



TECHNICAL GUIDE

# LOADING LUTS/BURN-INS, CONFIGS, GATHERING LOGS ON CODEX

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## 1 Loading LUTs/Burn-Ins, configs, and gathering logs on Codex

This document covers the following processes that you may need to perform when using Codex systems:

- File locations for loading LUT or Burn-In files to be used by the Codex software
- Connecting to an external Codex system such as the Onboard Recorder or Digital Lab from Mac and Windows platforms
- Loading special configuration settings with the 'sysconfig' file
- Gathering debug and log files to send to Codex for troubleshooting

The full range of Codex documents can be found at [www.codexdigital.com/support](http://www.codexdigital.com/support)

**Note:** The sysconfig file contains special settings that are not available by default in the Codex software. Depending on how the Codex system is configured this file may or may not be present. If it is not present you can download a default version from the webpage [www.codexdigital.com/software](http://www.codexdigital.com/software)

## 2 Transfer Station for Mac OS X

All files for the Transfer Station for Mac OS X are stored on the local Mac file system. The following section deals with the location of these files, and producing a debug file if this is requested by Codex support.

### 2.1 Producing a debug file for Codex Support

In the event that Codex Support request a debug file from your system follow these steps.

Launch 'System Preferences' on the Mac – this can be accessed easily from the Apple symbol at the top left of the screen.

At the bottom of the System Preferences window in the 'Other' category click the Codex icon.

Click the 'Generate issue report...' button.

This will allow you to save a debug file that is named automatically to your computer.

Send this file to [support@codexdigital.com](mailto:support@codexdigital.com)

### 2.2 Location of LUT, Burn-In, and sysconfig files

These files can be found in the following locations on the Mac system hard drive:

**Sysconfig** - /Library/Application Support/Codex

**LUTs** - /Library/Application Support/Codex/luts

**Burn-Ins** - /Library/Application Support/Codex/burnins

## 3 Connecting over a network to a Codex system (Onboard recorder/Digital Lab)

Codex systems can be accessed over a network for several reasons. Firstly, you may need to connect with the remote Codex User Interface (UI) software either to control the machine, or to download log files. Secondly, you may need to access one of the network share to access other files such as LUTs and settings on the system.

### 3.1 Getting log files with the remote Codex UI

The Codex UI can be downloaded from the /resources share of a machine (see details in the following sections) or from [www.codexdigital.com/software](http://www.codexdigital.com/software) If downloading the Codex UI from the website, the version must match the software which is running on the Codex machine you are connecting to.

With the Codex UI installed and your computer set up on the same local network as the Codex machine, start the software and enter the network IP address of the Codex machine in the 'Connect to Server' box.

To get the log files go to the SETUP tab and select the *l* icon in the lower right corner. In the box that is shown is a SAVE LOGS button. Select this and a box will come up allowing you to select a location on your machine to save the log files to.

You have the option to include Tape Logs. If your issue is not related to tape archives there is no need to include this information (it will dramatically increase the size of the log files).

Specify the location and then select OK and two .tgz files will be saved to your computer - one containing system logs and one containing settings. Send these files to [support@codexdigital.com](mailto:support@codexdigital.com)

### 3.2 Available network shares

A network share is essentially a directory/folder on another computer that can be accessed over a local area network. You can then open/edit/copy files within this directory as if it were a directory on your own computer. Codex systems such as the Onboard recorder and Digital Lab provide several network shares that are accessible for different purposes:

Network share	Username	Password	Reason for use
/codexsettings	codex	codex	To access LUTs, Burn-Ins, and configuration files
/codexvfs	codex	codex	To access files in the VFS
/resources	codex	codex	To access the Codex User Interface software for Mac or Windows

**WARNING:** when connected to the /root share you will have full read and write access. Therefore it is imperative not to delete or move any files accidentally as this could cause the Codex system to become inoperative.

### 3.3 Setting a network address to be compatible

In order to connect to another computer over a network you need to have a network address that is compatible with that computer (and vice versa). This address is called an IP address, which stands for Internet Protocol. The IP address is a unique address for each machine on a network.

Another element of the network settings is called the Subnet Mask, and this needs to match for all machines on the network. This can be thought of as the ZIP Code/Post Code, while the IP address can be thought of as the House Number.

Unless it so happens that the network settings of your computer and the Codex are already compatible (unlikely), either the Codex details or your computer details will need to be changed.

On a Codex Onboard the network settings can be viewed and set in the Setup->System menu. On a Digital Lab the settings can be viewed and set in the SETUP tab->CONTROL screen.

On a Mac the network settings can be viewed in System Preferences->Network. On Windows they can be viewed in Control Panel->Network Settings and then right-clicking to view the Properties of TCP/IPv4 for the network port being used.

### 3.4 Examples of network settings

Codex machines will typically have an IP address of 192.168.1.xxx where 'xxx' is unique to a machine, and the Subnet Mask will be 255.255.255.0. This Subnet Mask dictates that for all machines on a network the first three numbers of the IP address should be common, while the fourth number should be unique.

Therefore, if the Codex IP address was 192.168.1.123 then your computer could have an IP address of 192.168.1.124, and they should have the same Subnet Mask. The restrictions of the IP address are that the last numbers cannot be the same, and must be within the range 0-255.

With compatible network settings you can proceed to connect to the Codex.

### 3.5 Connecting to a network share from Mac

This is done using the Finder application. Either press Command-K (Apple-K) or from the top menu select Go->Connect to Server...

Using the example Codex IP address of 192.168.1.123, in the 'Connect to Server' box that appears in the Server Address field enter:

```
smb://192.168.1.123
```

Then click 'Connect'. You will be offered a choice of network shares – select the relevant share and enter the username and password from the table earlier in this document.

### 3.6 Connecting to a network share from Windows

This is done using Explorer. Open an Explorer window and select Tools->Map Network Drive.

Using the example Codex IP address of 192.168.1.123, in the Folder field of the box that appears enter:

```
\\192.168.1.123\<name of network share>
```

For example, if you were connecting to the /codexsettings share you would enter:

```
\\192.168.1.123\codexsettings
```

Then click 'Finish' and enter the relevant username and password from the table earlier in this document.

To gather log files connect to the /root share. Then copy the /var/log and /etc/codex directories to your computer. Use a utility to create a zip file of these and send them to support@codexdigital.com

### 3.7 Location of LUT, Burn-In, and sysconfig files

The sysconfig file is located directly in the /codexsettings share. The /codexsettings share resolves to the /etc/codex directory on the Codex machine, so if you are connected to the /root share then navigate to /etc/codex.

In the /codexsettings share there is a /luts directory for any LUTs you want to use and a /burnins directory for any Burn-Ins.

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