

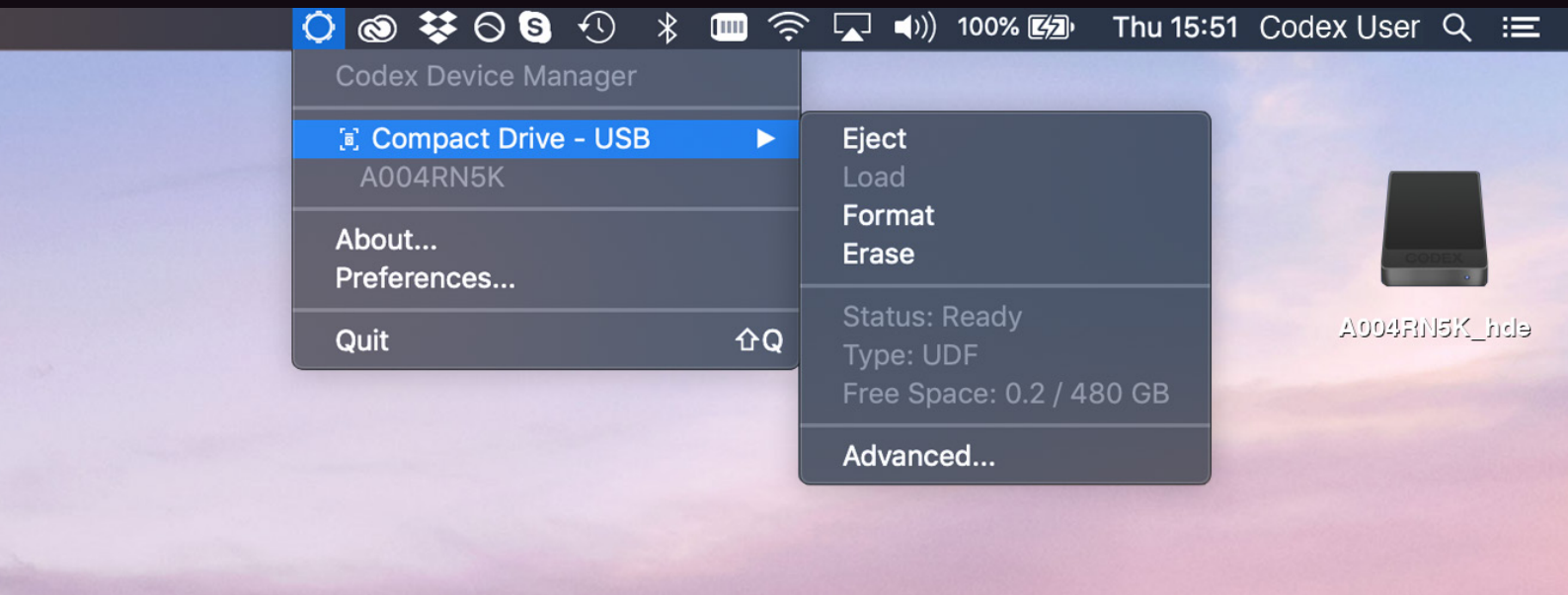
CODEX[®]

DEVICE MANAGER™ 7.2.0

WITH HIGH DENSITY ENCODING

Streamline and accelerate your Compact Drive and Capture Drive workflows.

NO LICENCE REQUIRED



STREAMLINE AND ACCELERATE YOUR WORKFLOW WITH THE
macOS MENU BAR APPLICATION
FROM CODEX

DEVICE MANAGER 7.2.0 - HIGHLIGHTS

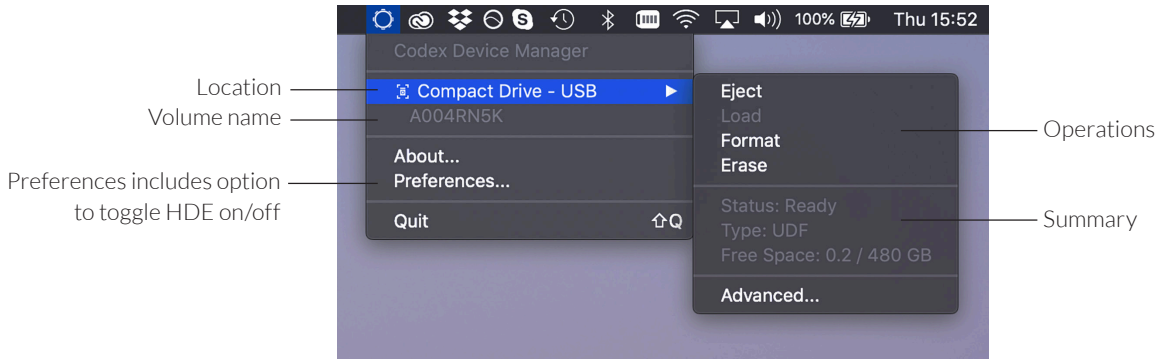
Device Manager 7.2.0 is a full release that includes an update to X2XFUSE 4.5.0 for compatibility with macOS 14 Sonoma.

[CODEX.ONLINE/PRODUCTS/DEVICE-MANAGER](https://codex.online/products/device-manager)

[CODEX.ONLINE/CODEX-HDE](https://codex.online/codex-hde)

INTRODUCTION

CODEX Device Manager provides a simple, intuitive way to manage your CODEX media on macOS. Once installed, Device Manager can be accessed from the top menu bar:



When CODEX media is loaded it will appear on the Desktop and in Finder. The files can be copied from there with your preferred data management application.

If you Quit Device Manager it can be restarted from /Applications/Codex/Device Manager. It will automatically start when your Mac is booted.

STATUS INFORMATION

Information	Description
Location	Name/number of the Dock type where the media is loaded.
Volume name	Name/label property of the media, typically set when formatting in-camera, often equivalent to Reel name.
Status	'Ready' is the normal state. If 'At Risk' or 'Degraded'* is shown then contact CODEX Support.
Type	Shows the RAID level and filesystem on the media.
Free Space	Shows the amount of free space and the total capacity of the media.

* 'At Risk' means a read/write error has been detected, 'Degraded' means that not all disks are detected.

OPERATIONS

Operation	Description
Eject	Use to safely eject media. Wait until the light on the media stops flashing before physically removing the media.
Load	Use to load the media if it has been ejected but not removed from the Dock. Media will load automatically when inserted into the Dock.
Format	Use to delete the contents of the media and create a new filesystem. Supported filesystems vary by media type.
Erase	Use to delete the contents of the media without creating a new filesystem. If you are returning the media to a camera it is more typical to use the Erase operation as the camera will manage the Reel numbers internally and use the correct number when formatting the media.

WARNING: There is no 'undo' option after media has been formatted or erased, so only use these options after all critical data has been backed up to another storage location.

SUPPORTED HARDWARE

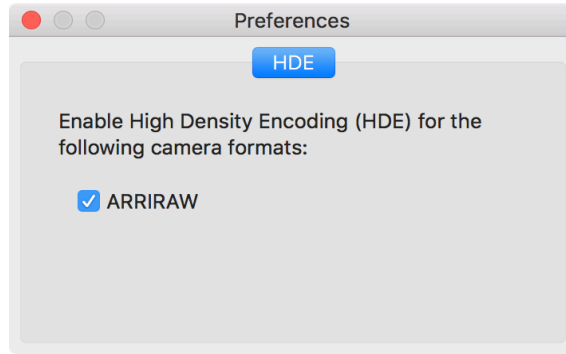
Codex Device Manager supports Docks and Readers that can load XR and SXR Capture Drive, Compact Drive and Transfer Drive.

SUPPORTED MAC OS VERSIONS

Device Manager 7.2.0 is compatible with macOS 14 Sonoma, macOS 13 Ventura and macOS 12 Monterey.

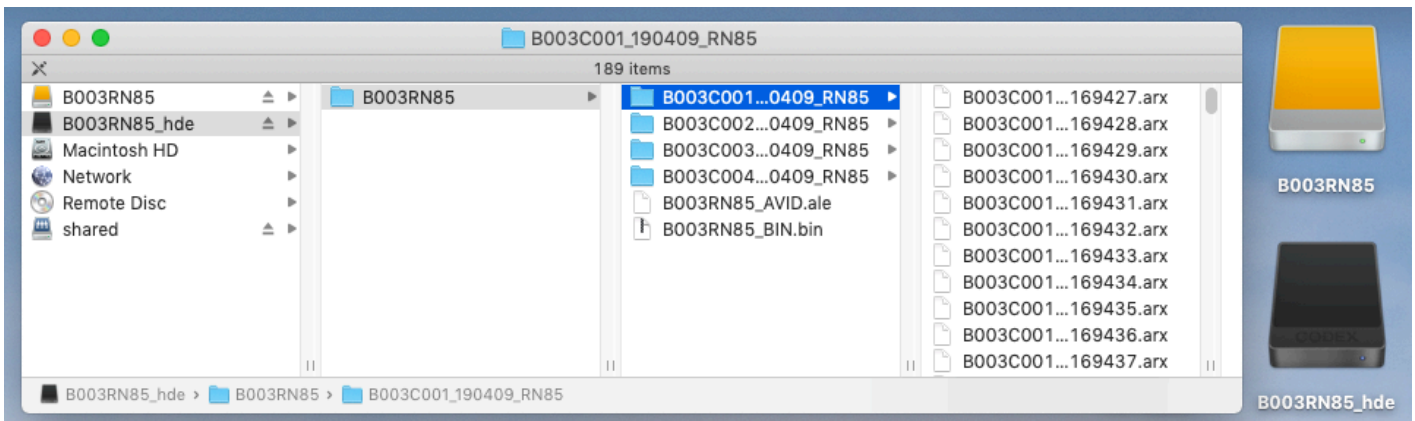
HIGH DENSITY ENCODING

The Preferences > HDE panel is where HDE mode can be enabled for ARRIRAW footage on Capture Drive and Compact Drive:



When the checkbox is active ARRIRAW on Capture Drives and Compact Drives is available as HDE files.
For Capture Drives, HDE files will be available in the same volume.

For Compact Drives a new volume will appear that contain HDE files:



The Preferences > General panel provides options to 'Hide format operation' and 'Hide erase operation', which can be activated if the workflow requires that media is not formatted or erased on the machine being used.

BACK-UP HDE FILES

HDE files from a Capture Drive or Compact Drive are shown as zero-bytes in size. This is expected and is because the encoded size is dependent on the original image content and cannot be pre-determined. The encoding of ARRIRAW into HDE files happens when the material is copied to your back-up storage location.

A copy tool must be used that understands how to correctly copy the zero-bytes HDE files so that they are transferred to the destination disk with their final size. The copy tools that can be used to back up the HDE files are:



Hedge



Shotput Pro



Silverstack Lab



YoYotta

[It is recommended to use the latest available version of your preferred copy tool]

READING HDE FILES

HDE files can be read natively in many applications, becoming the master file for ARRIRAW workflows. For an up-to-date list of software that can natively read HDE files check the FAQs at codex.online/codex-hde

REPORTING AN ISSUE

To report an issue go to System Preferences > Codex, click the padlock, and click 'Generate issue report...'
Send the .dbg file to support@codex.online with a description of the issue.