



TECHNICAL GUIDE

# CODEX SOFTWARE UI - STORAGE TAB

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## 1 Latest Codex releases

The Codex Software and User Manuals are constantly being updated as the latest features are implemented into the system. For the latest software updates and installation instructions please visit <http://www.codexdigital.com/software>

Further documentation on Codex systems can be downloaded from [www.codexdigital.com/support](http://www.codexdigital.com/support)

## 2 Introduction

The purpose of this manual is to provide the user with a solid understanding of the **STORAGE** tab of the Codex software.

The scope of the manual covers the more straightforward processes and operations for which you will be using the machines. Codex products are designed for professional film and television production, and as such a good prior understanding of the terminology used in these industries is presumed.

There are some conventions followed throughout the manual. To establish the terminology for the Codex hardware and software, pictures and diagrams are labelled in **bold text**. Any words that appear in **bold** will have either been defined in one of the previous diagrams, or will refer to buttons appearing on the Codex User Interface (henceforth, Codex UI). Any text that appears in **red** is a warning, to which you should pay special attention.

## 3 The STORAGE tab – Datapack operations and information

Select the **STORAGE tab** at the top of the Codex UI. The **STORAGE tab** of the UI is divided into two halves. The top half contains a table that displays information about the **Rolls** that are currently loaded in the system, and also buttons to perform certain operations. The lower half of the screen contains buttons that function on the storage locations themselves.

### 3.1 Information

There are four columns in the table that provide the following information:

- **ROLL NAME** – lists the Rolls on the system in the order they were loaded
- **LOCATION** – shows the storage port location of the Roll
- **STATUS** – should display 'Ready' for a loaded Roll. See section 3.4 if this is not the case.
- **% FULL** – shows how full the Roll is
- **TIME LEFT** – shows how much storage time is left based on the current video format settings of the SETUP tab->FORMAT screen.

### 3.2 Operations

#### 3.2.1 CREATE – Creating a Roll on a Datapack

In order to create a **Roll** on a **Datapack** you must first delete any pre-existing **Roll**. Deleting a Roll will remove all shots and is an irreversible operation.

On the bottom half of the screen, select the graphic of the **Datapack**. The edges of the graphic will turn red to indicate it has been selected. Press or click the **CREATE** button and a box will appear, into which you enter the name of the **Roll** (names are limited to 8 characters and should not contain spaces). Once this is done select the 'tick' icon and the **Roll** is created.

Depending on the type of Datapack being used, Rolls can be created as RAID-0, RAID-1, or RAID-3 (the Codex Onboard and ARRIRAW recorders do not support RAID-3). The option for creating a Roll without parity (RAID-0) can be used for Onboard Datapacks, **but never for any other type of Datapack**.

To create a Roll across two Datapacks, select them both so they are highlighted in red, and then press CREATE and enter a Roll name as detailed above. Once a Roll is created across two Datapacks both will need to be loaded in order to record and playback material.

There are two **Internal Storage** blocks fitted in Digital Lab 3 systems. Each block consists of three 2TB drives giving a total capacity of 12TB. These blocks can be configured either as one or two storage locations. If a **Roll** is created across both blocks then one drive is used for parity in a RAID-3 arrangement, giving 10TB of usable storage. Alternatively each block can have a separate RAID-3 Roll giving 4TB capacity per Roll.

#### 3.2.2 RENAME – Renaming a Roll

To rename a Roll, make sure it is highlighted in the table on the screen and select **RENAME**. Any shots that are subsequently recorded to the Datapack will use the new Roll name (this only applies to shots that are *recorded*; shots that are copied to a Datapack maintain their original Roll assignment). Renaming a Roll doesn't affect any shots already on the Datapack.

### 3.2.3 DELETE – Deleting a Roll

Deleting a Roll will also delete all shots on that Datapack, so **be extremely cautious before deleting a Roll**. If a **Roll** is accidentally deleted, immediately unload the **Datapack**, remove it from circulation, and notify Codex.

To delete a **Roll**, select it so it is highlighted in the table on the screen and select **DELETE**. The system will ask if you are sure you want to delete the specific **Roll** – make sure you are deleting the correct **Roll** before you select **OK**, otherwise press **CANCEL**.

### 3.2.4 LOAD – Loading a Roll

The **LOAD** button is primarily used on a Digital Lab system for loading the **Internal Storage**. In order to load the **Internal Storage** select one or both of the **Internal** graphics so the edge becomes highlighted in red and select **LOAD**. If a **Roll** has been created on one block of **Internal Storage** then only that block will need to be loaded. If a **Roll** has been created across both blocks then these will both need to be loaded. If only one of two blocks are loaded the **Roll** status in the table will say **Part loaded**.

The **LOAD** button can be used for other Datapacks, although all other storage types have levers that can be used to trigger the loading sequence. If you have used the **EJECT** button but not physically turned the lever then the **LOAD** button can be used to reload the Datapack.

Once a **Datapack** has loaded check that the **Roll** status is reported as 'Ready' on the **STORAGE** page.

### 3.2.5 EJECT – Ejecting a Roll

The **EJECT** button ejects the **Roll** which is currently highlighted in the table.

## 3.3 REMOTE and CONNECT

The **REMOTE** button puts a **Datapack** into remote mode so that it is no longer accessible on that machine, but can be connected to from another system. The **CONNECT** button allows you to connect to a **Datapack** that is in **REMOTE** mode on another machine.

By using Ethernet to connect the two machines, the **Datapack** in **REMOTE** mode will be treated as if it were loaded directly into the machine in **CONNECT** mode

To do this, first connect the Ethernet cable between the two machines. Then select the **Datapack** in the bottom half of the screen, and select **REMOTE** – this puts the **Datapack** into **REMOTE** mode, which is indicated on the **Datapack** graphic. From the other machine you then need to select **CONNECT** and enter the I.P. Address of the machine that has the **REMOTE Datapack** loaded. The I.P. Addresses of the two machines need to be on the same subnet (all Codex machines have a subnet mask of 255.255.255.0 as standard).

## 3.4 Dealing with Datapack problems

In the rare event that a pack fails to load correctly, this will be reported in the Roll status column of the **STORAGE** tab as one of the following:

- Degraded
- At Risk
- Failed

If this happens then eject the Datapack, power down the system completely, and power cycle the unit. Restart the system and reload the Datapack.

If the **Datapack** status is still either Degraded, At Risk, or Failed remove the Datapack from circulation and contact Codex support.

### 3.4.1 VALIDATE – Validating a Roll

The **VALIDATE** function can be used to clear the At Risk status of a Roll if it has been caused by incorrect unmounting of disks. Depending on the capacity of the Datapack this can take a long time to complete, but can be cancelled at any time.

### 3.4.2 REBUILD – Rebuilding a Roll

This section is for information only. Users should not attempt to replace drives in Datapacks containing data.

The **REBUILD** function recreates the RAID parity information on a **Datapack** Roll following a drive replacement. This step is only needed if there is a Roll on the **Datapack** that needs to be preserved. Otherwise simply delete the degraded Roll and create a new Roll.

Once the drive has been replaced, load the **Datapack**. When it has loaded, press the **Tools** button on the **Datapack** graphic. You will see that the status of the new drive is **Free1**. Press the drive to select it; the edge will become red to indicate it is selected. Then press the **REPLACE** button, and the drive icon will change to say **Rebuild**. Now, if you press the **REBUILD** button in the table above the drive will be written to so that it becomes part of the Roll.

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