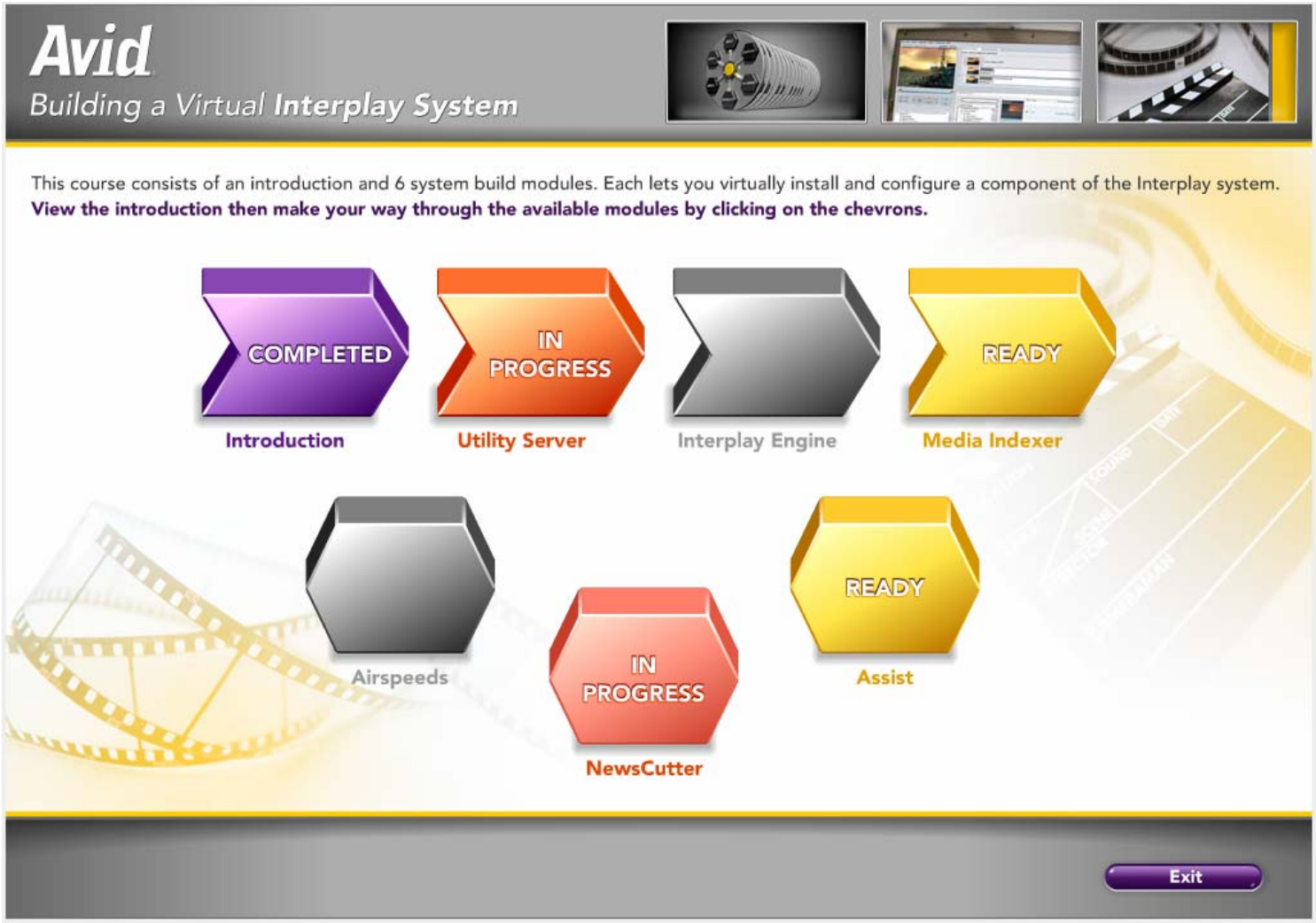
Installed Components

The Finished Arcticle

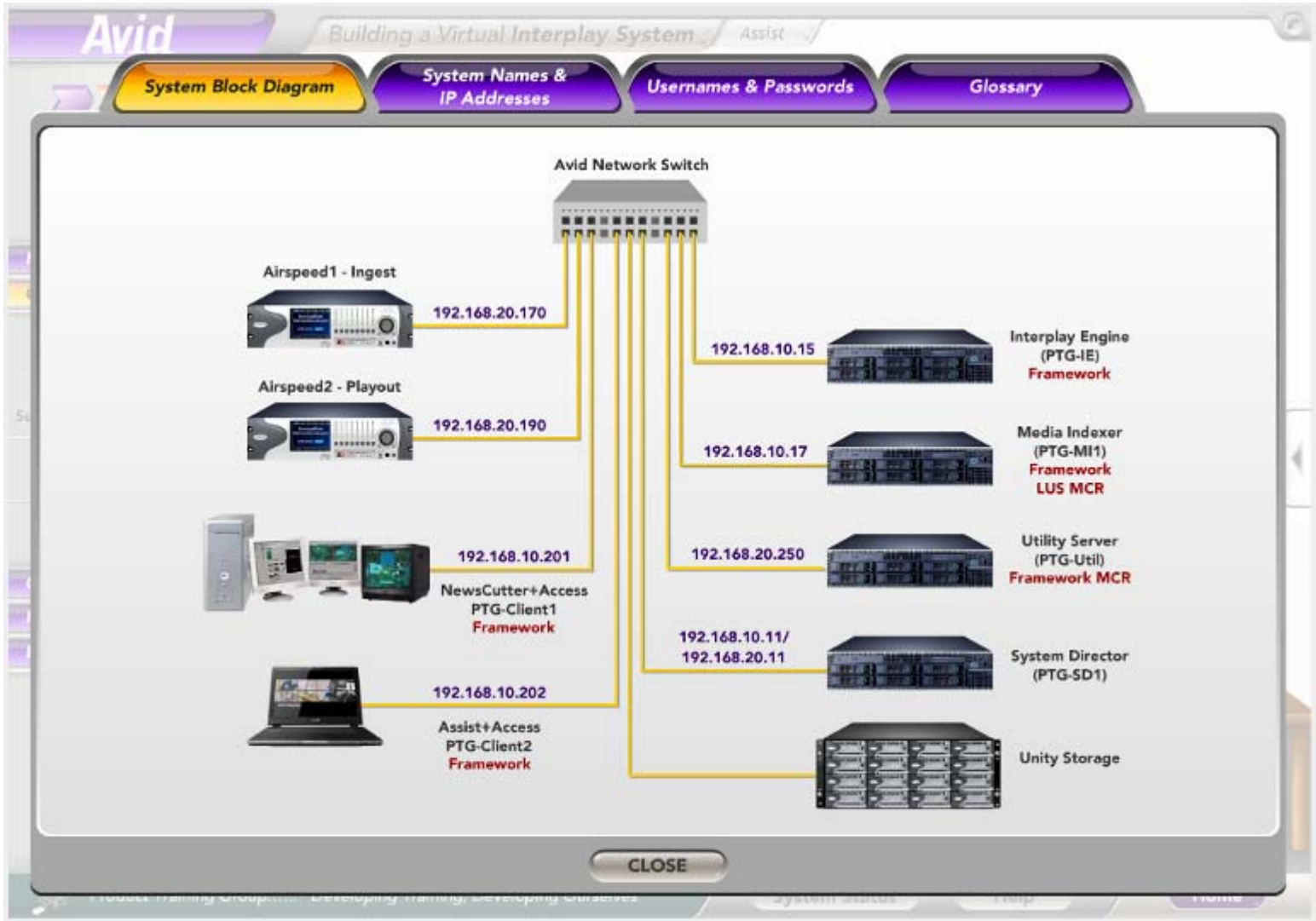
Screen Shots



Click here to launch the course

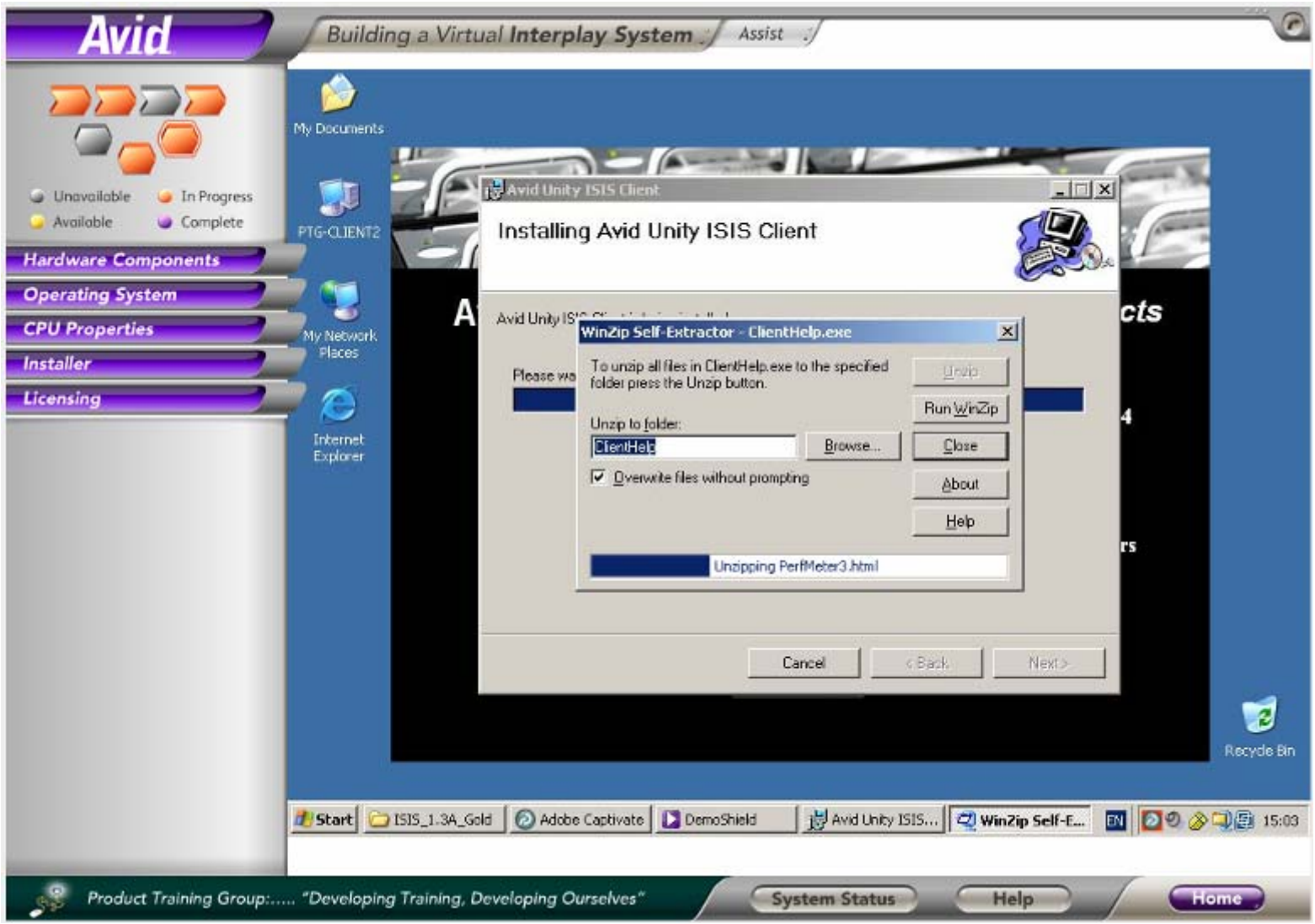


An introduction tells the students what to expect and how to find their way around the simulator. The colours and text indicate the progress for each component.



The Help button

After dragging and dropping the hardware the student must do the same for the OS.



Installing the Unity client software on the virtual Assist station

Each of the steps the student takes through the simulator are logged in a file. This way the student and trainer can track their progress.