



# Miria for Partner Applications Documentation

Miria 4.0

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# CHAPTER 1 - Miria for Avid Interplay

Avid Interplay is a Production Asset Management software suite for Windows environments, by Avid.

The Media files that Avid Interplay manages are often very large. It is essential to be able to easily and transparently archive these files onto high-capacity secondary storage devices to free up disk space and reduce operating costs.

Miria for Avid Interplay puts Atempo's versatility and experience in long-term data preservation at your disposal. It provides rapid and flexible archive and restore operations directly from within the familiar Avid Interplay and Media Composer interfaces.

The assets' Avid metadata is retained within Miria so you can use it for searches with all of Miria's search options, from either the Miria User Interface or Miria Administration Console. When the asset is retrieved, the archived metadata is not retrieved with it, so as to avoid overwriting more recent metadata.

**Note:** You can also use Miria with Avid's Unity storage solutions alone, without Avid Interplay. This permits securing of the Unity storage or extending the capacity of its shares with the full range of secondary storage options that Atempo supports. It puts the powerful archive administration options of Miria, such as scheduling and automation of archiving tasks, user-driven manual archiving, and retrieval from Atempo's own friendly interfaces, at your disposal, even if you have no asset management solution.

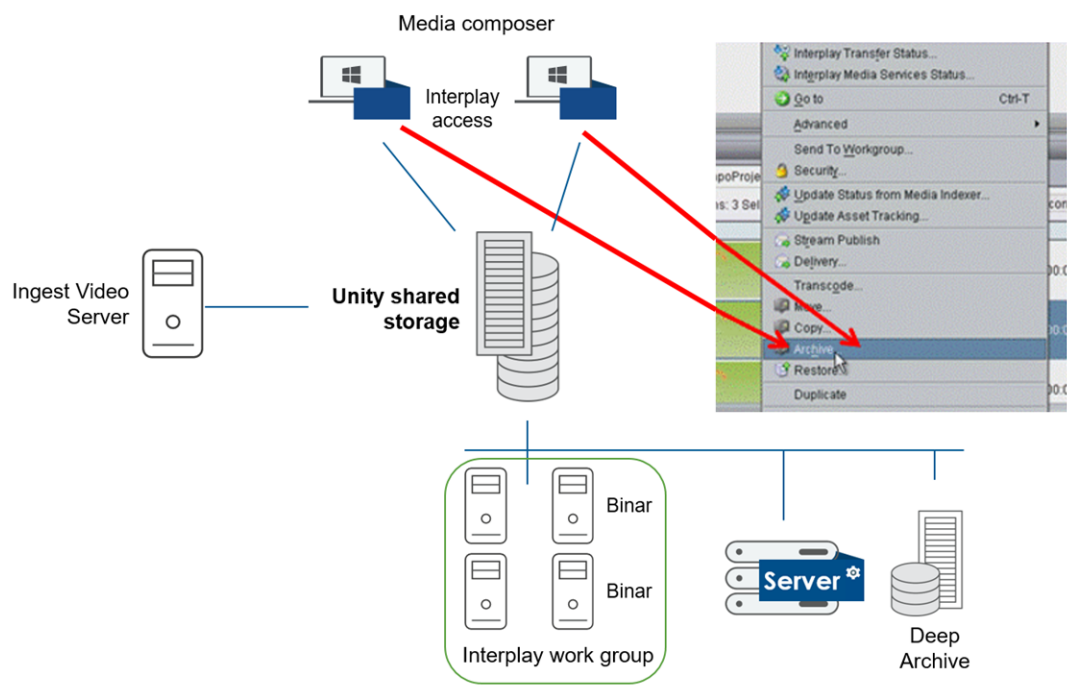
This configuration is not covered in this documentation. See the topic on platforms in the *Miria Administrator's Documentation* for more information.

For details on Miria for Avid Interplay, see these topics:

- [Architecture](#)
- [Before You Install](#)
- [Installing and Configuring Miria for Avid Interplay](#)
- [Archiving, Retrieving, and Deleting via Miria for Avid Interplay](#)
- [Monitoring Avid Archiving/Retrieval](#)

## Architecture

This diagram illustrates the integration between Miria and AVID Interplay:



This topic contains this information:

- [Components](#)
- [Workflow for Archiving, Retrieval, and Deletion Processes](#)

## Components

To implement the Miria for Avid Interplay solution in an Avid workgroup, several Avid components are required. This table describes the components required in the Miria for Avid Interplay solution:

Component	Description
<b>The Avid Interplay Engine (AvidWG)</b>	The core production asset management database.
<b>Avid Archive Server (AvidAM)</b>	The archive server and its database permitting the archiving of projects and assets from the AvidWG database.  <b>Note:</b> This component and the Avid Interplay Engine are usually installed on separate machines.
<b>Network shared storage platform</b>	One of these network shared storage platforms to store physical files and ensure multiple simultaneous accesses to them: <ul style="list-style-type: none"><li>• Avid Unity MediaNetwork.</li><li>• Avid Unity ISIS 5000 or 7000 (Infinitely Scalable Intelligent Storage).</li></ul>

Component	Description
<b>Avid Media Services</b>	The background services integrated with Interplay production workflow. These are required to route the archiving and retrieval requests.
<b>Avid Web Services</b>	The access to metadata and Interplay media services through the Interplay API.
<b>Archive Provider</b> (also called Interplay Archive)	Agent that manages archiving requests.
<b>Restore Provider</b> (also called Interplay Restore)	Agent that manages restore requests.
<b>Note:</b> The Restore Provider and the Archive Provider are usually installed on the same machine.	

## Workflow for Archiving, Retrieval, and Deletion Processes

### Archiving Workflow

This table describes the phases of an archiving workflow, when using Miria for Avid Interplay from an Avid interface:

Phase	Description
<b>Selection of Objects to Archive</b>	From the Avid Interplay or Media Composer interface, you select projects or assets in the production database (AvidWG) for archiving, and launch the archiving job.
<b>Transfer of Assets to Archiving Database</b>	The archiving job moves the assets from the production database AvidWG, to the archiving database, AvidAM.
<b>Archiving request to Miria Server</b>	The Miria Server receives an archiving request, concerning the transfer of the physical files associated with the assets from their primary storage on the Unity platform, to their secondary storage on the Miria storage managers.
<b>Miria runs the request as configured</b>	Miria performs the archiving based on the specified configuration. You can configure these options: <ul style="list-style-type: none"> <li>• It can transfer the files to their secondary storage destinations immediately.</li> <li>• It can delete or retain the original files on the Unity share.</li> <li>• It can delete the original assets in the AvidWG database (in which case they remain only in the Archiving database AvidAM) or it can retain them.</li> </ul>

### Retrieval Workflow

This table describes the phases of a retrieval workflow, when you are using Miria for Avid Interplay from an Avid interface:

Phase	Description
<b>Selection of Objects for Retrieval</b>	From the Avid Interplay interface, you select projects or assets in the archiving database (AvidAM) for retrieval, and launch a restore job (in Avid terminology).
<b>Transfer of Assets from Archiving to Production Database</b>	The restore job moves the assets from the archiving database AvidAM, to the production database, AvidWG.
<b>Retrieval request to Miria Server</b>	The Miria Server receives a retrieval request. This is to transfer the physical files associated with the assets back from their location in the deep archive, within their Miria storage manager containers, to a destination on the Unity storage. You can specify this destination when you launch the restore job.

### Deletion Workflow

This table describes the phases of a deletion workflow, when using Miria for Avid Interplay from an Avid interface:

Phase	Description
<b>Selection of Objects to be Deleted from the Interplay (AvidAM) Database</b>	From the Interplay Access interface, you select projects or assets in the archiving database (AvidAM) for deletion.
<b>Instructions Sent by Interplay to Miria</b>	Interplay sends the delete commands to Miria.
<b>Deletion in the Miria Database and Storage</b>	<p>Miria deletes the assets from its database.</p> <p><b>Note:</b> Deleted assets remain physically on tape, but you cannot access or restore them, except with the <code>ada_pax</code> command. Logical deletions made in the Miria database are physically reflected on tape media only if a tape is duplicated after the deletion (i.e., the deleted assets will be absent from the duplicated tape).</p>

# Before You Install

## License

Miria for Avid Interplay is a special licensing option and is priced separately from the standard Miria distribution. Contact your Atempo vendor for full details.

Support for Avid Unity storage solutions (without Avid Interplay) is integrated into the standard distribution of Miria and does not require special licensing.

## Supported Systems

Miria supports both MediaNetwork and ISIS storage solutions, when used alone or in conjunction with Avid Interplay.

For the most up-to-date information on supported operating systems, see the [Miria Compatibility Guide](#).

## Prerequisites

An Avid Interplay solution must include:

- The Avid Interplay Engine (AvidWG).
- One network shared storage platform to store physical files and ensure multiple simultaneous access to them. This can be either:
  - Avid Unity MediaNetwork
  - Or**
  - Avid Unity ISIS 5000 or 7000
- The Avid Archive Server (AvidAM).
- Avid Media Services.
- Avid Web Services.
- The Archive Provider and Restore Provider agents.

**Note:** The Archive Server, Media Services, and Web Services are not always present in an Avid Workspace but are prerequisites to insert Miria within the Avid Interplay production workflow.

- The Miria agent in charge of moving the data for the Unity must be equipped with the Avid Unity Connection Manager software. This software is available for Windows and macOS.

**Note:** Do not install the Miria server(s) / agent(s) on the machine hosting the Avid environment. You can install the Miria for Avid Interplay component only on the machine hosting the Avid environment.

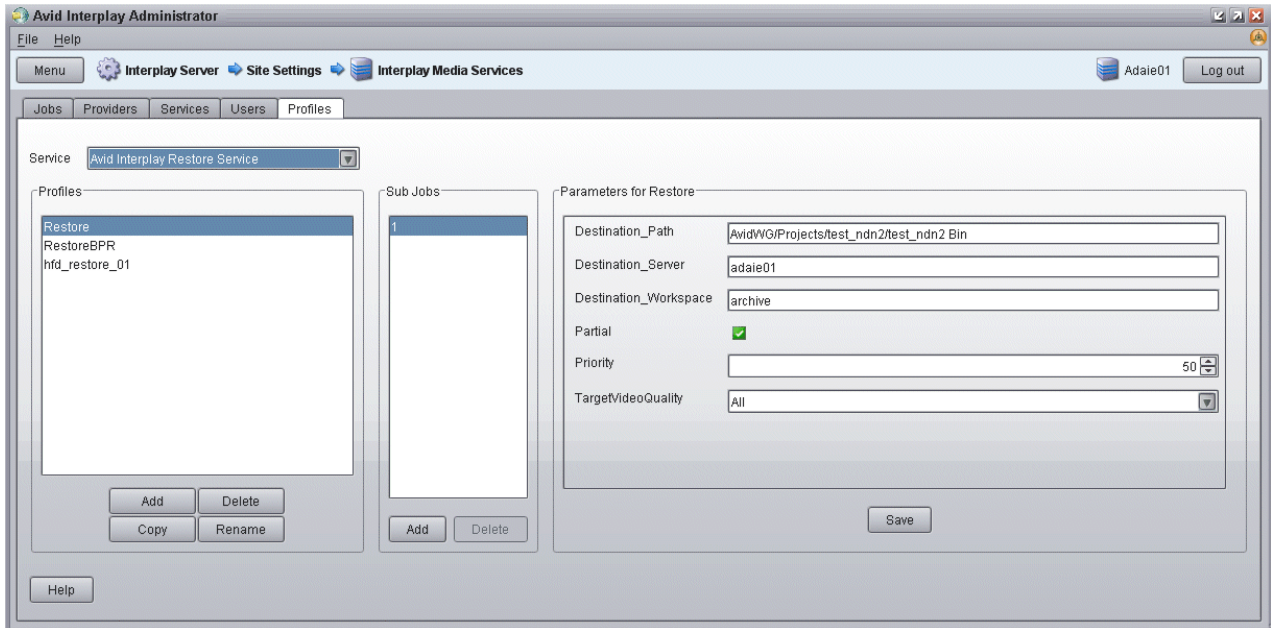
- Prior to starting the installation process, ensure that your Avid Interplay environment is properly installed and configured by running the Miria Companion for Avid. See [Running Miria Companion for Avid](#) for details.

## Prerequisites for Partial Retrieval

Miria offers partial retrieval for media assets. To activate this feature with Avid Interplay, you must:

- Obtain a specific license to activate the Partial Retrieval option in Miria. Contact Atempo for details.
- From the Avid Interplay Administrator interface, select the Partial check box used in the Interplay restore service of your choice.

This image illustrates the Avid Interplay Administrator interface:



## Installing and Configuring Miria for Avid Interplay

This topic contains this information:

- [Installation and Configuration Overview](#)
- [Installing Miria for Avid Interplay \(the DET Vendor\)](#)
- [Running Miria Companion for Avid](#)
- [Configuring Miria for Avid Interplay](#)
- [Configuring Avid Interplay in Miria](#)

## Installation and Configuration Overview

Configuration of Miria for Avid Interplay comprises five phases. This table describes the configuration phases:

Phase	Description
<b>1. Install on Avid Archive Server</b>	You must download the Miria for Avid Interplay component from the Atempo Download Center, and install it in two places:
<b>2. Install on Archive/Restore Provider machine</b>	<ul style="list-style-type: none"> <li>• On the machine hosting the Avid Archive Server.</li> <li>• On the machine hosting the Archive Provider and Restore Provider agents.</li> </ul> <p>See <a href="#">Installing Miria for Avid Interplay (the DET Vendor)</a> for details.</p>
<b>3. Run the Miria Companion for AVID</b>	<p>This tutorial checklist helps you determine whether your Avid Interplay environment is properly installed and configured.</p> <p>See <a href="#">Running Miria Companion for Avid</a> for details.</p>
<b>4. Configure Miria link on Media Services servers and Avid Archive servers</b>	<p>You must run the Miria for Avid Interplay component on the Media Services servers and the Avid Archive servers, to configure the link between Avid Interplay and one or more Miria servers.</p> <p>See <a href="#">Configuring Miria for Avid Interplay</a> for details.</p>
<b>5. Configure in Miria</b>	<p>From the Miria Administration Console, on the Miria server:</p> <ul style="list-style-type: none"> <li>• Declare the Avid Unity as a NAS (Network-attached storage) platform.</li> <li>• Configure a Miria gateway to manage this Miria NAS storage. The gateway must be equipped with the Avid Connection Manager (available on Windows and macOS – CIFS only).</li> <li>• Create project archives to receive the objects archived from Avid Interplay.</li> <li>• Configure the Avid Interplay application by associating an Miria project archive with each Avid Interplay archiving profile to be used.</li> </ul> <p>See <a href="#">Configuring Avid Interplay in Miria</a> for details.</p>

For general instructions on setting up a running archiving configuration and creating all the required objects within the Miria Administration Console, see the Miria Administrator's Documentation.

## Installing Miria for Avid Interplay (the DET Vendor)

You must install the Miria for Avid Interplay component on both the machine hosting the Avid Archive server and the machine hosting the Archive Provider and Restore Provider agents of every Avid Workgroup that will be using the software.

The installation requires you to download a small component called a DET (Dynamically Extensible Transfer) Vendor, which is how Avid permits third-party tools to connect to Interplay. The DET consists of a dynamically linked library and an interface to configure it.

**To install the Miria for Avid Interplay Component**

1. From the Miria Installation Center, click the Miria for Avid Interplay icon in the Application Integration area.
2. Download the Installation Wizard. Run it and follow the on-screen instructions.
3. When the installation is finished, you have the option to immediately launch the Miria for Avid Interplay component. If you choose this option, run the Miria Companion for Avid tutorial before logging in.
4. After installation on the Avid Archive Server, reboot the machine so that Interplay Archive can take it into account.  
After installation on the Archive/Restore Provider machine, quit the Archive and Restore Providers and relaunch them.

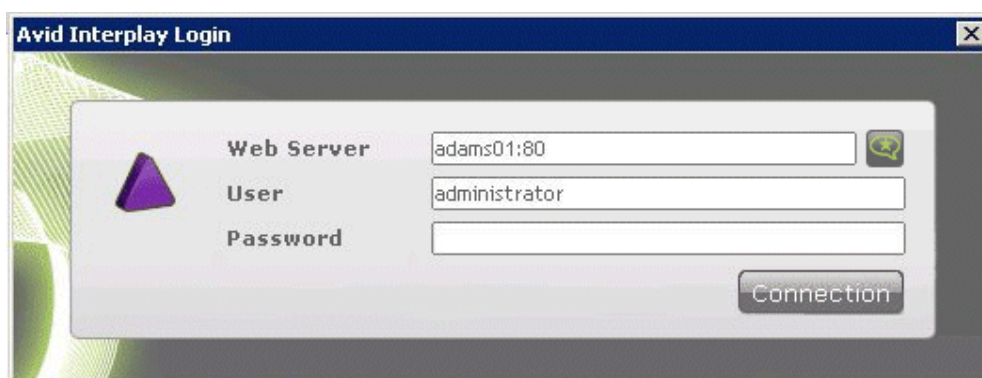
**Running Miria Companion for Avid**

The Miria Companion for Avid is a tutorial checklist that helps you ensure that your Avid Interplay environment is properly installed and configured.

Run the Miria Companion for Avid before you log in to the Miria for Avid Interplay component to perform your first configuration.

**To Miria Companion for Avid**

1. You can launch the Miria Companion for Avid either from the Miria for Avid Interplay login window, or from the Avid Interplay Properties window of the Miria Administration Console. Click the icon located to the right of the Web Server field.  
This image illustrates the icon located to the right of the Web Server field:



2. There are two Companion tutorials:
  - Interplay Web Services
  - Interplay Profiles
 Follow the steps in both tutorials.

**Configuring Miria for Avid Interplay**

After installation, you must run the Miria for Avid Interplay component once on each of the machines where it is installed in the network, and again every time that you add or modify a Miria server.

**Important:** There can be only one DET Vendor on an Avid Media Services Server at a time. When you run Miria for Avid Interplay, it backs up any existing DET Vendor and eliminates any other third-party solution present in the Avid environment. You can use the backup created by Miria to reinstall this DET Vendor.

The Miria for Avid Interplay component (i.e., DET Vendor) creates a link between Miria and the Avid Interplay workflow. The configuration parameters declared in the component configure the Miria so that it can connect to Avid Interplay.

### ***To configure Miria on the Avid Archive Server and Archive/Restore Provider Machines***

For each Workgroup that will use Miria for Avid Interplay, you must run the configuration on the machines hosting the Avid Archive Server and the Archive/ Restore Provider agents. The configuration must be identical on both machines.

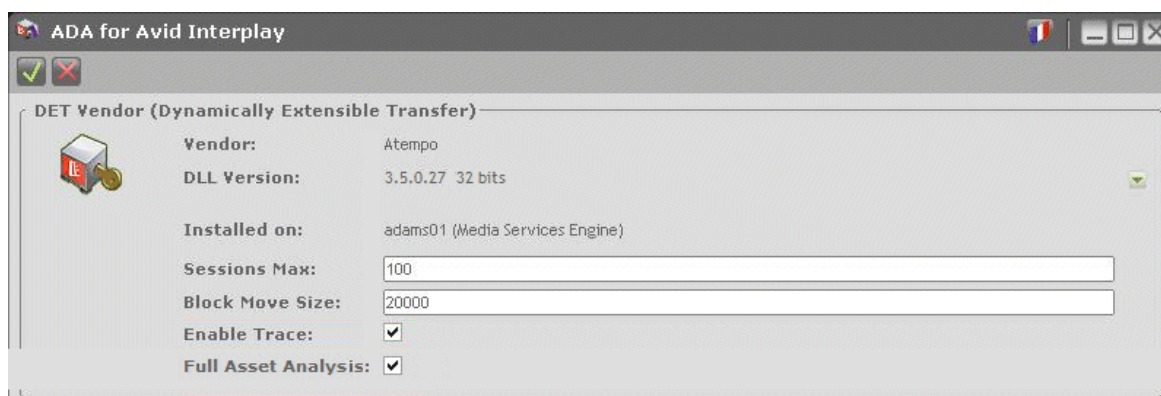
1. Select Start › Programs › Miria › Miria Avid Interplay.  
The Avid Interplay Login window opens. This window enables you to set up the connection to the Avid Web Services server.
2. Complete the login fields.  
This table describes the fields that you can complete to set up the connection:

Field	Description
<b>Web Server</b>	The Avid web services server and its port number, using the <code>host:port</code> format.
<b>User</b>	Log in as a User with administrator-level rights.
<b>Password</b>	Enter the user password.

3. Click Connection.
  - If no third-party tools have been configured on this server, a message asks you whether you want to configure a DET vendor on the current workstation.  
**Or**
  - If Miria detects in the Windows Registry the information about a DET Vendor different from the Miria's, it proposes you to replace it by Miria DET Vendor and to back up this DET Vendor configuration.
4. Click Yes to continue.  
A message informs you that Miria has backed up your old DET Vendor configuration.
5. Click OK. The main Miria for Avid Interplay window opens.  
The Miria for Avid Interplay window comprises four panes:
  - DET Vendor. See [DET Vendor pane..](#)
  - Avid Interplay Information. See [Avid Interplay Information pane..](#)
  - Miria Private Data. See [Miria Private Data pane..](#)
  - Dispatcher. See [Dispatcher pane..](#)

#### **DET Vendor pane.**

This image illustrates the DET Vendor pane of the Miria for Avid Interplay window:



This table describes the fields that the DET Vendor pane displays:

Field	Description
<b>Vendor</b>	<b>For information only.</b> Vendor name (i.e., Atempo).
<b>DLL Version</b>	<b>For information only.</b> DET Vendor version. It specifies whether it is a 64- or a 32-bits version. This is the same as the Miria version of the same tag.
<b>Installed on</b>	<b>For information only.</b> Name of the machine from which Miria for Avid Interplay was launched.
<b>Sessions Max</b>	Maximum number of sessions of archiving or retrieval that can run at once. Either accept the default value (i.e., 100) or modify it to suit your needs.
<b>Block Move Size</b>	Size in bytes of the blocks that Interplay uses to move assets. This field displays the default value of 2,000 bytes, but you can modify it.
<b>Enable Trace</b>	Select this check box to enable the creation of a trace directory in the Interplay installation folder, for debugging or troubleshooting purposes.  The trace directory contains log files of each Interplay job, named with the Job Number.
<b>Full Asset Analysis</b>	Select this check box to ensure that all assets linked to the asset selected for archiving are archived as well.
<b>Note:</b> Be aware that if Miria performs a full asset analysis, the archiving takes longer.	

#### Avid Interplay Information pane.

The Avid Interplay Information pane provides information about the current login. You cannot modify the fields on this pane.

This table describes the Avid Interplay Information pane fields:

Field	Description
<b>Server</b>	Server used for login.

Field	Description
<b>User</b>	User used for login.
<b>Workgroup</b>	Workgroup deduced from the server and user.

### Miria Private Data pane.

This is the main production area of the component. It enables you to connect the DET Vendor to the Miria server.

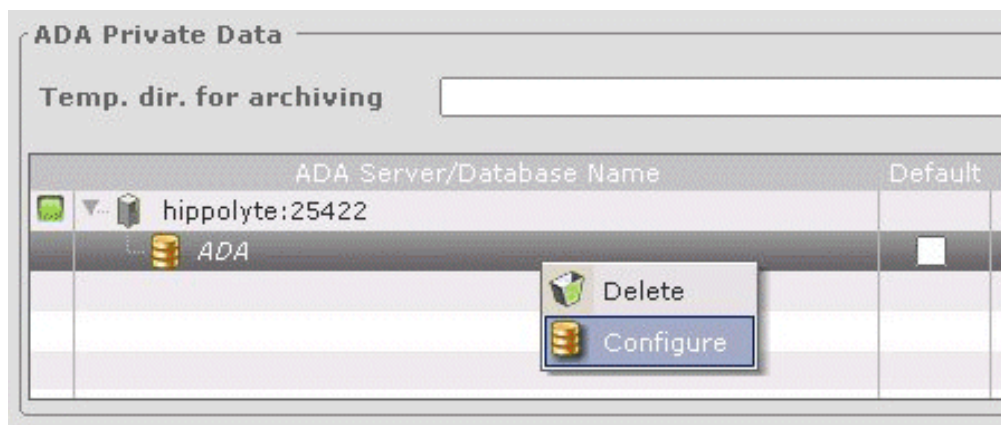
Creating a profile consists of defining a Miria server and one or more Miria databases that will be accessed for archiving.

6. The Temp. Dir. for Archiving field displays only when Miria is configured on the Media Services Server. If this field is displayed, it is required. Click Browse to select the directory that will contain this metadata file. A Miria agent must have access to this directory.
7. Click the + icon to the right of the Miria Private Data table to open the Miria Server Information window. This window lets you add the names of all the Miria servers that Avid Interplay for archiving will access.
8. Select the green check mark in the Miria Server Information window to validate each addition. They will be displayed in the Private Data table with their port numbers.
9. In the main Miria Private Data table, configure the databases, associated with each Miria server, that you want Avid Interplay can access.

By default, Miria uses at least one database called **Miria**, but each server can have several databases.

To expand the display and view all the databases associated with the Miria server added, click the down arrow to the left of the Miria Server name.

This image illustrates the down arrow of the Miria Server name:



10. Right-click the name of each database that you want to configure, and select Configure in the drop-down menu.

The Link window displays. It allows you to finalize the link to the Miria Database. This table describes the parameters in the configuration window:

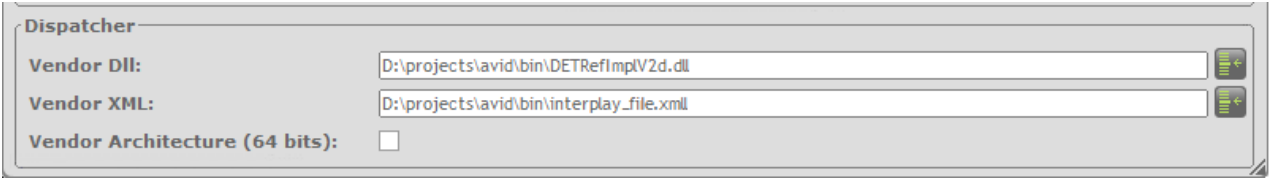
Label	Value
Server	<b>For information only.</b> Displays the name and port of the Miria server to which you are about to create the link.
Database	<b>For information only.</b> Displays the name of the Miria Database to be accessed by this connection (usually <code>Miria</code> , but there can be more than one per server).
User	Enter the user name that will be used to access the Miria server.
Password	Enter the password for the specified user name.
Connect in Super-User Mode	Ensure that this box is selected so that the user can connect as a Super-User. This is necessary to apply the configuration modifications.

11. Click the Link button.  
A message informs you that your installation was successful.
12. Click OK.
13. Close the application. When installing on the Avid Archive Server, *reboot the machine*.

**Dispatcher pane.**

The Dispatcher pane displays only when the Avid Interplay Dispatcher features are enabled.

This image illustrates the Dispatcher pane of the Miria for Avid Interplay window:



The first time that you open the Dispatcher pane, its fields are pre-filled with the previous DET Vendor information that Miria has found on the Windows Registry.

This table describes the Dispatcher pane fields:

Field	Description
Vendor Dll	Designates the previous DET Vendor library location.
Vendor XML	Designates the XML parameters used by the previous DET Vendor.
Vendor Architecture (64 bits)	Toggles the previous DET Vendor architecture.

You may now continue the configuration from within the Miria Administration Console.

## Configuring Avid Interplay in Miria

The next configuration phase is conducted from within the Miria Administration Console.

This table describes the configuration phases:

Phase	Description
<b>Declare the Unity Shared Storage</b>	<p>Declare the Unity shared storage in Miria. Miria recognize Unity MediaNetwork and ISIS as a NAS, and then configure them like any other NAS devices. This phase also applies to configurations that do not use Avid Interplay.</p> <p>For complete information on this configuration, see the Miria Administrator's Documentation, in the topic on platforms.</p>
<b>Create the Miria Project Archives</b>	<p>Create project archives that the Avid Interplay workflow will use.</p> <p>Full details on the project archive configuration can be found on the Miria Administrator's Documentation, in the topic on data archiving, search, and retrieval.</p>
<b>Link Miria with the Interplay Production workflows</b>	<p>Finalize the link between Miria and the Interplay Production workflows. You must specify parameters for the Avid Interplay archiving profiles be used for archiving within Miria.</p> <p>See <a href="#">Configuring Avid Interplay in Miria</a> for details.</p>

### *To configure Avid Interplay Environments and Profiles in Miria*

- From the Miria Administration Console left pane, select Browse ➤ Applications ➤ Avid Interplay.  
The Navigation Area displays the Avid media services server list.
- Select one of these environments. The Properties pane displays its properties.  
The Properties pane upper area displays information about the selected Avid media services server. This information is the same as in the Miria for Avid Interplay component.  
This table describes the field of the Miria for Avid Interplay component:

Field	Description
<b>Interplay Media Services</b>	Name of the service selected in the Navigation pane of the Miria Administration Console.
<b>Application Key</b>	Every Miria Application has its own unique identifier. This is the same value as in the Application Key column of the Miria Private Data table of the Miria for Avid Interplay component.
<b>Server</b>	Server name and port number, as used in the login to the Miria for Avid Interplay component.

Field	Description
<b>User</b>	Same user as in the login to the Miria for Avid Interplay component.
<b>Workgroup</b>	Same workgroup as displayed in the Avid Interplay Information section of the Miria for Avid Interplay component.
<b>Comments</b>	Enter any comments or notes you may have on this configuration.

The Properties pane lower area is in table form, with one Profile on each line.

A green dot displays next to profiles that have been configured for archiving with Miria. A red dot indicates a configured profile that is obsolete or no longer working. The profiles that are not configured have no indicator.

- For Interplay Archive Profiles that are not yet configured on Miria, click the icon that resembles the Atempo safe logo, to the right of the Archive Column. A list of project archives opens.
- Choose the project archive in which the Interplay data and metadata will be archived, and select the green check mark.
- Enter the configuration parameters.

This table describes the parameters that you can set in the configuration window:

Parameter	Description
<b>Interplay Archive Profile</b>	<b>For information only.</b> Displays the name of the archive profile created in Avid Interplay Configurator.
<b>Interplay Archive Destination Path</b>	<b>For information only.</b> Displays the AvidAM database logical path to which the assets will be archived.
<b>Status</b>	<b>For information only.</b> Indicates whether the profile is configured within Miria.
<b>Delete Asset After Archiving</b>	<p>When you launch an archiving operation from the Avid Interplay interface, the logical assets are copied from the production database, AvidWG, to the Archive database, AvidAM, as the physical files associated with the asset are moved from the Unity platform to the Miria secondary storage.</p> <p>Select this box to move, rather than copy, the logical assets from AvidWG to AvidAM (i.e., to delete them from AvidWG).</p> <p>They will remain in AvidAM until you launch a restore operation from Avid.</p>
<b>Delete File After Archiving</b>	Select this box if you want the physical files corresponding to an Avid project or asset to be deleted from the Unity storage once they have been archived to a Miria storage manager.

Parameter	Description
<b>Archive</b>	Displays the project archive that you selected to store the physical file and its associated metadata in Miria.

6. Select the green check mark to validate the parameters.  
The green dot appears next to the profile to indicate that it has been configured.

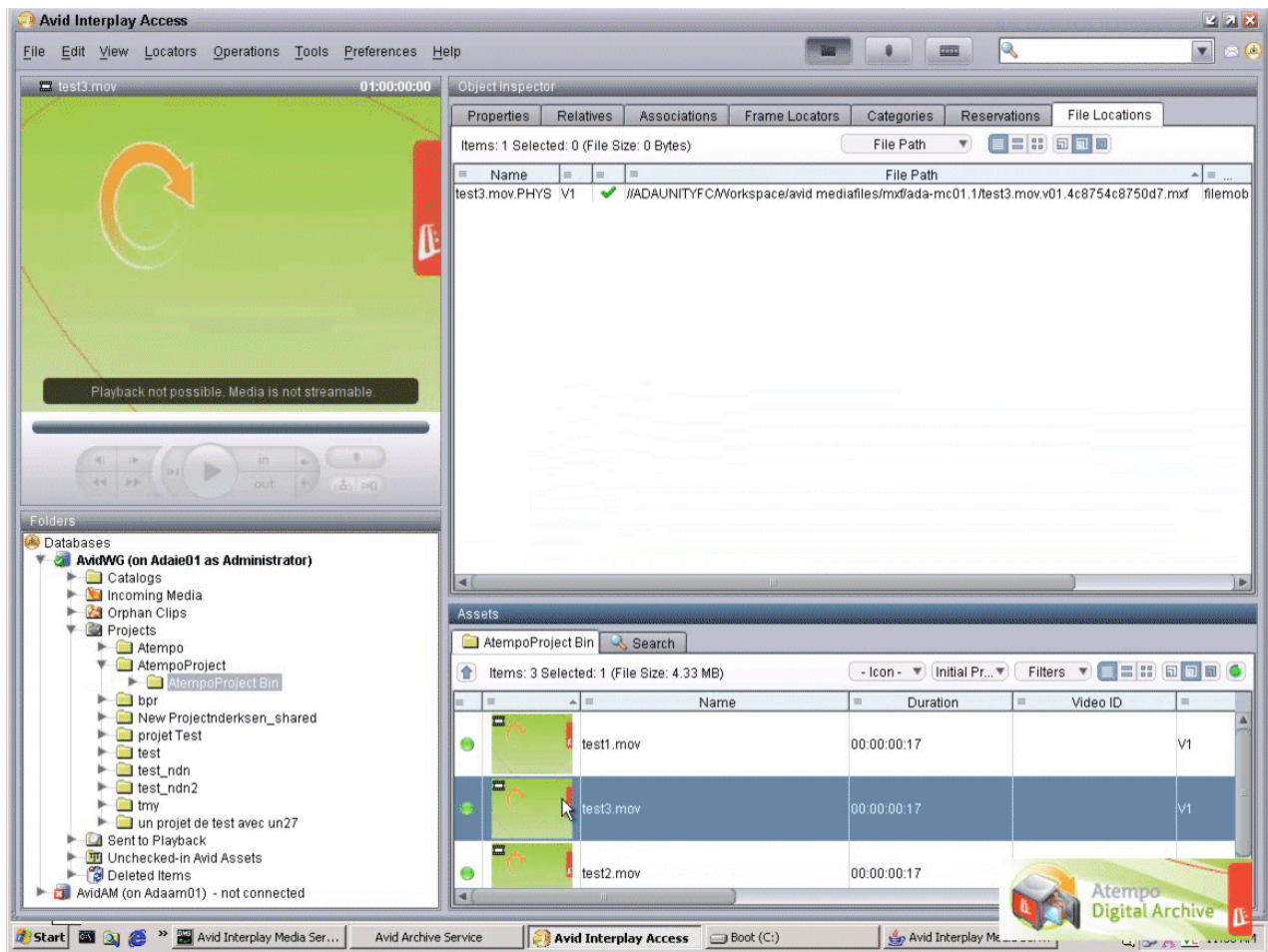
## Archiving, Retrieving, and Deleting via Miria for Avid Interplay

This topic describes the Digital Archive for Avid Interplay archiving and retrieval functions:

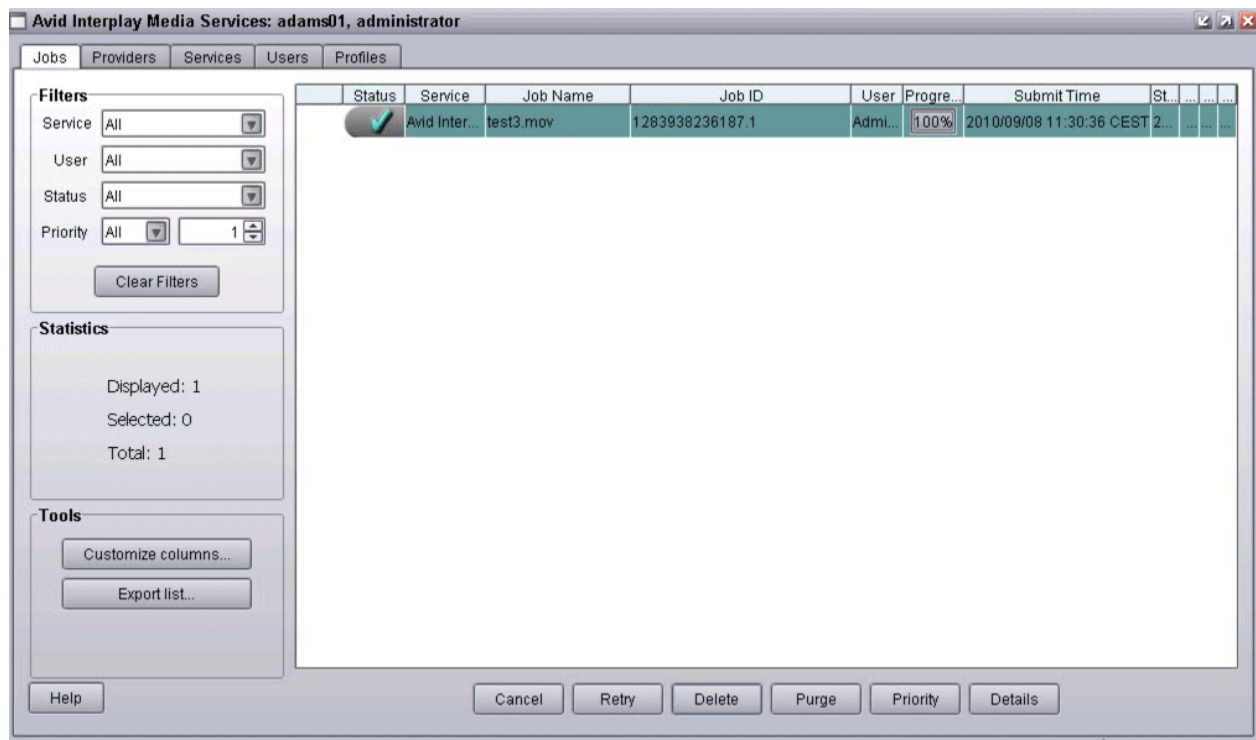
- [Archiving Projects or Assets from the Avid Interplay Access Interface](#)
- [Retrieving Projects or Assets from the Avid Interplay Access Interface](#)
- [Deleting Assets from the Avid Interplay Access Interface](#)
- [Viewing or Retrieving Assets from Miria Interfaces](#)
- [Archiving and Retrieving Data from Avid Media Composer Interface](#)

### Archiving Projects or Assets from the Avid Interplay Access Interface

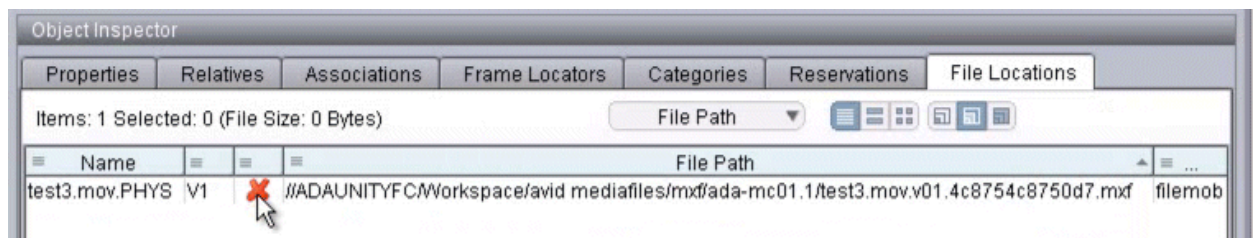
1. Log on to your Avid Interplay AvidWG database as an administrator.
2. In the Avid Interplay Access interface, select the asset that you want to archive in the Avid Interplay Folders tree.  
In the Object Inspector, under the File Locations tab, you can see that the associated files are currently online because they are marked with a green check mark:



3. Right-click the asset and select Archive in the pop-up menu.  
The Archive window opens. It allows you to select the Avid Interplay Archiving Profile for archiving the asset.  
This is one of the profiles that were created in the Miria for Avid Interplay component and configured in the Miria Administration Console, in the Properties Pane of the Avid Media services server.  
This profile associates a logical path for archiving the asset in the AvidWG database, the name of a target Project Archive in Miria for archiving the files and the policy to follow with regards to deletion of physical files and logical asset in the Avid workgroup.
4. Select one of the Interplay profiles and click OK to launch the archiving.  
You can view the progress of the archiving job under the Avid Interplay Jobs tab. The job color passes from yellow to green, and a check mark displays when the archiving is complete. For example:



The File Locations tab in the Object Inspector displays archived files status. If you are use a profile with the Delete File option enabled, a red X indicates that the files are now offline. For example:



If you enabled the Delete Asset option, the asset are no longer visible in the Object Inspector.

## Retrieving Projects or Assets from the Avid Interplay Access Interface

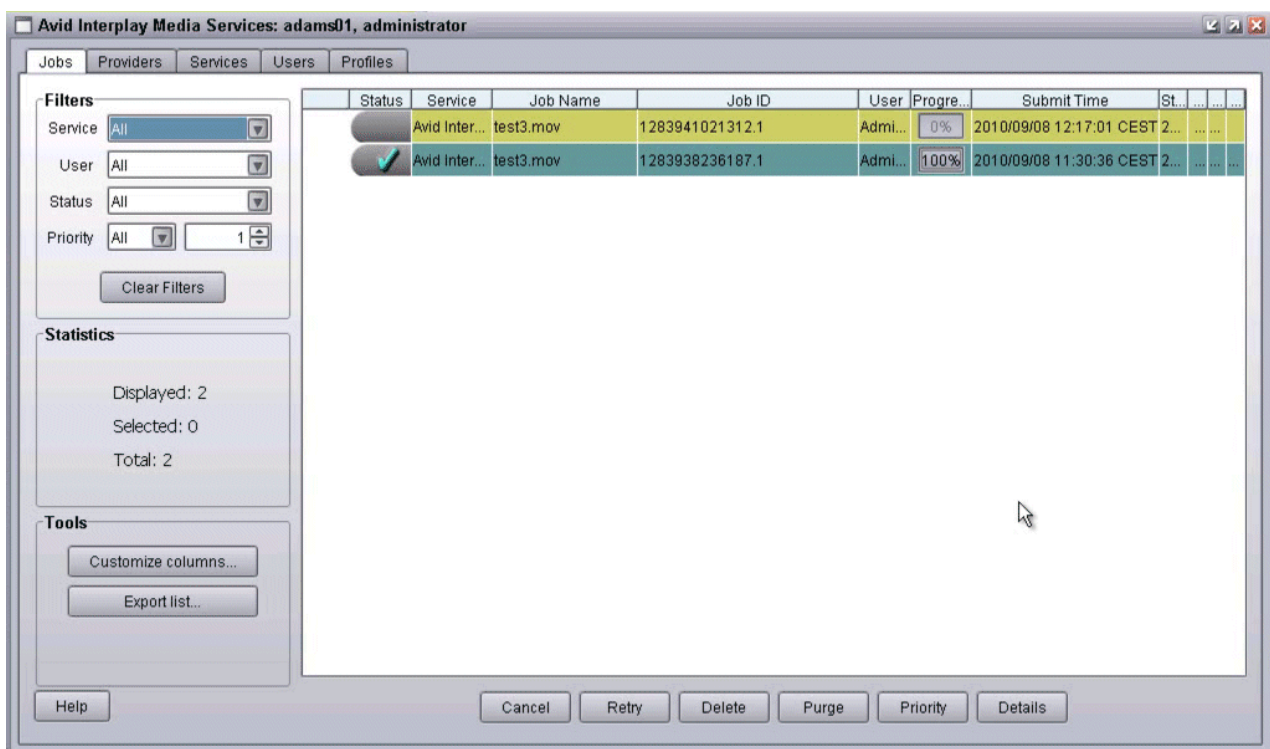
1. Log on to your Avid Interplay AvidAM database as an administrator.
2. In the Avid Interplay Folders tree, select the asset that you want to retrieve. Right-click it in the Assets list and select Restore from the pop-up menu.
3. In the configuration window, specify the destination parameters.

This table describes the destination parameters:

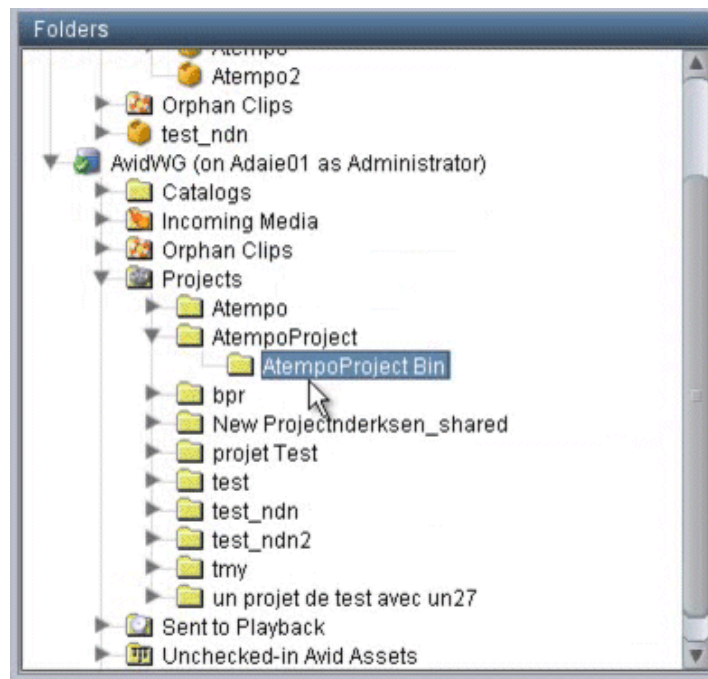
Parameter	Description
<b>Profile</b>	Select one of the Interplay profiles (Avid Interplay Restore Services) that was created using the Avid Interplay Configurator.

Parameter	Description
<b>Destination</b>	Use this area to navigate in the Interplay AvidWG databases to select the retrieval destination for the archived asset and the associated physical file.
<b>Workspace</b>	This is a share on the Unity platform. Select an available workspace as a destination to which to restore the physical files associated with the asset.
<b>Resolution</b>	Displays the Target Video Quality option that was selected in the Avid Interplay Administrator, when the profile was created. You can modify this resolution.
<b>Partial Retrieve</b>	Information only. Indicates whether partial retrieval was enabled when the profile was created in the Avid Interplay Administrator.

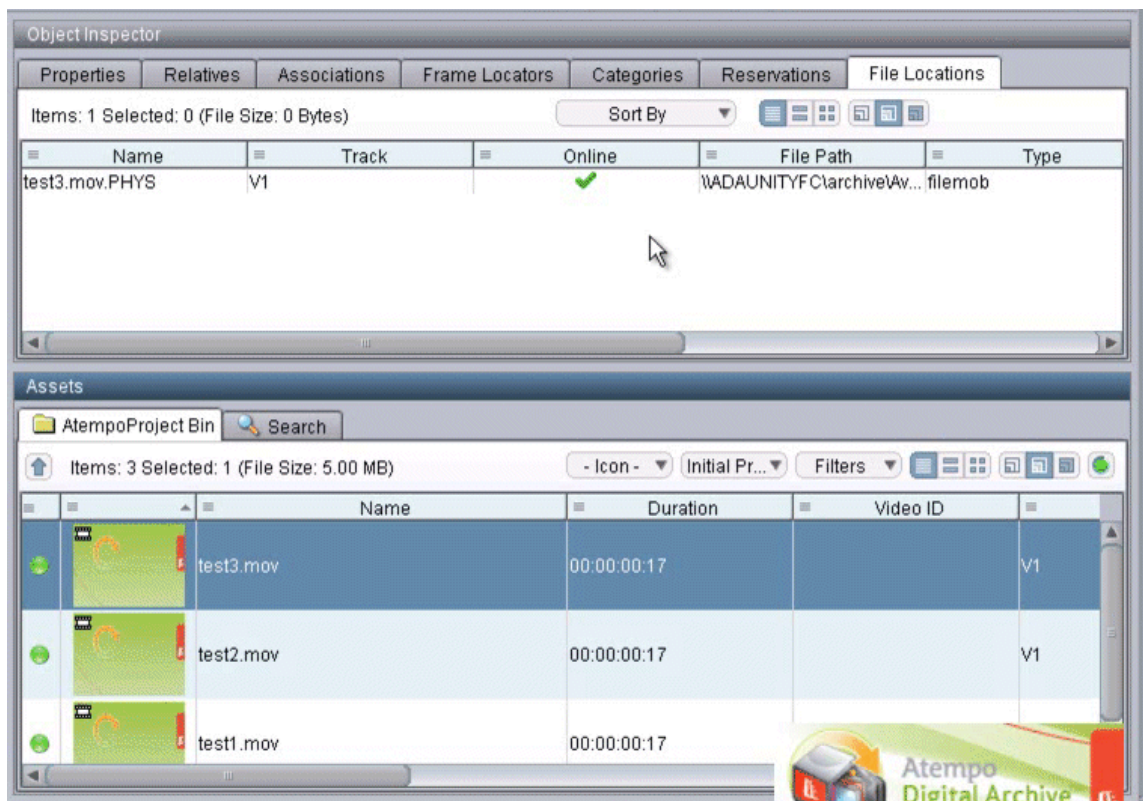
4. You can view the progress of the restore job under the Avid Interplay Jobs tab. The job color passes from yellow to green, and a check mark displays when the restore is complete. For example:



5. Log on to the Avid Interplay AvidWG database. Assets that were removed from the Folders tree with the Delete Asset option enabled in the profile are once again visible under the selected destination. For example:



6. Select the restored asset. If the Delete Files option was enabled in the profile, you will see that in the Object Inspector, under the File Locations tab, the files associated with the restored asset are back online (i.e., they display a green check mark). For example:

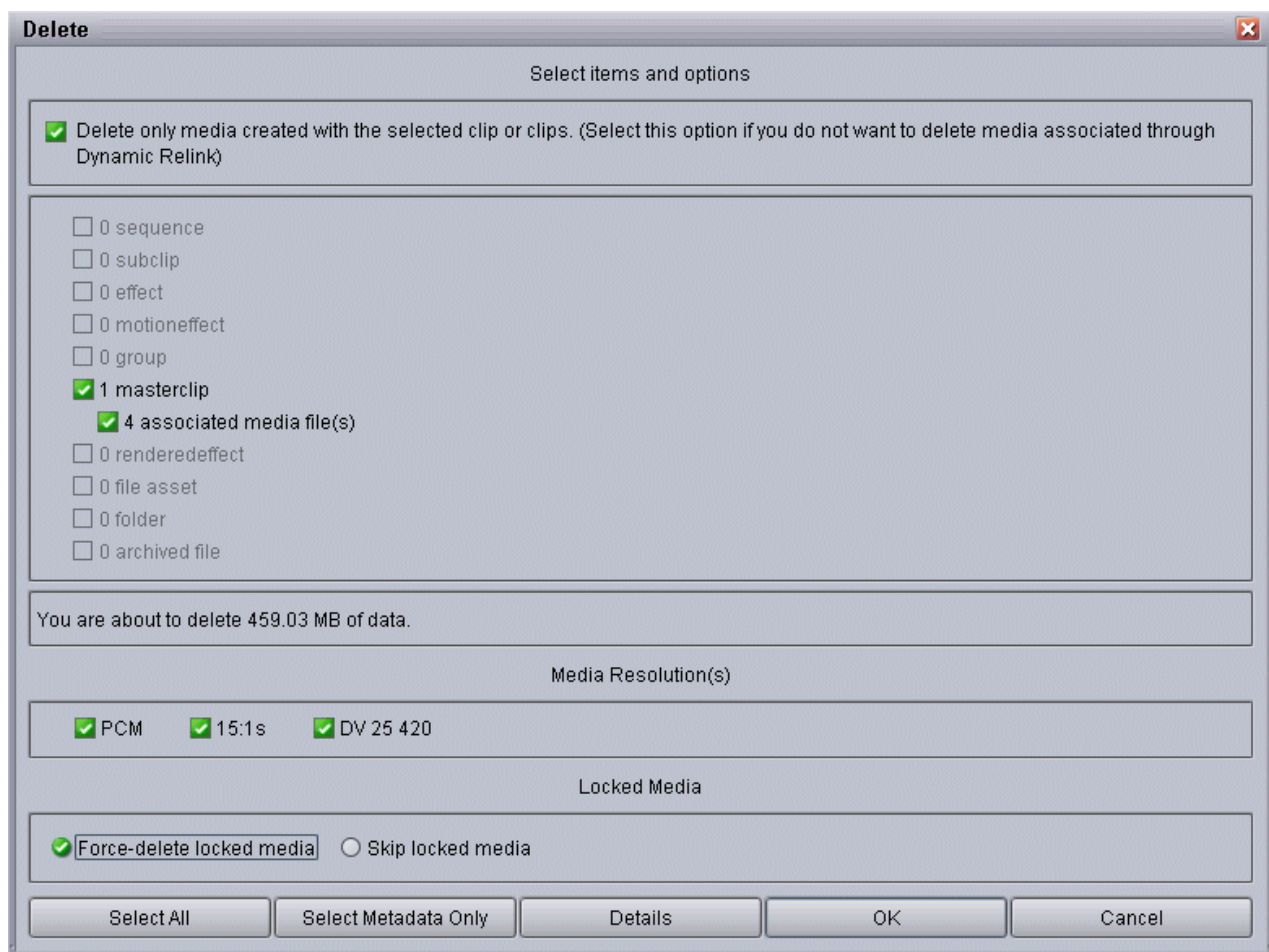


## Deleting Assets from the Avid Interplay Access Interface

You must delete assets from the Avid Interplay catalog rather than from the Miria database. This is to keep Miria in synch with the Avid Interplay catalog. When you remove assets directly from the Miria database, Miria does not inform Avid Interplay about the deletion. This causes your asset management system to become incoherent.

### To Delete Assets from the Interplay Catalog and Miria Database

1. Log on to your Avid Interplay AvidAM database as an administrator.
2. In the Avid Interplay Folders tree, select the asset that you want to delete. Right-click it in the Assets list and select Delete in the pop-up menu.
3. The Select items and options window opens. It presents you with a number of options for the deletion:



If you select a masterclip asset, ensure to select also all the media files associated with it. Otherwise, the associated media files are not properly removed and remain as orphan clips in the AvidAM database.

Atempo recommends selecting the Force-delete locked media option, to ensure that open media in the selection are also deleted.

4. Click OK. A delete request is sent to Miria and the asset is deleted from both the Interplay and the Miria databases.

## Troubleshooting Deletion

If the deletion fails, check that the DET Vendor is running correctly on the Interplay Archive Server:

### **To check that DET Vendor is running**

1. Run Miria for Avid Interplay again.
2. Select the Enable Trace box.
3. Run the deletion procedure again.

If the DET Vendor is running correctly, you can find the trace files in the directory where you installed Digital Archive for Avid Interplay, by default, `C:\Program Files (x86)\Atempo\ADA_AvidInterplay\Trace`.

- If the trace files are present, this means that the problem lies on the Miria side. Check the Miria logs and, if you cannot find the solution, contact Atempo support.
- If no trace files were generated, reboot the machine and try the deletion again.
- If there are still no trace files, the problem lies on the side of Avid. Call Avid support.

## Viewing or Retrieving Assets from Miria Interfaces

You can view and retrieve Avid assets from either the Miria Administration Console or the Miria User Interface.

In a Miria project archive, Avid assets are displayed as bundles.

You can retrieve an asset in its entirety, or separately retrieve the individual files in the bundle.

To view or to select individual files for retrieval, right-click the bundle and choose Show Package Contents from the pop-up menu.

**Note:** Miria interfaces do not support partial retrievals. Only the Avid Media Composer provides this option.

For complete information on retrieval, see the Miria Administrator's Documentation or the Miria User's Documentation.

## Archiving and Retrieving Data from Avid Media Composer Interface

### **To Archive from the Avid Media Composer Interface**

1. In the Bins area, select one or more assets that you want to archive.
2. Right-click the selected asset and select Media Services from the pop-up menu.  
**Or**  
Select File > Media Services. The list of Avid Interplay profiles previously created through the Avid Interplay Configurator displays.
3. Select a profile to launch the archiving.

### **To Retrieve from the Avid Media Composer Interface**

1. In the Bins area, select one or more assets that you want to retrieve.
2. Right-click the selected asset and select Media Services in the pop-up menu.

**Or**

Select File ► Media Services.

3. Run the Avid Interplay Restore Service.

**Note:** Only the Avid Media Composer permits launching of partial retrievals. See for details.

## Monitoring Avid Archiving/Retrieval

### Viewing Archive and Retrieval Jobs in Miria

You can monitor the progress an archiving or retrieval job in the Job List of the Miria Administration Console. This shows an archiving or retrieval Class for each physical file in the archived/retrieved asset, as well as a line for a supplementary file with an `.aaf` suffix; it contains the metadata associated with the asset.

### Viewing Avid Interplay Metadata

Metadata associated with an Avid Interplay project or asset is automatically imported when the archiving is run. It is contained in a file with the suffix `.aaf`.

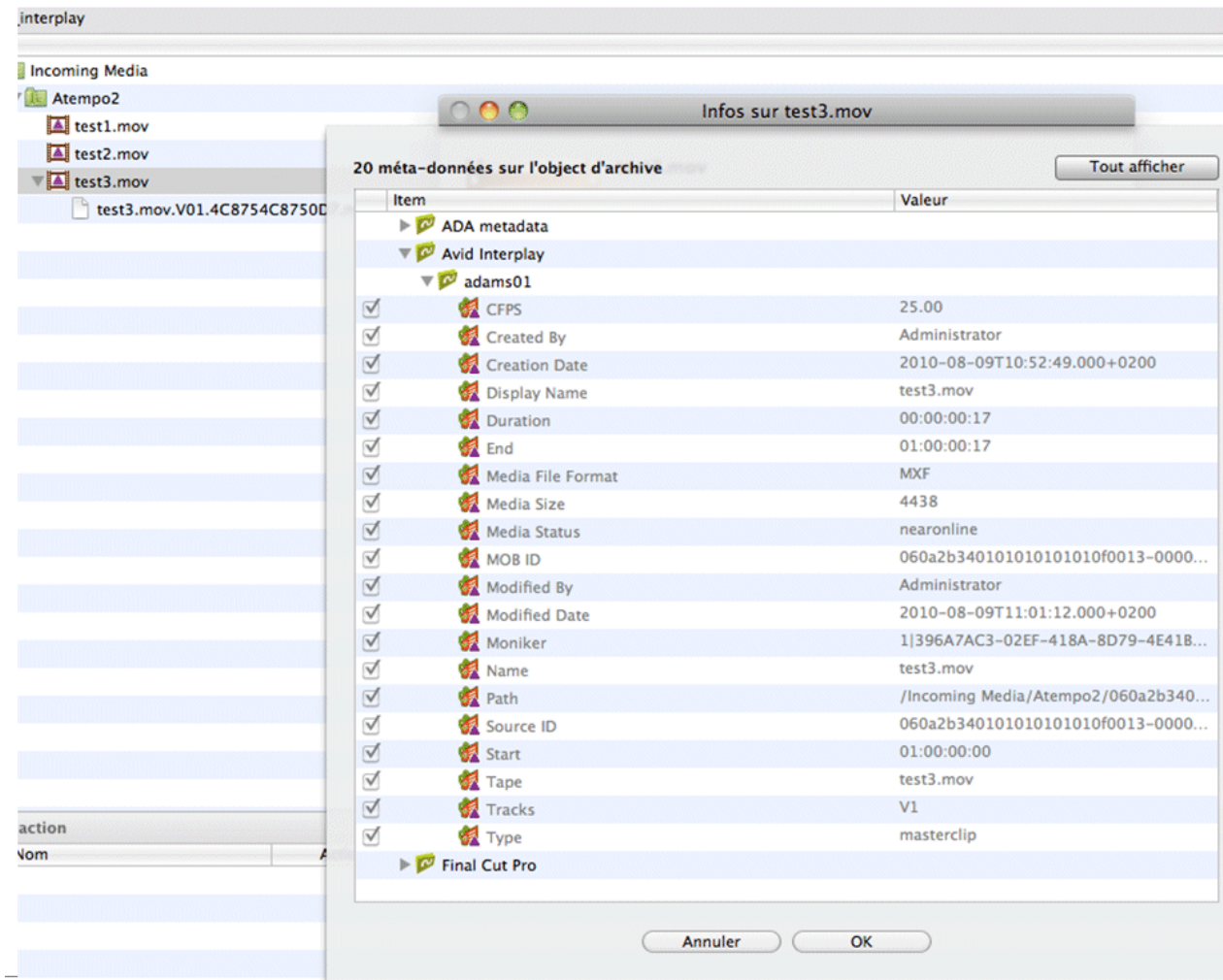
If a physical file is already archived in Miria and a new archiving job, containing the same file, is launched from Avid, the file itself will not be rearchived and will show only one archiving instance. On the other hand, the metadata file will be updated, and can have several instances.

You can modify metadata within Miria, but the changes are not communicated to Avid Interplay (with the exception of MOB\_ED [i.e., Asset Identifier]). Its primary use is as search parameters.

Searches can be conducted from Miria using Avid metadata. Conversely, metadata can be created in Avid to provide information as to where a given asset is archived. If an asset was archived from Avid using a Profile in which the Delete Asset parameter was not set, you can search on this metadata from within Avid to find the asset in its archive.

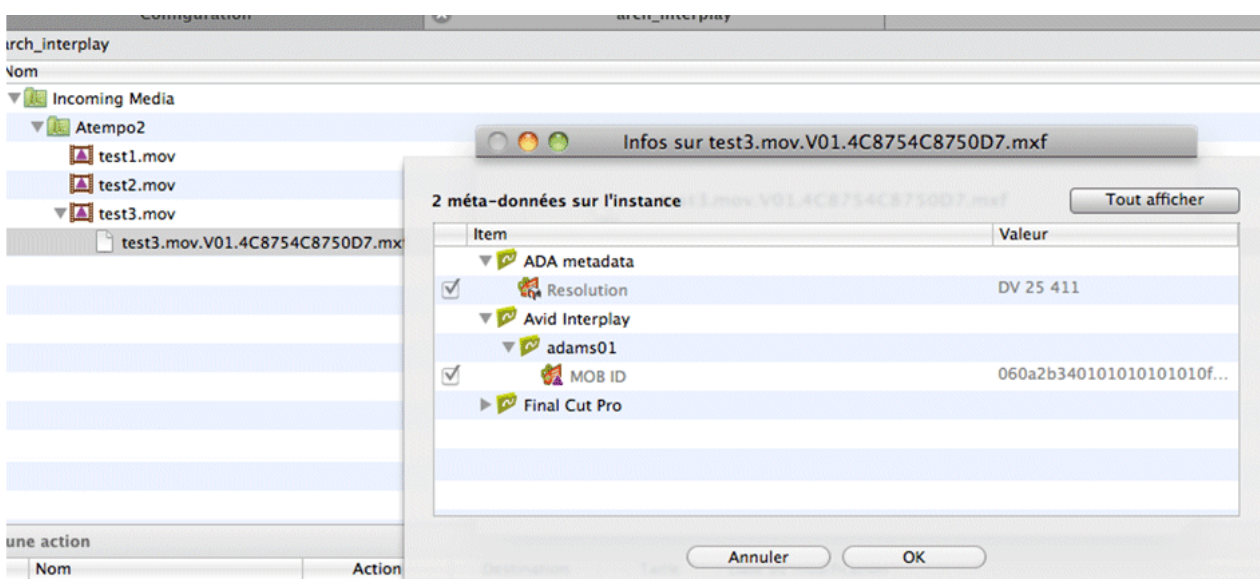
#### *Viewing Metadata at Object Level*

This is the metadata at the object level:



### Viewing Metadata at Instance Level

This is the metadata at the instance level:



For more information on using automatically generated metadata for searches, see the Miria User's Documentation or the Miria Administrator's Documentation.

# CHAPTER 2 - Miria for Primestream FORK

Fork Production Suite (herein called Fork) by Primestream is a TV production software product. It offers a Media Asset Management solution from ingest to playout.

The media files that Fork manages are often very large. It is essential to be able to easily and transparently archive these files onto high capacity secondary storage devices, to free up disk space and reduce operating costs.

The Atempo tools enable you to archive and retrieve Fork production data via Miria to a wide range of devices, including tape and cloud storage.

For details on the Miria for Primestream FORK, see these topics:

- [Fork Architecture](#)
- [Before You Install Fork](#)
- [Drone Mode - Archiving and Retrieval Atempo/Fork Environment](#)
- [XML Mode - Archiving Atempo/Fork Environment](#)

## Fork Architecture

Fork can work with Miria in these two modes:

- **Import/Export XML mode.**

**Note:** The use of Miria for Fork plugin in Import/Export XML mode is conditioned to the configuration of Fork using Fork Atempo Metadata Export (Fork-ATESC) scripts. Primestream provides this service that enables a Fork production server to send metadata to a Miria server for use as key value pair within the Miria search interface.

Refer to your Primestream contact for details.

- **Drone mode.**

The Fork/Miria working workflow depends on the mode you use to archive (store in Fork terminology) and retrieve (restore in Fork terminology) objects.

This topic contains:

- [Fork/Miria Archiving Workflow](#)
- [Fork/Miria Retrieval Workflow](#)

## Fork/Miria Archiving Workflow

The archiving workflow depends on the mode you use to archive objects.

- **XML Mode.** Triggering the archiving of a video clip in Fork generates a XML file in the Miria Import Watch Folder. The generated file contains the information that Miria needs to launch an archiving job (i.e., clip path, destination archive and archive folder, metadata, etc.). Once the archiving job is complete, Miria generates a report in the Fork Import Watch Folder. This report contains information about the clips that have been archived. Fork

checks this folder and updates the clip properties with this information (i.e., job status, job ID, media, etc.).

- **Drone Mode.** Fork uses extensions. An Extension is a 3rd party external module designed to interact with Fork. When Fork triggers the archiving or retrieval of an object, it calls up the Miria extension along with the needed information for the archiving or retrieval job (i.e., clip path, destination archive and archive folder, metadata, etc.).

In turn, Miria extension sends a success or error status to Fork, that can be seen in Fork logs.

Refer to your Primestream contact for details on Fork logs.

## Fork/Miria Retrieval Workflow

The retrieving workflow depends on the mode you use to retrieve (restore in Fork terminology) objects.

- **XML Mode.** Fork has a built-in mode that makes use of Atempo Tina. Miria uses a compatibility mode to emulate Tina retrieval commands (i.e., `tina_restore`) and integrate with Fork to perform retrieval.

Atempo Integration mode translates `tina_restore` for use between Miria and Fork, thus enabling Miria to be recognized by Fork in the same way as Tina.

- **Drone Mode.** Fork uses the Miria extension to trigger retrieval jobs. In turn, the Miria extension sends the status to Fork.

## Before You Install Fork

### License

Miria for Fork is a special licensing option and is priced separately from the standard Miria distribution. Contact your Atempo vendor for full details.

### Supported Systems

For the most up-to-date information on supported operating systems, see the [Miria Compatibility Guide](#).

### Prerequisites

Ensure to meet these prerequisites before setting up the Atempo/Fork environment.

- The Miria agent with the Fork component must be installed on the Fork production server.
- **XML Mode.** Prior to using Miria for Fork, Primestream technical staff must configure Fork by using Fork Atempo Metadata Export (Fork-ATESC) scripts.

Primestream provides this service that enables a Fork Production server to send metadata to a Miria server for use as key value pair within the Miria search interface.

Refer to your Primestream contact for details.

## Drone Mode - Archiving and Retrieval Atempo/Fork Environment

The Miria for Fork extension handles both archiving and retrieval. It make easier for you to set up the Atempo/Fork Environment.

For general instructions on setting up a running archiving configuration and creating all the required objects within the Miria Administration Console, including the project archives, see the Miria Administrator's Documentation.

For details on setting up the Atempo/Fork Environment for Archiving and Retrieval in Drone Mode, see these topics:

- [Drone Mode - Installing Miria for Fork](#)
- [Drone Mode - Enabling Miria for Fork](#)
- [Drone Mode - Configuring Fork in Miria](#)

## Drone Mode - Installing Miria for Fork

Before installing Miria for Fork, ensure to apply these steps:

- To install the Miria agent with Fork, on the Fork production server, run the Miria agent setup.  
For information on Miria agent installation, see the Miria Installation Documentation.
- Prepare an archive that the Fork Production Server and Drone modules will use.

## Drone Mode - Enabling Miria for Fork

Once you have installed the Miria agent on the Fork production server, you must install the Miria extension into Fork Production Server and Fork Drone specific folders.

Fork extensions are external modules that can be developed by third party vendors to interact with Fork internal modules. Specifically, Miria for Fork extension provides archiving and retrieval features to Fork.

### *To install the Miria for Fork extension*

1. On the Miria agent, locate the `ADA\binary\conf\fork_drone.sample` file, which contains key value lines.
2. Rename the `fork_drone.sample` file to:  
**Windows.**`fork_drone.txt`.  
**macOS.**`fork_drone`.
3. Open the `fork_drone.txt` or `fork_drone` file.
4. Set the `install_path` and `archive` keys to your own values.  
This table describes the way in which you can modify these keys:

Key	Modification Way
<b>install_path</b>	<p>Fork requires that a 3rd party vendor extension be placed into the Extensions subfolder(s). The Miria extension must be in both subfolders, Fork Production Server and Drone.</p> <p>Set this key to the absolute path(s) where the Miria extension is set.</p> <p>To set several paths, separate them by commas.</p> <p><b>Example.</b></p> <p>You must add the <code>ADAForkArchiveExtension</code> extension to your Fork configuration that already contains these two <code>Extensions</code> subfolders:</p> <ul style="list-style-type: none"> <li>• One in <code>C:\Program Files\Production\Fork Production Server</code>.</li> <li>• One in the <code>C:\Program Files\Production\Fork Drone</code>.</li> </ul> <p>So, complete the <code>install_path</code> key with this value: <code>C:\Program Files\Production\Fork Production Server\Extensions\ADAForkArchiveExtension, C:\Program Files\Production\Fork Drone\Extensions\ADAForkArchiveExtension</code>.</p>
<b>archive</b>	<p>Name of the archive that Fork uses to archive and retrieve objects.</p> <p>Set this key to the <code>archive</code> name.</p>

5. Save and close the `fork_drone.txt` or `fork_drone` file.
6. In the Miria command prompt, run this command:

```
ada_fork_tools -opcode 0
```

7. Start (or restart) the Fork Production Server and the Fork Drone modules for the Miria to be taken into account.
- The Fork application is now ready to be configured in Drone mode.

## Drone Mode - Configuring Fork in Miria

Via the Miria Administration Console, you associate project archives that Fork will use for archiving and retrieval.

### To configure the Drone mode

1. From the left pane of the Miria Administration Console, select **Browse** > **Applications** > **Fork**.  
The navigation area displays a new Fork application with the chosen archive.
2. Select it, and set the parameters in the Fork Properties pane.  
This table describes the parameters that you can set in the Fork Properties pane:

Parameter	Description
<b>Fork Platform</b>	<b>For information only.</b> Name of the Fork production server. It is the same as the name of the Miria agent hosting the Miria for the Fork component.

Parameter	Description
<b>Archive Name</b>	Archive that Fork uses for archiving and retrieval operations. Click the selection button and browse to the archive. You can change this archive when needed.

- Click Save or the green check mark to validate the parameters.

## XML Mode - Archiving Atempo/Fork Environment

This topic explains how to set up the Atempo/Fork environment for archiving in XML mode.

For general instructions on setting up a running archiving configuration and creating all the required objects within the Miria Administration Console, including the project archives, see the Miria Administrator's Documentation.

For details on setting up the Atempo/Fork environment for archiving and retrieval in XML mode, see these topics:

- [Fork Installation and Configuration Overview](#)
- [Installing Miria for Fork](#)
- [Enabling Miria for Fork](#)
- [Configuring Fork in Miria](#)
- [Archiving Fork Clips via Miria](#)
- [Viewing Fork Metadata in Miria](#)
- [Setting Up the Atempo/Fork Environment for Retrieval](#)

## Fork Installation and Configuration Overview

The configuration of Miria for Fork for archiving is composed of four phases. This table describes the configuration phases:

Phase	Description
<b>Install</b>	See <a href="#">Installing Miria for Fork</a> for details.
<b>Configure Fork Production</b>	You must configure Fork Production to operate with Miria. This is achieved via Fork scripts. Refer to your Primestream contact for details on Fork scripts.
<b>Enable Miria for Fork</b>	See <a href="#">Enabling Miria for Fork</a> for details.
<b>Configure in Miria</b>	Via the Miria Administration Console, on the Miria server: <ul style="list-style-type: none"> <li>• Configure the Fork application.</li> <li>• Create project archives to receive the objects archived from Fork.</li> </ul>

## Installing Miria for Fork

To install the Miria agent with Fork, on the Fork production server, run the Miria agent setup. The Fork component is automatically installed.

For information on Miria agent installation, see the Miria Installation Documentation.

## Enabling Miria for Fork

Once you have installed the Miria agent on the Fork production server, you must activate the Miria for Fork daemon by modifying a configuration file.

The daemon runs on a regular basis so that Miria can check the Miria Import Watch Folder for a list of new clips to archive. If Miria detects new data, it triggers the archiving job.

### *To activate the Miria for Fork daemon*

1. Stop the Miria Engine service.
2. On the Fork Production server, locate the `ADA\Binary\Conf\daemon_fork.sample` file in the Miria installation directory.
3. Rename the `daemon_fork.sample` file to `daemon_fork.xml`.
4. Open the `daemon_fork.xml` file:

```
<?xml version="1.0" encoding="UTF-8" standalone="no" ?>
<Atempo>
<SERVER>
<DB Name=""/>
</SERVER>
<FORK SleepTime="60" Cyclic="1"/>
</Atempo>
```

5. Modify the parameters:
  - DB Name.** Name of the Miria database used for archiving Fork data.
  - SleepTime.** Specify the frequency (in seconds) at which the daemon will run (60 s is the default).
6. Restart the Miria Engine service.
7. In the Miria Administration Console, from the left pane, select Browse › Server Info. › Events to check the logs.  
This message displays:  
Fork Application is not configured  
The Fork application is now ready to be configured in XML mode.

## Configuring Fork in Miria

You must configure Fork to specify at least the Miria Import Watch Folder and the Fork Import Watch Folder that Miria and Fork share to archive files.

### *To configure the Import/Export XML mode*

1. From the Miria Administration Console left pane, select Browse › Applications › Fork.

The navigation area displays the Fork application corresponding to your Fork production server.

2. Select it, and set the parameters in the Fork Properties pane.

This table describes the parameters that you can set in the Fork Properties pane:

Parameter	Description
<b>Fork Platform</b>	<b>For information only.</b> Name of the Fork production server. It is the same as the name of the Miria agent hosting the Miria for the Fork component.
<b>Miria Import Watch Folder</b>	Absolute path of the directory on the Fork server that hosts the files containing the list of clips to archive. The Miria daemon verifies this directory on a regular basis and triggers an archiving job whenever a new file is created.
<b>Fork Import Watch Folder</b>	Absolute path of the directory on the Fork server in which Miria generates the archiving report for each file.
<b>Enable</b>	<p>For the Fork application to be enabled, you must:</p> <ul style="list-style-type: none"> <li>• Complete both Import Watch Folder fields.</li> <li>• Select the Enable check box.</li> </ul> <p>Once the Fork application is enabled, a Miria daemon verifies on a regular basis the watch folders to detect if Miria must trigger a job, either for archiving or retrieval.</p> <p>When the Watch Folders contain files that could trigger a job, you can disable the Fork application by clearing the Enable check box.</p>
<b>Result Directory</b>	<p><b>Optional.</b> Directory into which the processed files are moved when the archiving is successful.</p> <p>If no result directory is specified, the file is renamed into <code>file_name.out</code> in the Miria Import Watch Folder.</p>
<b>Reject Directory</b>	<p><b>Optional.</b> Directory into which the processed files are moved when the archiving fails.</p> <p>If no reject directory is specified, the file is renamed into <code>file_name.err</code> in the Fork Import Watch Folder.</p>

3. Click Save or the green check mark to validate the parameters.

## Archiving Fork Clips via Miria

You must select the clips that you want to archive in the Fork production server interface, but you can monitor the archiving jobs and view the Fork metadata from the Miria Administration Console.

## Triggering the Archiving of Fork Clips

1. From the Fork Content Navigator, select the clips that you want to archive.
2. From the Actions area, click Send To.  
The Select Item window opens.
3. Select the destination item configured as the Trigger in the Fork script and click OK.  
Fork generates in the Miria Import Watch Folder a XML file containing the list of clips, and Miria processes it.

For information on Fork scripts, see the Primestream documentation.

## Monitoring Archiving

You can monitor the archiving of Fork data from both applications, Miria and Fork:

- The Job List in the Miria Administration Console displays the progress of the archiving job, with a job containing Fork in the Source column. If you expand the job and the sub-job, you can see an archiving class for each clip item that the job archives.  
For more information on the Job List, see the Miria Administrator's Documentation.
- You can also view the Reports in the Fork User Messages:
  - A first report is generated when the clip selection is sent to the Miria Import Watch Folder.
  - A second report is generated at the end of clip archiving in the Fork Import Watch Folder. This report indicates whether the archiving in Miria and the import of updated metadata into the Fork system were successful.

## Viewing Fork Metadata in Miria

Metadata associated with Fork clips are automatically imported when the archiving is run. They are displayed in the Miria Administration Console as other types of metadata, but they cannot be edited.

You can also view the values of the metadata for each clip archived.

### ***To view Fork metadata in the Miria metadata list***

1. From the left pane, choose Browse ► Server Info ► Metadata.
2. In the Navigation pane, expand the Fork metadata organizations.

The Fork metadata displays. You cannot modify this metadata because it is automatically imported.

### ***To view Fork metadata values attached to Fork archived files***

1. From the Fork project archive, right-click an archived file, and choose Instances.
2. Select the appropriate instance, and click the Manage Metadata (binocular) icon.

The Metadata window displays the list of metadata with its values.

For more information on metadata in Miria, see the Miria Administrator's Documentation.

## Setting Up the Atempo/Fork Environment for Retrieval

The set up the retrieval of Miria for Fork you must apply these phases:

### Enabling Atempo Integration Mode

#### To enable the Atempo Integration Mode

1. Open a command prompt using the appropriate method:
  - **Windows.** Select Start › All Programs › Miria › Environment Command Prompt.
  - **macOS.** Open a shell and change to the Miria installation directory.
2. Run the command:

```
ada_service -install -full_tina_compat
```

3. The executables that are created have the same usage and syntax as `ada_tina_archive` and `ada_tina_restore`.

### Integrating Miria to Fork for Retrieval

The integration of Miria into Fork takes place on the primary Fork server.

#### To configure Fork to retrieve data archived with Miria

1. Connect to the Fork primary server, and open the Fork Administration interface.
2. Select the Fork-Configuration menu. The Configuration window opens.
3. In the left-hand pane of the Servers tab, select Atempo Archive and complete the fields. This table describes the fields:

Field Label	Description
<b>Active</b>	Select this check box.
<b>Server Type</b>	File Archive
<b>File Archive Type</b>	Tina (even for Miria).
<b>Remote Agent</b>	Select this check box if there is no Miria Agent installed on the Fork servers.
<b>Host</b>	IP address of the Miria server.

Field Label	Description
<b>User</b>	System user accessing the Miria server. This user must exist on both the Fork server and the Miria server. The user must also be declared in Miria with permissions to archive and retrieve data to and from the specified archives.  If you use a remote agent, you must configure an SSH (Secure Shell) authentication (using certificates) for the specified user between the Fork server and the Miria server.
<b>Tina Home Directory</b>	Absolute path of the Miria Binary directory. For example: <code>/Applications/ADA/Binary</code> .
<b>Log File</b>	Path of the log file.
<b>Catalog Name</b>	Name of the Miria database (usually <code>Miria</code> ).
<b>Folder is Container Name</b>	If this option is selected, each Fork container is archived in a different Miria archive.  You must create a project archive in the Miria Administration Console for each Fork container.
<b>Folder is this</b>	Name of the project archive into which the data will be archived. If this option is selected, all Fork containers are archived in this same Miria archive.
<b>Archive is Clip ID</b>	If this option is selected, each file is archived in an archive folder named after the clip identifier.
<b>Archive is this</b>	Name of the archive folder into which the data will be archived. If this option is selected, all Fork files are archived in this same folder.

### **Retrieving Fork Production Data**

When you have configured Miria in your Fork Production Suite, you can use Miria retrieval in your Fork workflows.

See your Primestream documentation for details.