

**Autodesk®**

Visual Effects, Finishing, and  
Color Grading

# HP® Z800 Workstation Hardware Setup Guide

## Autodesk® Visual Effects, Finishing and Grading 2010

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# Introduction

# 1

## Topics in this chapter:

- [About This Guide](#) on page 1
- [Related Documentation](#) on page 1
- [Notation Conventions](#) on page 2
- [Contacting Customer Support](#) on page 2

## About This Guide

This guide describes how to set up the HP® Z800 workstation hardware and wiring for an Autodesk® Visual Effects, Finishing, or Colour Grading application. This includes Autodesk® Lustre®, and the following Visual Effects and Finishing applications: Autodesk® Inferno®, and Autodesk® Flame®, Autodesk® Flint®, Autodesk® Smoke®, and Autodesk® Backdraft® Conform.

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**NOTE** In most cases, both hardware setup and application installation is done on delivery by an authorized technician. If this is the case, please keep this guide as a reference, in case you decide to move the workstation, change a peripheral, replace an adapter card, etc.

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## Related Documentation

This release has additional documentation to help you install, configure, and use the hardware and software.

At various places in this guide, references are made to other documents. Depending on your hardware and software configuration and network topology, you may want to have additional documentation on hand before you begin setting up the hardware:

- *Autodesk Visual Effects and Finishing Installation and Configuration Guide*
- *Autodesk Lustre Installation and Configuration Guide (for your operating system)*

- *Autodesk Lustre Colour Management User Guide*
- *Autodesk Lustre User Guide*
- *Autodesk Incinerator Installation and User Guide*
- *Autodesk Control Surface User Guide*
- *Autodesk System Central User Guide*

For a list of all available documentation, visit <http://www.autodesk.com/me-documentation>. From there you can access the complete documentation library and download PDF files. In addition, PDF files and an HTML help system are installed with the software. For Lustre, documentation is also included on the application CD.

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**NOTE** Please refer to the product's release notes for late-breaking release information.

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## Notation Conventions

A number of style conventions are used throughout this guide. These conventions and examples of their use are shown as follows.

Convention	Example
Text that you enter in a command line or shell appears in Courier bold. You must press the Enter key after each command.	<b>rpm -qa</b>
Variable names appear in Courier, enclosed in angle brackets.	<filename>
Variables that appear enclosed in square brackets are optional.	[<filename>]
Feedback from the command line or shell appears in Courier.	limit coredumpsize
Directory names, filenames, URLs, and command line utilities appear in italics.	<i>/usr/discreet</i>

## Contacting Customer Support

For Autodesk Media and Entertainment Customer Support, visit <http://www.autodesk.com/support>.

Customer support is also available through your Autodesk reseller. To find a reseller near you, consult the reseller look-up database at <http://www.autodesk.com/resellers>.

# Getting Started

# 2

## Topics in this chapter:

- [General Workflow](#) on page 3
- [Typical Configuration Overview for Autodesk Effects and Finishing Applications](#) on page 4
- [Typical Configuration Overview for Autodesk Lustre](#) on page 5
- [Hardware Configuration Guidelines](#) on page 6

## General Workflow

The following procedure provides the general workflow for connecting, configuring and installing an Autodesk® Visual Effects, Finishing, or Colour Grading application on a workstation.

### To install a Visual Effects, Finishing, and Colour Grading application on a workstation:

- 1 Review the guidelines for working with hardware components. See [Hardware Configuration Guidelines](#) on page 6.
- 2 Connect all peripherals (mouse, keyboard, Wacom® tablet, graphics monitor) to the proper ports, and connect the workstation to the Autodesk Wire® network. See [Workflow for Connecting Peripherals](#) on page 11.
- 3 Connect the workstation to external storage. See [Connecting Media Storage](#) on page 15.

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**NOTE** If repurposing existing storage, it is highly recommended you back up or archive the media and projects before connecting it to the new workstation. For more information, see the application *User Guide*.

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**NOTE** If you are installing or reinstalling the workstation's Linux operating system, be sure to power-down or disconnect any direct attached storage before booting from the Linux installation disk. If you do not, Linux may attempt to reformat and install on the attached storage, destroying all stored media in the process.

---

- 4 Connect a VTR and a broadcast monitor to the workstation. See [Wiring Your Video Components](#) on page 22.
- 5 Set up the audio hardware. See [Setting Up Audio Hardware](#) on page 25.
- 6 Install the operating system, as instructed in the application's *Installation and Configuration Guide*.

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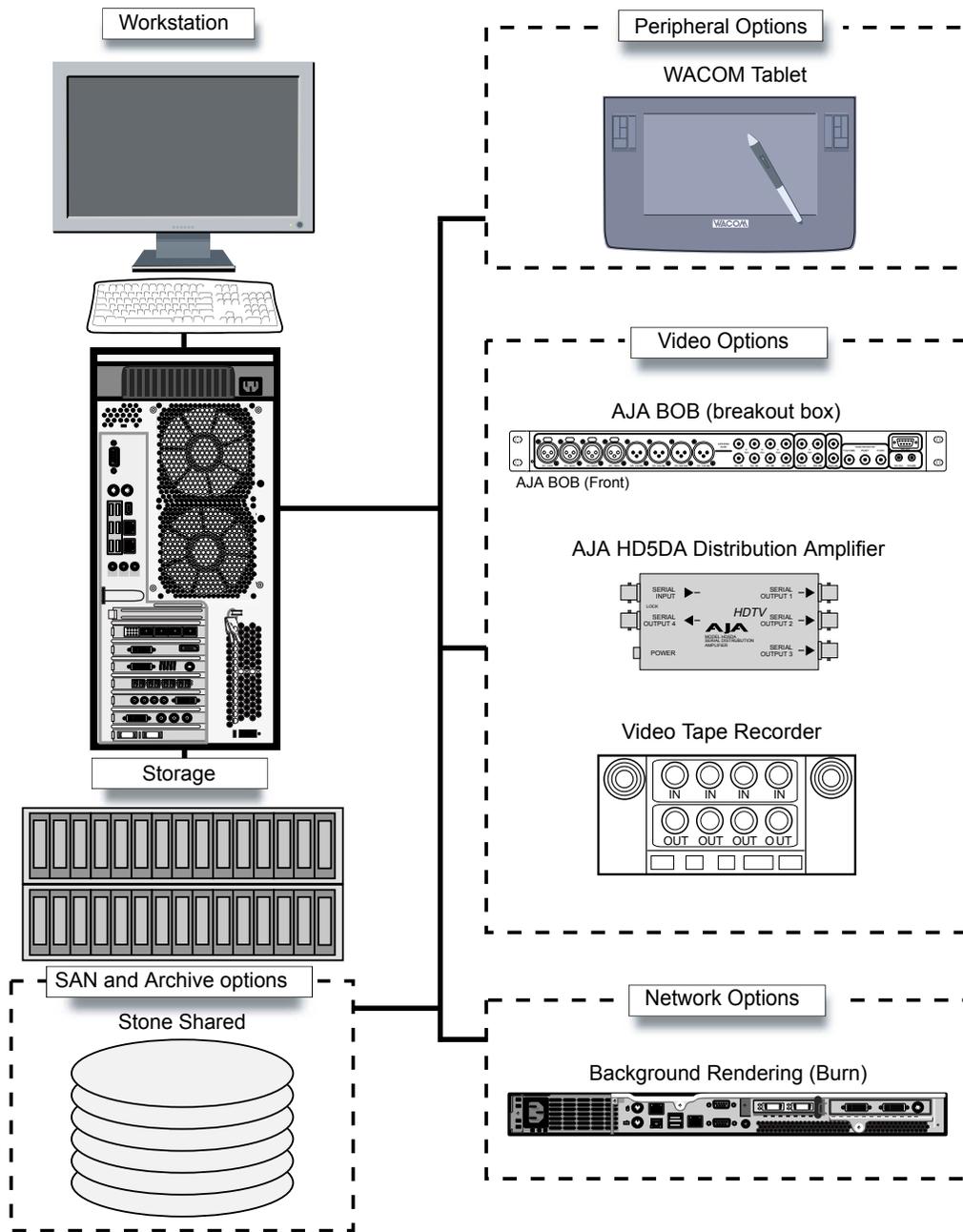
**NOTE** The Windows operating system is not supported by Lustre on the HP Z800 workstation.

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- 7 Install and license the Visual Effects, Finishing, or Colour Grading application. As above, see the application's *Installation and Configuration Guide*.

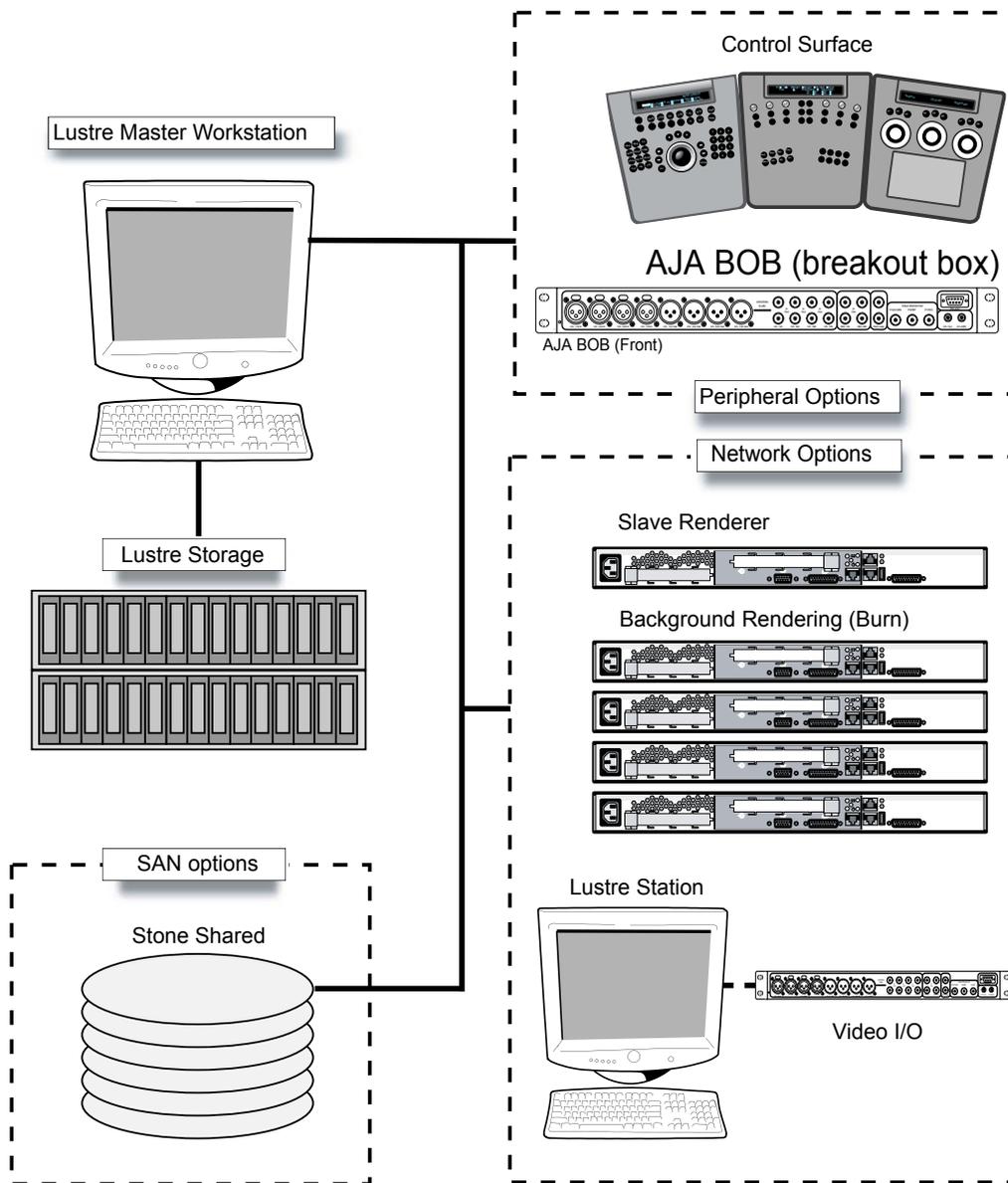
## Typical Configuration Overview for Autodesk Effects and Finishing Applications

The following illustration shows a typical configuration, including the Wacom tablet, and other optional components.



## Typical Configuration Overview for Autodesk Lustre

The following illustration shows a typical configuration, including the Lustre Master Station, Station, and other optional components.



**NOTE** For an Incinerator® system configuration overview, refer to the *Autodesk Incinerator Installation and User Guide*.

## Hardware Configuration Guidelines

In most cases, hardware integration and application installation are done on delivery by an authorized technician, and some of the procedures in this guide may not be necessary. Still, it is a good idea to read through all chapters to familiarize yourself with the configuration procedures for the following reasons:

- Many suspected problems with your system may be due to loosened connections or improperly configured devices. This guide helps you troubleshoot problems by providing information about properly configured systems.
- If you need to call Customer Support, some familiarity with this guide will help you assist Customer Support in diagnosing problems.

- If you want to move your system at any time, or upgrade certain hardware components, this guide contains crucial information.

---

**NOTE** It is recommended that all hardware configuration is performed by an experienced hardware integrator.

---

## Memory Requirements

The HP Z800 workstation is equipped with 12 GB (base configuration) of DDR3 PC2-6400 ECC Unbuffered DIMMs. The optimal RAM configuration depends on the resolution of your projects, and the type of work you perform. For more information see:

- *Autodesk Visual Effects and Finishing Installation and Configuration Guide*
- *Autodesk Lustre Installation and Configuration Guide for Linux Workstations*

## Ensuring Proper Environmental Conditions

You should consider the following environmental guidelines for all hardware configuration:

- Place all components in an air-conditioned environment. All hardware components generate heat and must be kept cool. See [Power and Air Conditioning Requirements](#) on page 7.
- Make sure the rack on which hardware components are mounted is open or well ventilated. Follow the ventilation specifications that apply to your system. See [Rack Mount Requirements](#) on page 8.
- Keep all hardware components in a clean, dust-free location.
- Minimize vibration and humidity.
- Do not block the vents on the component housing.
- Do not drape anything, such as a jacket or a blanket, over hardware components.
- Minimize electromagnetic noise by separating digital data and power cables from analog audio cables and running them in different cable ducts.

## Power and Air Conditioning Requirements

The values for power consumption and heat output were recorded on an Autodesk certified system with all of the required peripherals and certified components.

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**NOTE** These values can fluctuate if uncertified hardware components or third party applications are added to your system. The use of uncertified hardware components or third party applications is not supported. Please consult the manufacturer's documentation for standardized minimum and maximum values.

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The following table summarizes the peak (at startup) power consumed by the HP Z800 system and the heat it generates under the maximum processing load produced by a Visual Effects, Finishing, or Colour Grading application. For more detailed specifications, including noise output, see the documentation provided by the manufacturer.

Component	Quantity	Startup Amps (120V / 240V)	Cont. Amps (120V / 240V)	Watts	Heat (BTUs)
HP Z800 (with cards)	1	4.0 / 2.0	3.8 / 1.9	456	1556

Component	Quantity	Startup Amps (120V / 240V)	Cont. Amps (120V / 240V)	Watts	Heat (BTUs)
Lucid ADA 88192	1	0.5 / 0.25	0.5 / 0.25	60	205
Stone® Direct XR storage chassis	1	3.8 / 1.9	2.78 / 1.39	334	1140
Stone Direct XE expansion chassis	1	3.75 / 1.88	2.3 / 1.15	276	942
Stone Direct XR + Stone Direct XE	1	6.41 / 3.2	5.2 / 2.6	624	2130

You must be able to meet the startup power requirement and have a climate control system with the capacity to maintain the temperature of these components under the maximum processing load. The following table shows standard conversion benchmarks and an example of how they can be used to determine climate control requirements.

Unit Conversion	Example
1 Watt = 3.413 BTU	456 Watts = 1556.33 BTU
12000 BTU = 1 Ton of air conditioning	1556.33 BTU = 0.13 Tons of air conditioning

## Rack Mount Requirements

If you plan to rack-mount your system, allow sufficient space for each component, as indicated in the following table.

Component	Quantity	Form Factor	Required Rack Space
HP Z800 workstation	1	5U	5U
AJA OEM-2K breakout box	1	1U	1U
Stone Direct XR storage chassis	1	2U	2U
Stone Direct XE expansion chassis (optional)	1	2U	2U

## Avoiding Damage from Static Electricity

Take precautions to prevent damage to sensitive components from static discharge:

- Make sure power is turned off on the component you are working on. It is a good idea to unplug components until all other connections are configured.
- Wear a grounded static wrist strap. Attach the strap's alligator clip to any grounded metal surface on the component's chassis that you are working on. Place the wristband around your wrist.
- Do not handle any components unnecessarily, particularly boards and cards that slide in and out of PCI slots on their parent hardware components.

## Grounding Audio Hardware Components

It is important to properly ground the audio components. Otherwise, ground loops can occur, causing humming in the system. To ensure proper grounding, use the XLR-3 cables shipped with your system. Other cables may cause humming.

## Receiving Your Shipment

Check all boxes for dents or other markings that might indicate damage during transport. If you suspect a component is damaged, carefully inspect it before setting up the system. If you receive a damaged component, call Customer Support. See [Contacting Customer Support](#) on page 2.

Use the packing checklist enclosed with the shipment to ensure you received all parts.



# Connecting Peripherals

# 3

## Topics in this chapter:

- [Workflow for Connecting Peripherals](#) on page 11
- [Connections Overview](#) on page 12
- [Connecting the Graphics Monitor](#) on page 12
- [Connecting the Keyboard, Mouse, and Tablet](#) on page 13
- [Connecting the Graphics Monitor Calibration Device](#) on page 13
- [Network Connections](#) on page 14
- [Connecting Media Storage](#) on page 15
- [Connecting Archive Storage](#) on page 16
- [Connecting the Autodesk Control Surface](#) on page 17
- [Connecting the Slave Renderer to a Lustre Workstation](#) on page 18

## Workflow for Connecting Peripherals

This chapter explains how to connect all peripherals, other than video I/O, to the HP Z800 workstation. It begins with an overview of the backplane, identifying the adapter cards. Next it provides instructions for connecting the basic peripherals, including the graphics monitor, keyboard, and mouse. It also includes instructions for connecting the workstation to the house network, Wire network, SAN, and direct attached storage. For Lustre, it additionally provides instructions on connecting to Autodesk Control Surfaces and the slave renderer. For information on connecting video I/O, see [Setting Up Video Hardware](#) on page 21.

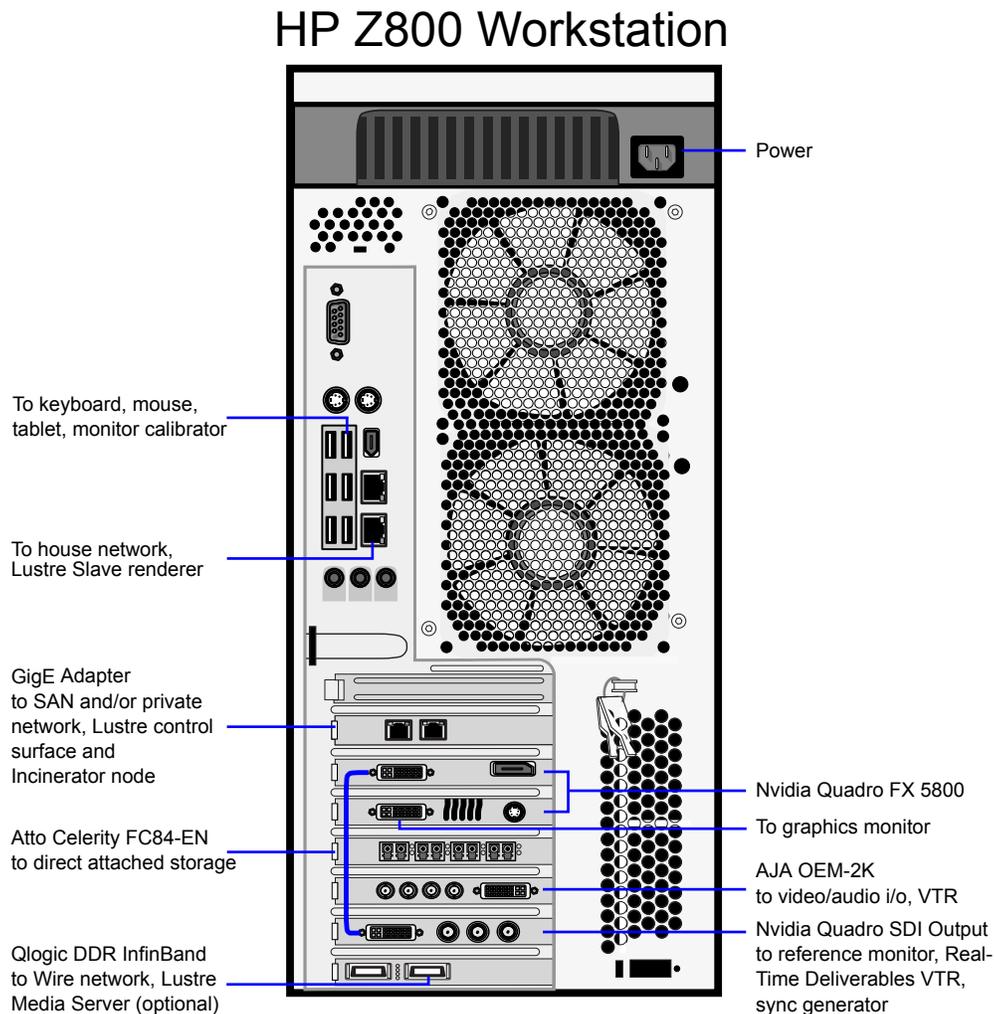
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**NOTE** It is recommended you connect all hardware peripherals, as instructed in this guide, before booting the workstation for the first time. However, if you are installing or reinstalling the Linux operating system, be sure to power-down or disconnect any direct attached storage before booting. If you do not, Linux may attempt to reformat and install on the attached storage, destroying all stored media in the process.

---

# Connections Overview

The following diagram provides an overview of the adapter card positions and general connection requirements for the HP Z800 workstation.



**NOTE** This diagram illustrates a Dual GigE adapter in slot 1. You also have the option of using a 10-GigE adapter or a second ATTO Fibre Channel adapter in slot 1. On the HP Z800 workstation, the slots are numbered 1–7 from top to bottom.

## Connecting the Graphics Monitor

The graphics monitor connects to the Nvidia® Quadro® FX 5800 graphics adapter card. This is also an opportunity to connect the graphics adapter to its add-on card, the Nvidia Quadro SDI Output adapter.

### To connect the monitor:

- 1 Use the short DVI cable (included in TP.FX5800DI) to connect port 1 of the Nvidia Quadro FX 5800 graphics adapter card to the DVI port of the Nvidia Quadro SDI Output adapter (the add-on card).
- 2 Use the longer DVI cable (F0-DVI-25-MN) to connect port 2 of the Nvidia Quadro FX 5800 graphics adapter card to the DVI-D IN port of the monitor.

---

**NOTE** Although each end of the DVI cable appears to be identical, this is not the case. Ensure the connector labeled *Computer* is connected to the workstation. Connect the one labeled *Monitor* to the monitor.

---

- 3 Optionally, extend the monitor cable to a machine room using the DVI extender cable (DL.CAB-HDTV-FO82MM).

## Connecting the Keyboard, Mouse, and Tablet

The keyboard, mouse and tablet connect to the workstation by way of the USB extender kit (TP.USB-EXT-410I). The USB extender kit consists of a remote unit and a local unit, joined by an Ethernet cable (DL.CAB-RJ45/RJ45).

### To connect the keyboard, mouse, and tablet:

- 1 Connect the keyboard, mouse, and tablet to the remote unit of the USB extender kit.

---

**NOTE** For Lustre workstations, a “standalone” tablet can nevertheless be installed and used, even if you are using an Autodesk Control Surface featuring a built-in tablet.

---

- 2 Connect the local unit of the USB extender kit to the workstation port indicated in the HP Z800 connections overview illustration.
- 3 Use the supplied Ethernet cable to connect the remote and local units. If using an alternate cable, ensure it is of type Cat5.

### To calibrate the tablet:

- Visual Effects and Finishing: Calibrate all aspects of the tablet, including margins, in the Pointer area of the creative application’s Preferences menu.
- Lustre: In Lustre the tablet acts a mouse, and requires no particular calibration.

## Connecting the Graphics Monitor Calibration Device

To ensure the graphics monitor accurately represents colors and other visual information, a monitor calibration device (TP.MON-CAL-LCDCRT) has been supplied. This section explains how to connect the device to the workstation. It also presents information for later use, once you begin installing the operating system and application software.

---

**NOTE** This section applies only to workstations on which Autodesk Lustre will be installed. For non-Lustre workstations, refer to the *Lustre Color Management User Guide* for all steps, including attaching the monitor calibration device.

---

### To connect the calibration device:

- Connect the monitor calibration device to port 4 on the remote unit of the USB extender (TP.USB-EXT-410I).

### To enable the Eye-One calibration utility driver:

- Once the application software installation is complete, start the *eyeone27* daemon on the workstation by typing the following at the shell prompt: `/etc/init.d/eyeone27 start`

# Network Connections

Network connections enable the workstation to gain access to a wide variety of possible networks. The Gigabit Ethernet (GigE) ports built-in to the workstation, and those provided by the GigE adapter in slot 1, can provide access to the following:

- House network (e-mail, Internet, etc.)
- Private network
- Dedicated Autodesk Wire network
- NAS/SAN storage network
- Shared network mountpoints
- Remote Visual Effects and Finishing workstation direct attached storage (via Wire network)
- Background and/or network rendering
- Lustre Slave Renderer and/or Incinerator nodes
- Link aggregation (port bonding) switch

The Qlogic™ DDR InfiniBand adapter (optional, slot 7) enables the workstation to gain access to a high-performance InfiniBand network:

- Visual Effects and Finishing: InfiniBand is used to enhance the Autodesk Wire network.
- Lustre: InfiniBand is the high-performance option for connecting to an Incinerator node cluster.

---

**NOTE** Even though InfiniBand is point-to-point, an InfiniBand switch is nevertheless needed for any InfiniBand network. It is not possible to simply connect two workstations together via their InfiniBand adapters, for example.

---

This section presents information on making the hardware connections to the available networks. The connections presented here are offered as guidelines. The actual connections you make will depend upon your particular network topology, including such factors as whether or not you have separate house and Wire networks (highly recommended), how many network switches you have for each network, etc.

---

**TIP** It is recommended that you use Category 6 (Cat-6) cable for the GigE connections.

---

## Visual Effects and Finishing Workstation

As you make the GigE network connections, be sure to take note of the port numbers used. You will need these later, when configuring the network.

**Connect the built-in GigE port as follows:**

- House network

**Connect the GigE adapter as follows:**

- SAN
- Private and/or dedicated Wire network
- Link aggregation (port bonding) switch, etc.

### Connect the optional Qlogic DDR InfiniBand adapter as follows:

- Port one (right-most port) to InfiniBand network switch

For information on network configuration see the *Autodesk Visual Effects and Finishing Installation and Configuration Guide*.

## Lustre Workstation

As you make the GigE network connections, be sure to take note of the port numbers used. You will need these later, when configuring the network.

### Connect the built-in GigE port as follows:

- Lustre slave renderer. For more information, see [Connecting the Slave Renderer to a Lustre Workstation](#) on page 18.
- Incinerator private port. The private Incinerator network manages Incinerator control data. For more information, see the *Autodesk Incinerator Installation and User Guide*.

### Connect the GigE adapter as follows:

- House network
- Autodesk Control Surface (via network switch)
- SAN
- Private and/or dedicated Wire network

### Connect the optional Qlogic DDR InfiniBand adapter as follows:

- Port one (right-most port) to InfiniBand network switch. This port is also used by Incinerator, to transfer frames.

For information on network configuration, see the *Autodesk Lustre Installation Guide for Linux Workstations* and/or *Autodesk Lustre User Guide*.

## Connecting Media Storage

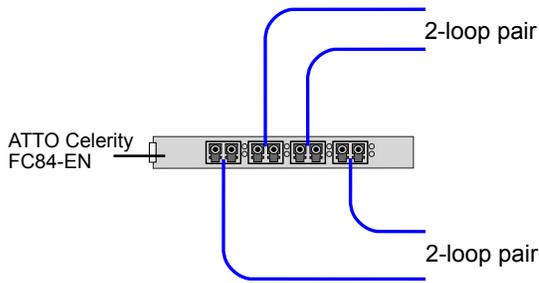
The workstation can be connected to two types of media storage, Stone Direct disk arrays, and storage area network (SAN) devices. Stone Direct disk arrays are direct attached storage (DAS) devices providing storage to individual workstations. (DAS storage can be made available to other workstations via the Autodesk Wire network.) A SAN is a storage infrastructure that allows multiple workstations to share simultaneous access to a central storage enclosure. Examples of SAN filesystems include CXFS, SNFS, etc. Connections to both types of media storage are made using the Atto Celerity FC84-EN fibre channel adapter, located in slot 4.

---

**NOTE** A Lustre workstation equipped with Incinerator does not use DAS storage. Incinerator storage is attached to the Lustre Media Server, accessed by way of the InfiniBand network.

---

The fibre channel adapter is equipped with four ports, called *loops*. These ports are always used in specific pairs. A 2-loop device can be connected to either the inner pair of ports or the outer pair of ports. A 4-loop device requires both the inner pair and the outer pair. The following diagram illustrates this important point:



Connect your DAS devices or SAN switch as desired, while respecting the requirement of using the ports in pairs, as indicated.

**NOTE** If you are installing or reinstalling the workstation’s Linux operating system, be sure to power-down or disconnect any direct attached storage before booting. If you do not, Linux may attempt to reformat and install on the attached storage, destroying all stored media in the process.

## Storage Configurations

A number of available storage configurations will ensure optimal playback of the most demanding formats:

Storage Configuration	Loops	Expected Performance
Stone Direct XR	One 2-loop connection	<ul style="list-style-type: none"> <li>■ One stream SD/HD 10-bit (32 channel/8-bits per channel audio), or</li> <li>■ One stream 2K 12-bit unpacked (8 channel/8-bits per channel audio)</li> </ul>
Stone Direct XR plus Stone Direct XE	Two 2-loop connections (if permitted by chassis) – or – One 2-loop connection	<ul style="list-style-type: none"> <li>■ Two streams SD/HD 10-bit (32 channel/8-bits per channel audio), or</li> <li>■ One stream 2K 12-bit unpacked (8 channel/8-bits per channel audio)</li> </ul>
2 x Stone Direct XR	Two 2-loop connections (one per enclosure)	<ul style="list-style-type: none"> <li>■ Two streams SD/HD 10-bit (32 channel/8-bits per channel audio), or</li> <li>■ One stream 2K 12-bit unpacked (8 channel/8-bits per channel audio)</li> </ul>

For information on mounting and configuring storage, see the *Installation Guide* for your creative application. For SAN configuration, refer to the documentation provided by the SAN vendor.

## Connecting Archive Storage

Visual Effects and Finishing applications support archiving to USB 2.0, FireWire® (IEEE 1394) and fibre channel devices. This includes filesystems, VTRs and tape drives. This section discusses the requirements for filesystem and tape drive devices. For information on connecting a VTR, see [Setting Up Video Hardware](#) on page 21.

**NOTE** This section does not apply to Lustre workstations.

## Filesystem Devices

USB 2.0 and FireWire (IEEE 1394) attached devices must be formatted with one of the following filesystems: XFS, ext2, ext3, or HFS (Mac®). NTFS is not supported.

---

**NOTE** To protect the integrity of the archive, take care to ensure the filesystem device is reliable, stable and properly backed up. This functionality is not provided by the application.

---

## SCSI Tape Drive Devices

SCSI tape drives can be connected to a fibre channel port of the workstation by way of a fibre-channel-to-SCSI bridge, such as the Atto FibreBridge 2390D. The tape drive device must meet two criteria. First, the device's driver must accept standard UNIX tape device calls. Second, the device must be certified for use with the currently supported version of the workstation operating system and kernel.

While Autodesk Media and Entertainment makes no certification statement about any tape drive device, a shell script, *tape\_drive\_test.sh*, has been provided to test SCSI tape drives for compatibility. For more information, see the *Autodesk System Central User Guide*.

## Configuring the Tape Drive Device

For the Visual Effects and Finishing application to see the tape drive, you must add an entry for it to the software initialization file (*init.cfg*). Add a *ClipMgtDevice* keyword for the new device, of type *Tape*, specifying its mount point, block size and device type. Note that "device type" simply creates a label used to identify the tape drive in the application's Archiving module. Examples have been provided in the initialization file.

For more information, see the *Autodesk Visual Effects and Finishing Installation and Configuration Guide*.

For the correct block size, refer to the results from the tape drive test, or the documentation that came with the archiving device.

## Connecting the Autodesk Control Surface

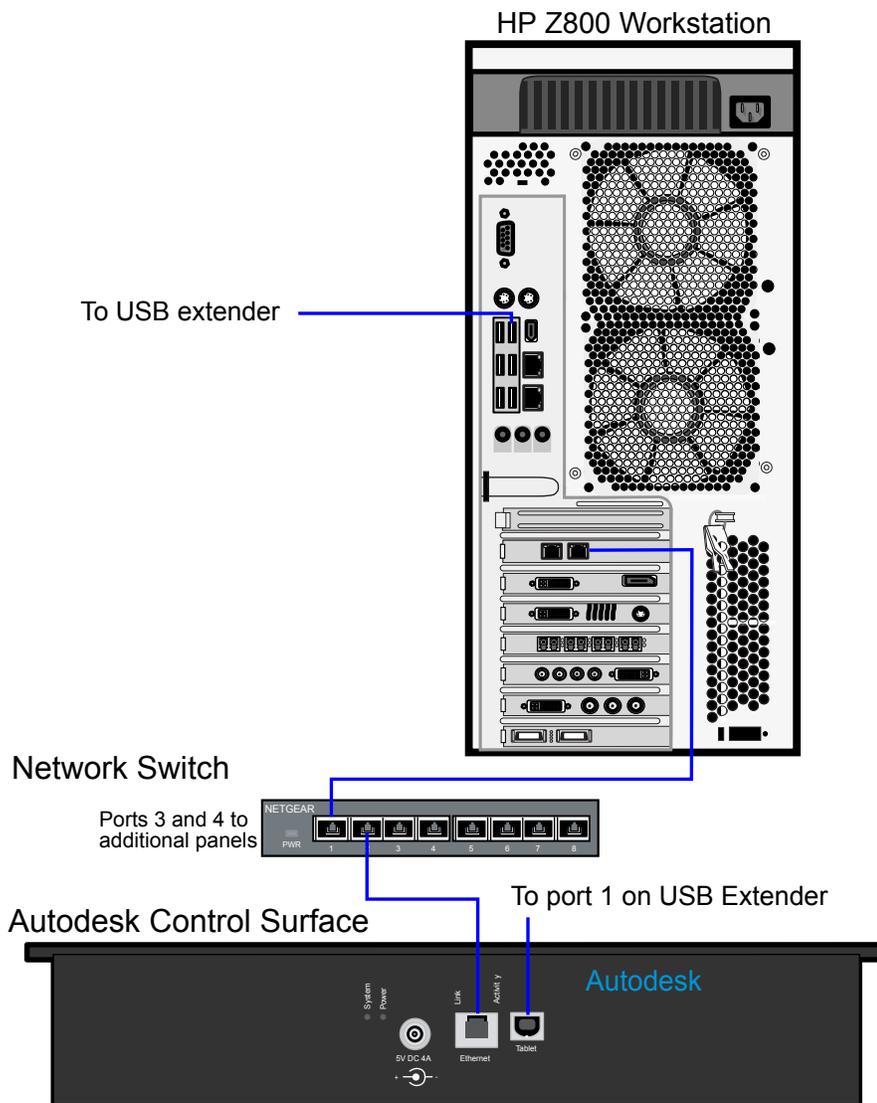
The Autodesk Control Surface consists of three panels connected to the workstation GigE adapter card by way of the supplied network switch. The central panel requires an additional connection to the remote unit of the USB extender kit.

---

**NOTE** This section does not apply to Autodesk Visual Effects and Finishing applications.

---

This section provides information on making the physical connections needed to operate the Autodesk Control Surface. For configuration information, see [Configuring the Autodesk Control Surface](#) on page 35. For user information, see the *Autodesk Control Surface User Guide*.




---

**NOTE** The illustration shows the central panel only (the Colour Grading panel). This panel is easily identified, since it has both an Ethernet network port and a USB connector. It is also the panel with the built-in tablet.

---

**To connect the Autodesk Control Surface:**

- 1 Connect each panel to a power supply using the AC power adapter cables.
- 2 Use network cables to connect each panel to the available ports in the network switch.
- 3 Additionally, connect the Colour Grading panel to the remote unit of the USB extender kit.
- 4 Use a network cable to connect an available port on the Netgear network switch to the GigE network adapter card (in Slot 1).

## Connecting the Slave Renderer to a Lustre Workstation

The Lustre Slave Renderer is a single render node that provides automatic background rendering on a shot-by-shot basis. It is available for the Lustre Master Station, the Station, and the HD Station.

---

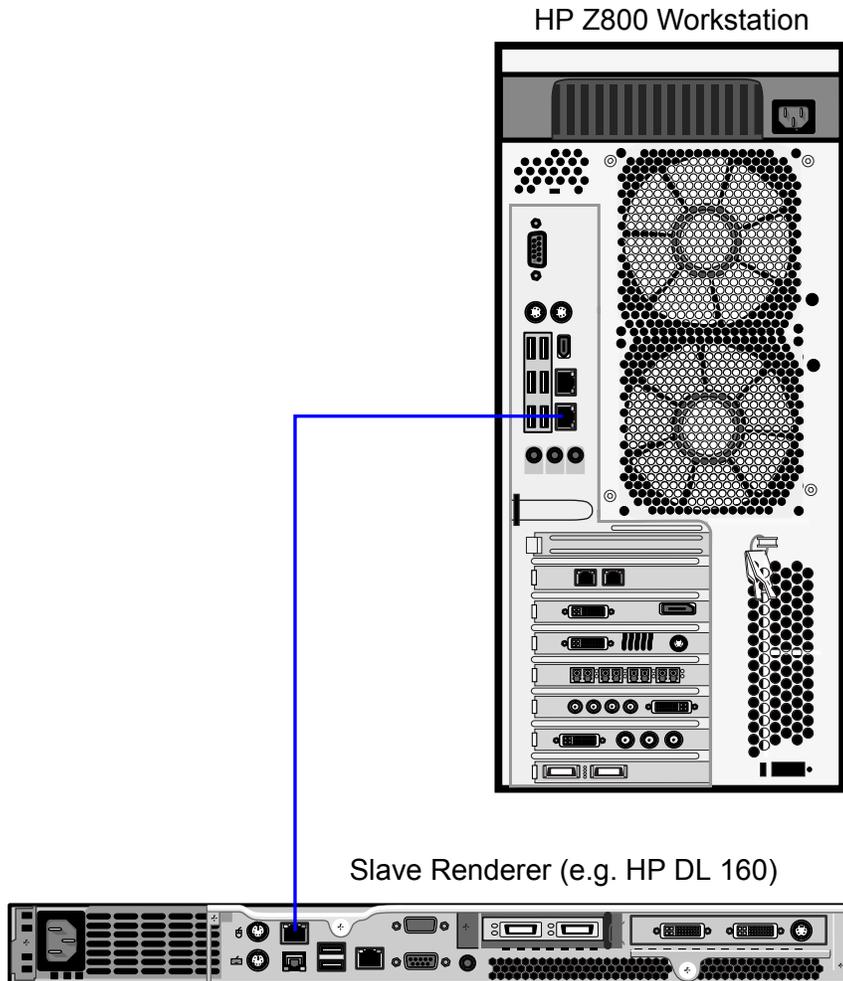
**NOTE** In comparison, Autodesk Incinerator provides “in-line” processing by several nodes at once. For more information, see the *Autodesk Incinerator Installation and User Guide*.

---

Although the Lustre Slave Renderer uses a standard GigE network connection, it requires the higher-bandwidth Cat-6 cable, to accommodate the increased data that is transmitted. For information on configuring the IP addresses of the network ports that connect the two workstations, see the *Autodesk Lustre Installation and Configuration Guide for Linux Workstations*.

**To connect the Slave Renderer:**

- 1 Connect one end of the Cat-6 cable to a built-in GigE port on the back of the workstation.
- 2 Connect the other end to a free GigE port on the Slave Renderer, as indicated in the following diagram.





# Setting Up Video Hardware

# 4

## Topics in this chapter:

- [Video Hardware Components](#) on page 21
- [Wiring Your Video Components](#) on page 22
- [Setting Up VTR Emulation](#) on page 23

## Video Hardware Components

This chapter explains how to set up video I/O by connecting the hardware components included in your shipment. The only video hardware you must provide are a sync generator, VTR, HD/SDI-ready broadcast monitor and patch panel (if desired).

## Included Components

The following components are included in your shipment:

**Nvidia Quadro FX 5800 graphics adapter** The Nvidia Quadro FX 5800 graphics adapter drives the LCD monitor directly, and a broadcast monitor via the Nvidia Quadro SDI Output adapter.

**Nvidia Quadro SDI Output adapter** The Nvidia Quadro SDI Output adapter supplies 2K, HD, or SD video output to a broadcast monitor, VTR, or SDI projector. The card features a BNC genlock connector that connects to your facility's sync generator.

**AJA OEM-2K adapter and breakout box** The AJA OEM-2K adapter provides video and audio I/O, and VTR control. The adapter connects to the breakout box, and handles SD (NTSC, PAL), and HD at a depth of 8 and 10 bits.

**LCD graphics monitor** The graphics monitor features a wide screen with a 16:9 aspect ratio, and a maximum resolution of 1920x1200.

**AJA HD5DA video distribution amplifier** The AJA distribution amplifier receives its signal from the Nvidia SDI Output adapter and drives a VTR and broadcast monitor. The distribution amplifier is also necessary in order to use the Real-Time Deliverables feature.

## Wiring Your Video Components

Regarding connections to the Nvidia Quadro SDI Output adapter (slot 5), please note the following important points:

- Input port A of the VTR connects to the AJA HD5DA distribution amplifier (for 4:2:2 signal), and input port B connects to the middle connector on the Nvidia SDI Output adapter (for dual link 4:4:4 signal). The VTR output ports A and B connect to the SDI In A and B ports of the AJA breakout box.

---

**NOTE** The output of the AJA OEM-2K adapter, when ported through the AJA breakout box, can be used when connected to a VTR that is not being used for Real-Time Deliverables. You can switch the output between the AJA card and the SDI card through the application user interface.

---

- VTR control is achieved through the RS-422 port on the AJA breakout box. See [Standard VTR Control Cable Pinouts](#) on page 37.
- Your facility's sync source connects to the indicated connector on the Nvidia Quadro SDI Out adapter card.

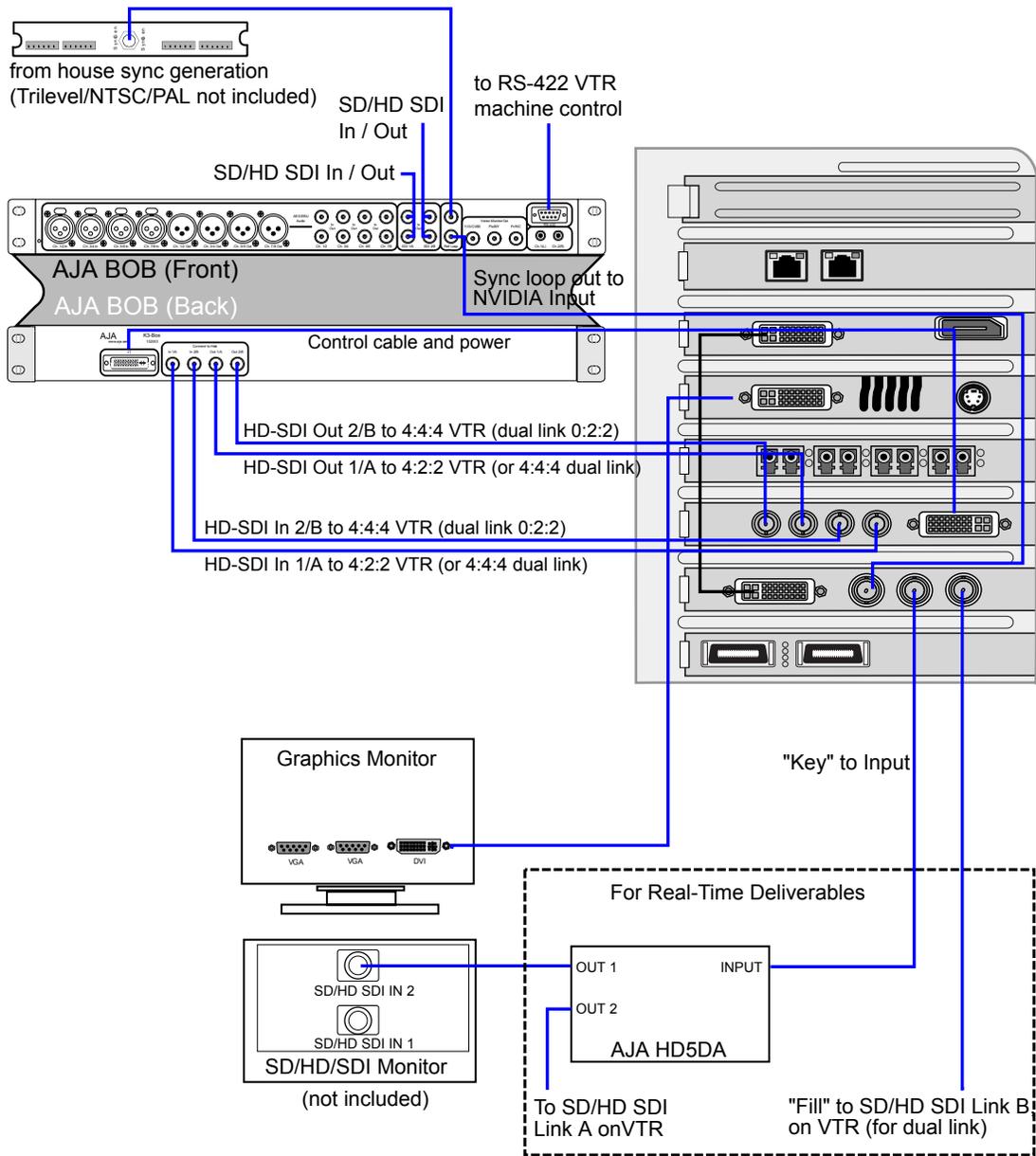
---

**WARNING** It is critical to connect the adapter card exactly as shown in the diagram to ensure the sync works correctly.

---

- Do not use an SD (NTSC or PAL) sync generator for HD projects. Always use a tri-level sync generator for HD projects. Using the wrong sync generator for a project may impact the stability of your workstation.

## HP Z800 Video I/O



## Setting Up VTR Emulation

You can configure your Autodesk Visual Effects, Finishing, and Colour Grading application to emulate a VTR for both input and output in real time. You control the emulator from the application or device that sees the Autodesk Visual Effects, Finishing, and Colour Grading application as a VTR.

The following procedure describes how to configure the hardware for VTR emulation. Consult the "VTR Emulation" chapter in your application User Guide for more information.

**To configure hardware for VTR emulation:**

- 1 Connect the video I/O cables between the devices involved in the VTR emulation process (out-to-in/in-to-out). Make sure the connections support the video standard you want to work with.  
If you intend to use the emulator as a Player, it is recommended that you connect one black or colour bar SDI signal to the input of the system serving as the VTR emulator. This ensures the Player is stable and correctly synced.

---

**NOTE** This applies to an Autodesk Visual Effects and Finishing application only: VTR emulation requires a workstation with a video adapter card. The *Video* keyword for the corresponding device must be uncommented in the software initialization configuration file, *init.cfg*. See the description of the *Video* keyword in the *Autodesk Visual Effects and Finishing Installation and Configuration Guide*.

---

- 2 Connect the audio I/O cables between the devices involved in the VTR emulation process (out-to-in/in-to-out).  
If you intend to use the emulator as a Player, it is recommended that you connect an external AES signal such as a tone to the input of the system serving as the VTR emulator. This ensures the Player is stable and correctly synced.

---

**NOTE** Connect an RS-422 control cable to the serial ports between the devices used in the VTR emulation process. This applies to an Autodesk Visual Effects and Finishing application only: Make sure that the serial ports correspond to those defined by the *Emulator* keywords in the software initialization configuration file. See the description of the *Emulator* keyword in the *Autodesk Visual Effects and Finishing Installation and Configuration Guide*.

---

**NOTE** The RS-422 cables for VTR emulation require custom pinouts. See [VTR Emulation RS-422 Control Cables](#) on page 38.

---

- 3 Make sure the appropriate video and audio sync setup is in place.

# Setting Up Audio Hardware

# 5

## Topics in this chapter:

- [About Audio](#) on page 25
- [Audio Wiring Workflow](#) on page 25
- [Audio Hardware Components](#) on page 26
- [Audio Wiring](#) on page 26
- [Configuring the Lucid ADA 88192 Converter](#) on page 27
- [Audio Keywords in the Visual Effects and Finishing Configuration File](#) on page 30

## About Audio

Your application uses the Discreet Native Audio subsystem. Discreet Native Audio offers eight audio input and eight audio output channels. They all use 24-bit audio resolution.

## Audio Wiring Workflow

The following procedure provides the general workflow for setting up the audio subsystem of your Visual Effects, Finishing, and Colour Grading application.

### To wire the audio subsystem:

- 1 Ensure that all of your workstation peripherals and video hardware components are properly connected. If necessary, refer to [Connecting Peripherals](#) on page 11 and [Setting Up Video Hardware](#) on page 21.
- 2 Verify that you have all the required audio hardware components. See [Audio Hardware Components](#) on page 26.
- 3 Determine whether you want to control the Lucid converter remotely or locally. This affects the way you wire the audio hardware. See [Understanding Remote vs. Local Control of the Lucid Converter](#) on page 27.

- 4 Connect your audio hardware devices. See [Audio Wiring](#) on page 26.
- 5 Configure the Lucid converter for remote or local control. See [Configuring the Lucid ADA 88192 Converter](#) on page 27.
- 6 Set the appropriate keywords in the software initialisation file. See [Audio Keywords in the Visual Effects and Finishing Configuration File](#) on page 30.

## Audio Hardware Components

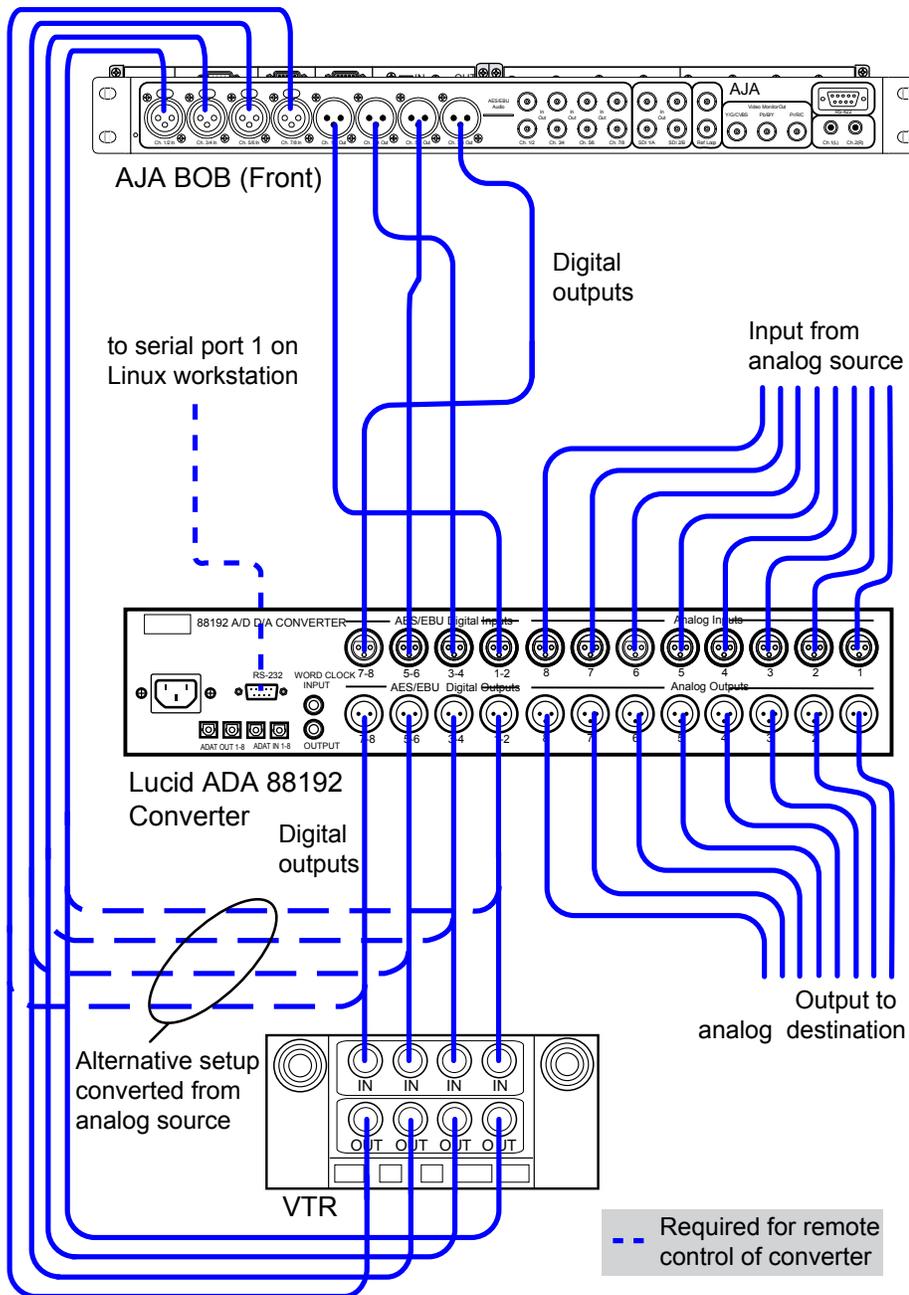
Discreet Native Audio uses the following hardware components, shipped with your system.

**Lucid ADA 88192 Audio Converter** Converts signals between the workstation and all digital or analog audio I/O devices.

**AJA Balanced Audio breakout box and AJA OEM-2K adapter card** The Balanced Audio breakout box is the audio component of the AJA breakout box. It provides connections for audio I/O. This breakout box connects to the AJA OEM-2K adapter on your workstation. The OEM-2K adapter provides real-time input and output of uncompressed SD and HD video signals as well as audio data at 24-bit resolution. The OEM-2K adapter handles balanced AES/EBU audio signals from the Balanced Audio breakout box. The OEM-2K adapter supports up to eight tracks of embedded audio.

## Audio Wiring

To connect the Discreet Native Audio hardware components to the AJA breakout box, refer to the following diagram.



## Configuring the Lucid ADA 88192 Converter

You must manually configure the Lucid converter for either remote or local control. This section describes how to use the controls on the front of the converter to adjust settings, and lists the proper settings for remote control and for local control.

## Understanding Remote vs. Local Control of the Lucid Converter

You can control the converter either remotely or locally. Remote control of the converter means that you adjust converter settings through the audio preferences of the application. If you want to control the converter

remotely, you must connect the converter to the serial port of the HP Z800 workstation. Local control means you adjust converter settings manually, using the controls on the front of the converter. Controlling the converter remotely is the recommended method as it does not require physical access to the converter to change settings.

Whether you control the converter remotely or locally, you should take any necessary precautions to prevent inadvertent adjustments to settings via the controls on the front of the converter. For example, if the converter is one of several in a machine room, you might label each with the name of the computer to which it is connected, along with whether control is local or remote.

## Adjusting Lucid ADA 88192 Converter Settings

You configure the converter through a series of setup menus that appear in the display on the front of the converter. Use the encoder dial and button immediately to the right of the display to navigate these menus and adjust settings.

The top level setup menu contains the following menu items: ADAT, AES, Analog, Meter, Route, Sync, and System. Each of these menu items takes you into a submenu, from which you can select and adjust settings.

The procedures below provide basic information on navigating and adjusting settings. If you require additional information, refer to the Lucid ADA 88192 manual included with your shipment.

### To navigate menus and adjust settings:

- Use the encoder dial and the button as follows.

To:	Do this:
Select a menu option	Rotate the dial to highlight the option, then press the dial to select that option. If the option you select has choices (as, for example, in the Route menu), rotate the dial again to move through the choices, and press the dial to select an option.
Back up one level in the menu tree	Press the button.
Navigate to the top level setup menu	Press the button. Repeat until you are in the top level setup menu.

### To reset all settings to their factory defaults:

- 1 In the top level setup menu, select System, then select Miscellany.
- 2 In the Miscellany menu, select Defaults: RESET.  
All settings are reset to their factory defaults.

**NOTE** The factory default for the items in the AES setup menu is SRC ON. Both local and remote control require these items to be set to SRC OFF. If you reset to defaults, be sure to manually set these items back to OFF (you cannot adjust these settings remotely).

## Lucid ADA 88192 Converter Settings for Remote Control

You must configure the following settings to control the converter remotely. Any setting not listed here either has no effect with the application or can be set through the audio preferences of the application.

Menu	Menu Item	Comment
ADAT	ADAT INs: SRC ON ADAT INs: SMUX OFF	
AES	AES IN1+2: SRC OFF AES IN3+4: SRC OFF AES IN5+6: SRC OFF AES IN7+8: SRC OFF	
Analog Analog INs: SoftClip	IN1+2: SoftClip OFF IN3+4: SoftClip OFF IN5+6: SoftClip OFF IN7+8: SoftClip OFF	
Meter	Clip Detect: 3	3 is the recommended setting
System Miscellany	Route Unit: 8	8 is the recommended setting

## Lucid ADA 88192 Converter Settings for Local Control

You must configure the following settings to control the converter locally. Any setting not listed here either has no effect with the application or can be set to any of the values available for it.

Menu	Menu Item	Comment
ADAT	ADAT INs: SRC ON ADAT INs: SMUX OFF	
AES	AES IN1+2: SRC OFF AES IN3+4: SRC OFF AES IN5+6: SRC OFF AES IN7+8: SRC OFF	
Analog Analog INs: SoftClip	IN1+2: SoftClip ON IN3+4: SoftClip ON IN5+6: SoftClip ON IN7+8: SoftClip ON	
Analog Analog INs: Gain	set each input channel to a value in the range -95.5 to +31.5 dB	
Analog Analog OUTs: Level	set either -10 or +4 for each output channel	
Meter	Clip Detect: 3	3 is the recommended setting
Route	For analog audio: AES INs --> ADAT OUTs Analog INs --> AES OUTs AES INs --> Analog OUTs	If these options do not appear, verify that Route Unit (in the System, Miscellany menu) is set to 8.

Menu	Menu Item	Comment
	For digital audio: AES INs --> ADAT OUTs AES INs --> AES OUTs AES INs --> ANALOG OUT	
Sync	Internal OFF External AES 1+2	External AES 1+2 is the recommended setting.
System Miscellany	Route Unit: 8	

## Audio Keywords in the Visual Effects and Finishing Configuration File

There are two keywords in the software initialisation file (by default, *init.cfg*) that must be uncommented and set to the correct values to ensure Discreet Native Audio works properly. The first, *Audiodevice*, enables Discreet Native Audio. The second, *MidiDevice*, determines whether control of the Lucid converter is remote or local.

---

**NOTE** This does not apply to Lustre.

---

Keyword:	Setting:
Audiodevice	AJA
MidiDevice	If you are using local control of the converter, comment out this keyword. If you are using remote control of the converter, uncomment the keyword, set the serial port parameter to <code>/dev/ttyS1</code> and leave all other parameters set to their default value.

For additional information on these keywords and help setting them, see the *Autodesk Visual Effects and Finishing Installation and Configuration Guide*.

# Configuring the Workstation BIOS

# 6

## Topics in this chapter:

- [HP Z800 BIOS Settings](#) on page 31
- [Restoring BIOS to Default Factory Settings](#) on page 32
- [Updating your System BIOS](#) on page 33

## HP Z800 BIOS Settings

After wiring the workstation and **before** installing Linux, turn the workstation on and check the BIOS version and BIOS settings.

---

**WARNING** If BIOS settings are not set up correctly before installing Linux, you will need to reinstall the OS.

---

The certified BIOS version for your workstation is **1.06**.

Make sure the BIOS version number that appears on screen while booting the workstation matches the certified version. If the versions do not match, update the BIOS to the certified version, after configuring BIOS settings. BIOS update instructions are at the end of this chapter.

To adjust system BIOS settings, press **F10** while booting the workstation.

The following table lists the Autodesk certified BIOS settings. Items not listed are set to their default factory settings. See [Restoring BIOS to Default Factory Settings](#) on page 32 for instructions on restoring your BIOS settings to factory defaults.

BIOS Menu	Submenu	Item	Value
Storage	Storage Options	SATA Emulation	RAID+AHCI

BIOS Menu	Submenu	Item	Value
	Boot Order	Hard Drive	<hard drive model>
			Integrated SATA
		Optical Drive	
		USB Device	
Power	OS Power Management	Runtime Power Management	Disable
		Idle Power Saving	Normal
		NWAIT Aware OS	Disable
		ACPI S3 Hard Disk Reset	Disable
	Hardware Power Management	SATA Power Management	Disable
		Intel Turbo Boost Technology	Disable
Advanced	Processors	Hyper-Threading	Enable
	Chipset/Memory	Memory Node Interleave	Enable
		NUMA Split Mode	Disable
	Device Options	S5 Wake on LAN	Disable
		Internal Speaker	Disable
		NIC PXE Option ROM Download	Disable
	Slot 1 PCIe2 x8(4)	Option ROM Download	Disable
	Slot 3 PCIe2 x8(4)	Option ROM Download	Disable
	Slot 4 PCIe2 x16(8)	Option ROM Download	Disable
	Slot 6 PCI32	Option ROM Download	Disable

## Restoring BIOS to Default Factory Settings

If necessary, perform the following procedure to restore the BIOS settings to factory defaults.

### To restore default factory BIOS settings:

- 1 Press **F10** while booting the workstation to enter the system BIOS.
- 2 In the File menu, select Default setup, then Restore Factory Settings as Default.
- 3 Press **F10** to accept the changes.
- 4 In the File menu, select Apply Defaults and Exit, then press **F10** to confirm.  
The factory system defaults are restored.
- 5 When the workstation reboots, press **F10** again to re-enter the BIOS, and configure the recommended Autodesk settings.

# Updating your System BIOS

The BIOS version installed on your system appears on the screen while booting the workstation. The following procedure describes how to update a workstation to the certified BIOS version required by your application.

---

**NOTE** Before attempting to update the system BIOS, make sure the SATA Emulation option is properly set, otherwise your optical drive is not detected.

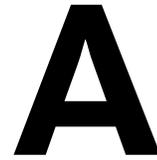
---

## To update the BIOS on your workstation:

- 1 Download the latest version of the DKU from Autodesk and extract the *tar* file into a temporary directory.
  - 2 Go to the */Utils/BIOS* subdirectory of the DKU directory.  
In the *BIOS* directory there is a subdirectory for each platform supported by the current version of your Visual Effects, Finishing, and Colour Grading application.
  - 3 Go to the directory that corresponds to your hardware platform.  
The directory contains an *.iso* disc image file for each supported BIOS version, as well as a *README* text file that describes each file, and provides information on updating the BIOS.
  - 4 Burn the correct *.iso* file to a CD and place it in the DVD-ROM drive on the workstation.
  - 5 Reboot your workstation and press **F10** to enter the system BIOS.
  - 6 Optional: Press **F8** to select a language.
  - 7 In the Storage menu, select Storage Options, and set SATA Emulation to IDE. This option allows the BIOS to be updated from a CD.
  - 8 Press **F10** to confirm the change.
  - 9 In the File menu, select Save Changes and Exit.  
The workstation reboots.
  - 10 Press **F10** to enter the BIOS again.
  - 11 In the File menu, select Flash System ROM.  
A dialog box prompts you to select between USB and CD-ROM.
- 
- NOTE** If the CD-ROM option does not appear, SATA emulation was not set correctly. Reboot your machine and redo this procedure from step 4.
- 
- 12 Select CD-ROM and press **F10** to confirm.
  - 13 Select the *.bin* file.  
A confirmation dialog box appears.
  - 14 Press **F10** to confirm.
  - 15 Press any key.  
A message stating that the system ROM flash was successful appears.
  - 16 In the Storage menu, select Storage Options and set SATA Emulation back to the value documented in the previous table. This setting is required for Linux to work properly.
  - 17 Press **F10** to confirm the change.
  - 18 Verify all the BIOS settings again to make sure they correspond to the recommended settings.
  - 19 In the File menu, select Save Changes and Exit.

The workstation reboots.

# Configuring the Autodesk Control Surface



## Topics in this chapter:

- [Assigning the IP Address](#) on page 35
- [Configuring the `init.config` File](#) on page 35

## Assigning the IP Address

To configure the Autodesk Control Surface on Linux-based Workstations:

1 Type:

```
netit /etc/sysconfig/network-scripts/ifcfg-eth<port#>
```

2 Modify the IPADDR and NETMASK values. For example:

```
IPADDR=192.168.125.10  
NETMASK=255.255.255.0
```

## Configuring the `init.config` File

After you have configured the IP address of the Control Surface, you must configure the `init.config` file to use the Control Surface. For information on configuring the `init.config` file, see the *Autodesk Lustre Installation and Configuration Guide for Linux Workstations*.



# VTR Control Cable Pinouts

# B

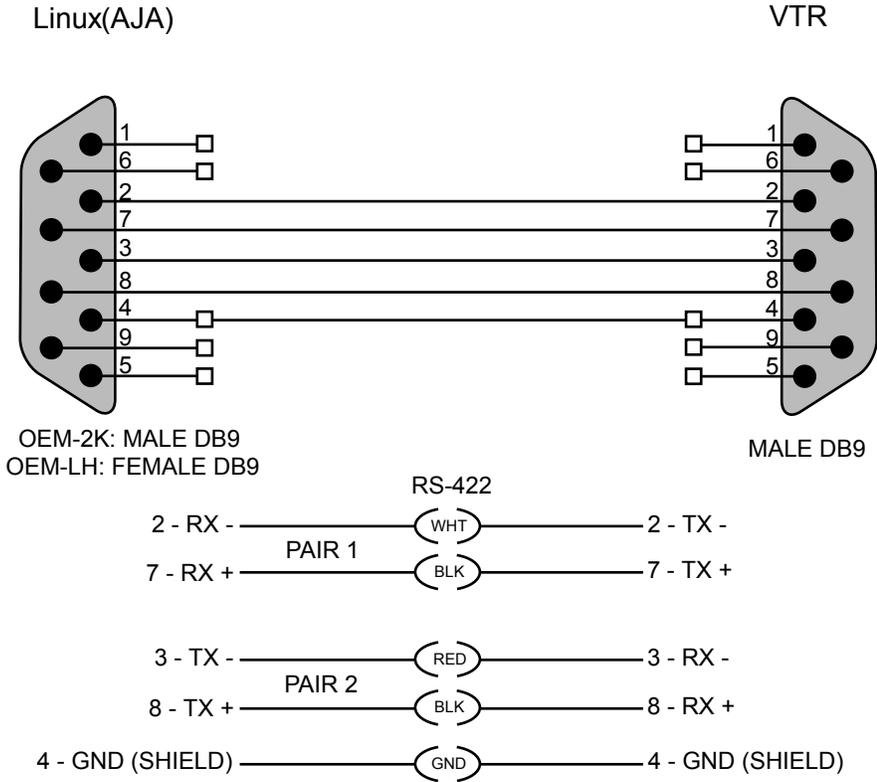
## Topics in this chapter:

- [Standard VTR Control Cable Pinouts](#) on page 37
- [VTR Emulation RS-422 Control Cables](#) on page 38

## Standard VTR Control Cable Pinouts

The following diagram depicts the RS-422 control cable pinouts for the standard VTR control cable.

**Standard VTR Control Cable:**  
 Linux(AJA) Controlling VTR (Normal Video I/O Control Cable)



**VTR Emulation RS-422 Control Cables**

Custom cables are required to control the VTR emulator. The pinouts required by the cable depend on the workstation and device involved in the VTR emulation process. The following diagrams depict the control cable pinouts required for the most common VTR emulation setups.

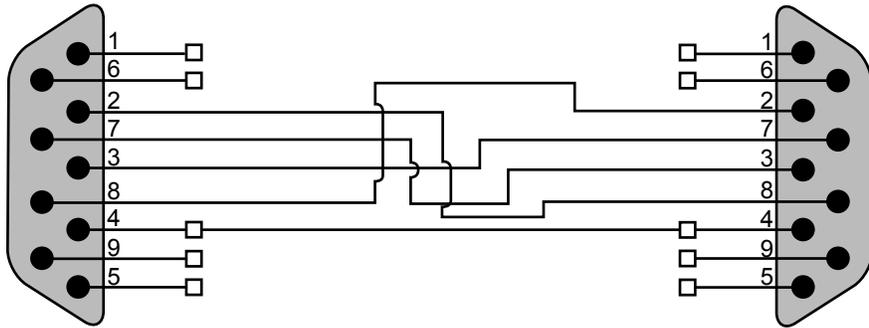
# Linux Master to Linux Emulator

VTR-Emulation Control Cable

Linux(AJA) Master Controlling Linux(AJA) Emulator

Linux(AJA) Master

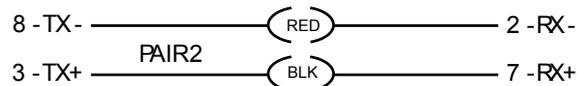
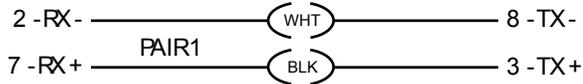
Linux(AJA) Emulator



OEM-2K: MALE DB9  
OEM-LH: FEMALE DB9

OEM-2K: MALE DB9  
OEM-LH: FEMALE DB9

RS-422

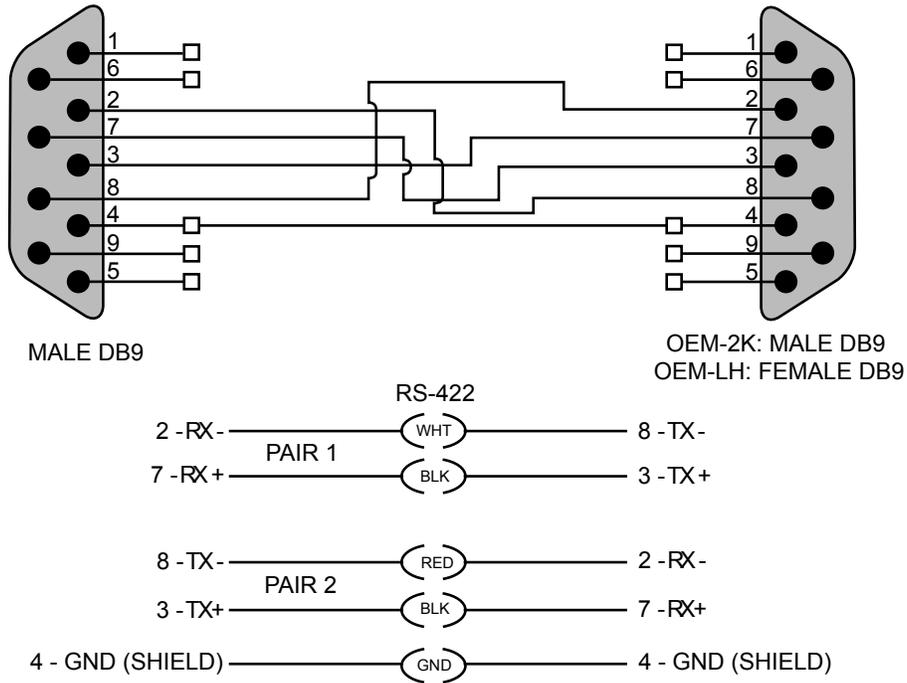


# Third-Party Master to Linux Emulator

VTR-Emulation Control Cable:  
3rd-Party Device Master Controlling Linux (AJA) Emulator

3rd-Party Device Master

Linux(AJA) Emulator



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