

Helmut 4 - HFX

Admin Guide

Software documentation

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1. Helmut 4 -HFX - Project management for editing projects

HelmutFX works in the background and organises search and administration processes of Premiere project files. The program supports editors in their work through a customisable interface and personal settings of the editing program. HelmutFX sorts, distributes and automatically saves the results. Users can concentrate on their actual task. In a small production environment as well as in large networked projects. In contrast to the traditional approach of adapting the workflow to the software, HelmutFX's approach is to adapt the software to the workflow. Consciously, the core consists of a few functions that are needed in every production environment and are completely customisable. Corresponding expansion modules are available for specific and individual customer requirements. This leads to the greatest possible flexibility, since even changes in the workflow are easy to process.

Virtually every function (button) in Helmut FX, such as: "Create project", "Edit project", "Delete project", etc., merely represents a trigger point that is linked to a workflow via the supplied workflow builder „Streams". After the server and client have been installed, a basic setup is available, which can be changed at any time (see chapter Streams).

In the following, the core features of central functions of HelmutFX are presented in detail.

1.1. Helmut4 - Tech Specs

- A Linux machine with either Ubuntu 18.04. LTS
- 4+ Cores, 8+GB Memory and 100GB Storage.
- Access to the repository server: repo.moovit24.de:443 (during updates)
- Access to the distribution repository servers and the python repository servers (during installation)
- Root Access on the server.
- Centralised Storage withe share that can be seen by the server and any client.

1.2. Helmut4 - Connect Client

Helmut4 connects to the server via an application on the workstation. This application has only the possibility of being executed or closed again and does not provide any further functions. It has no graphical interface and appears as a Menu Bar icon on Mac and a Task Bar icon on Window

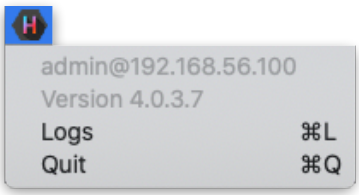


Figure 1.1 Client Application Menu Bar Icon MAC

The Connect Client handles the communication with the server. The connector in turn is addressed by the Web UI. As soon as a user logs on to the web interface, the client connector connects to the server and shows the username and the server the user is logged into. This leads to a license being counted. The status “Connected” is attached to the Streams trigger: *Connected*

If a user logs on to the web interface without the client connector running, it is not possible to access projects. To ensure that an administrator can configure the system via the web interface, all menu items required for the administrator are displayed, even without a connection via the connector. No license is used here.

Clicking logs or command L (MAC) opens the location of the client's log files.

Via the web interface the Connect Client for Windows and MAC can be downloaded. The installer includes the Connect Client, as well as the Premiere Pro and After Effects panel extension. Both will be installed automatically. After successful installation the panel can be opened via Windows -> Extension -> Helmut within Premiere Pro and After Effects.

In addition to the Helmut4 panel for Premiere and After Effects, 2 hidden panels are also installed. One for Premiere and one for AME. Both start automatically and enable communication between streams and the respective applications.

1.3. Login

Figure 2.1.1 shows the login page, which can be reached via the IP address of the server via any browser. For this, the address must be entered in the browser search field.

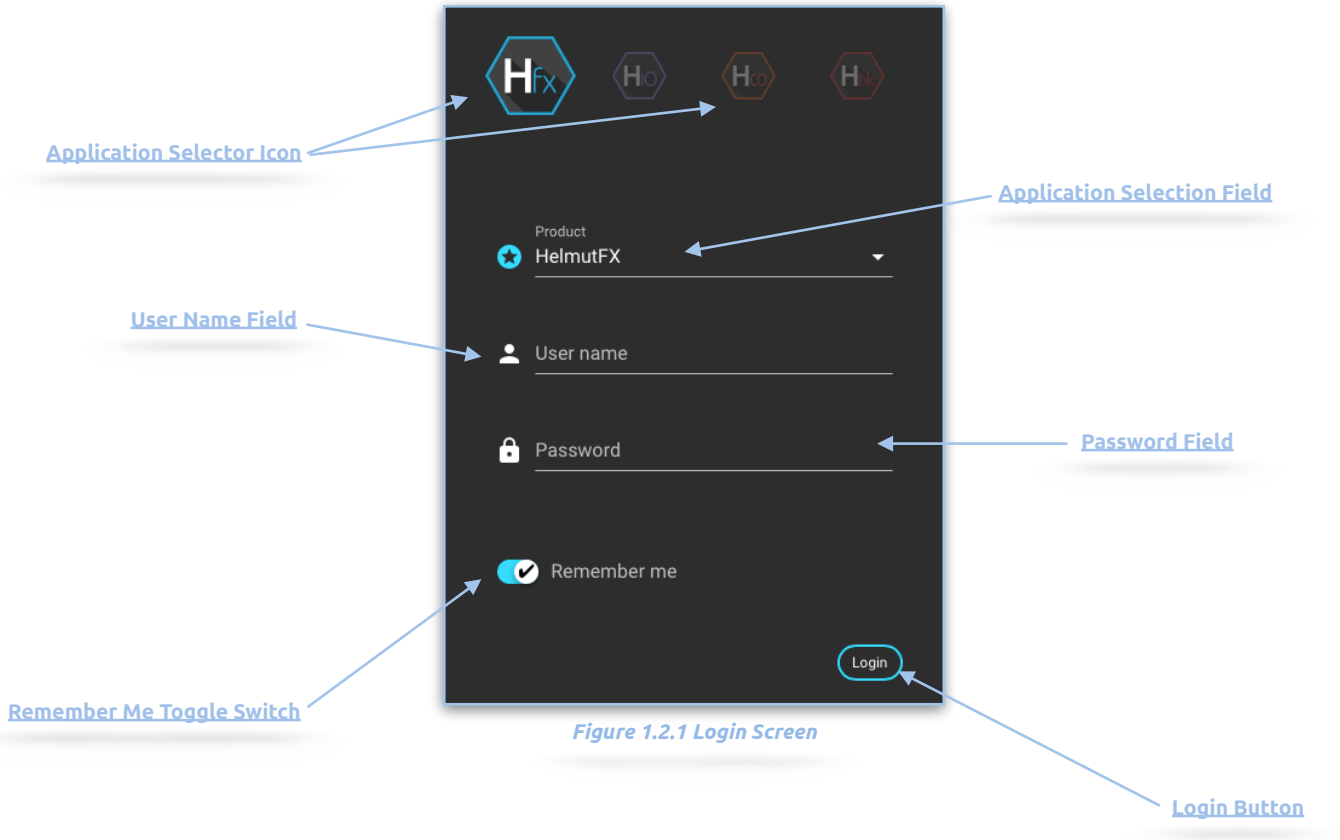


Figure 1.2.1 Login Screen

- **Application Selector Icon:** By selecting an icon you can decide in which application you want to log in. Depending on the existing core license (s) the icons will be displayed or not.
- **Application Selection Field**: Selecting a product lets you decide which application to sign up for. Depending on the existing core licenses, products may or may not be listed.

- **User Name Field:** Input field for the user name. Displayname and Username can be used.
- **Password Field:** Input field for the user's password.
- **Remember Me Toggle Switch:** If the toggle switch is set to true, the credentials entered are saved.
- **Login Button:** Executes the login process with the selected and entered values

2. Side menu

After a successful login as an administrator the complete side menu view will be loaded. This contains the following menu items:

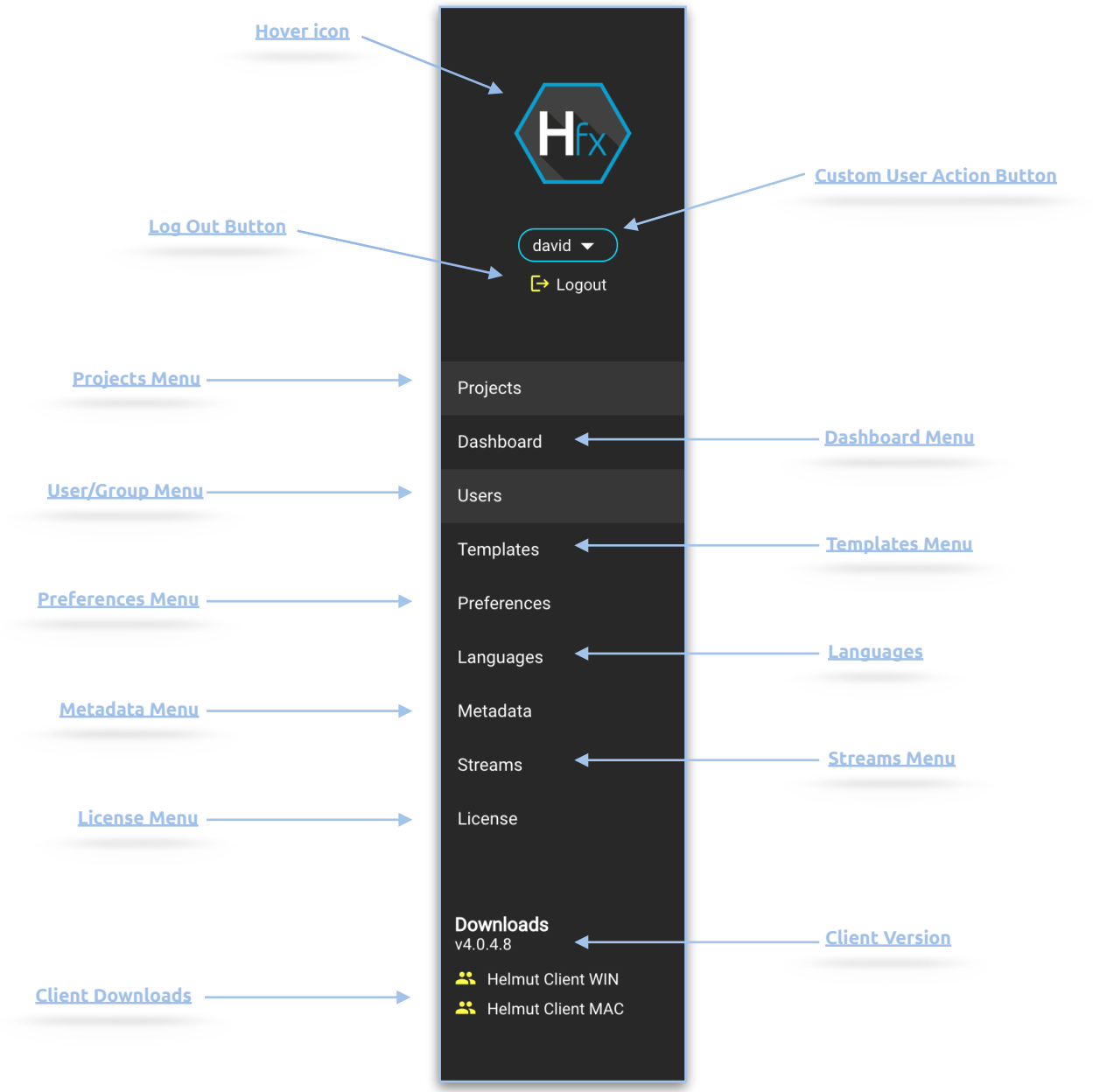


Figure 2.1.1 Side menu

2.1. Hover Icon:

If the mouse pointer is moved over the product icon, the product icons of the other applications of Helmut4 appear. This depends on the respective user settings and the acquired licenses. Click on one of the appearing icons to change to the respective application.

2.2. Custom User Action Button

If a custom user stream has been created under menu item 1.3.10 "Streams menu", the entry can be reached via this button and the stream can be executed. Custom user actions are visible to all users. To learn how to create a custom user action button, see chapter 1.3.10

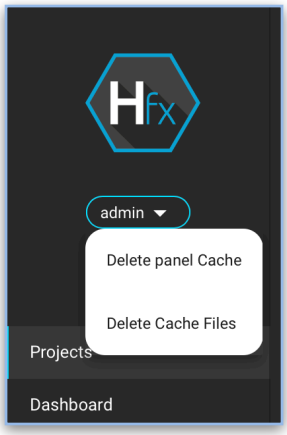


Figure 2.2.1. Custom User Action Button - Example

2.3. Log Out Button

The user can log out via this button. The logout process closes the connection to the server, the client connector and reirects to the log in page.

2.4. Projects Menu

The Projects menu displays all projects and is the main user interface. The administrator sees all projects in the system. Users see only the projects in the groups to which they have been assigned. The Projects Menu shows all projects. Complete Description:

See : *Helmut4 - HFX User Guide.pdf*

2.5. Dashboard Menu

The Dashboard Menu displays all logged in users and the following informations are visible/accessible.

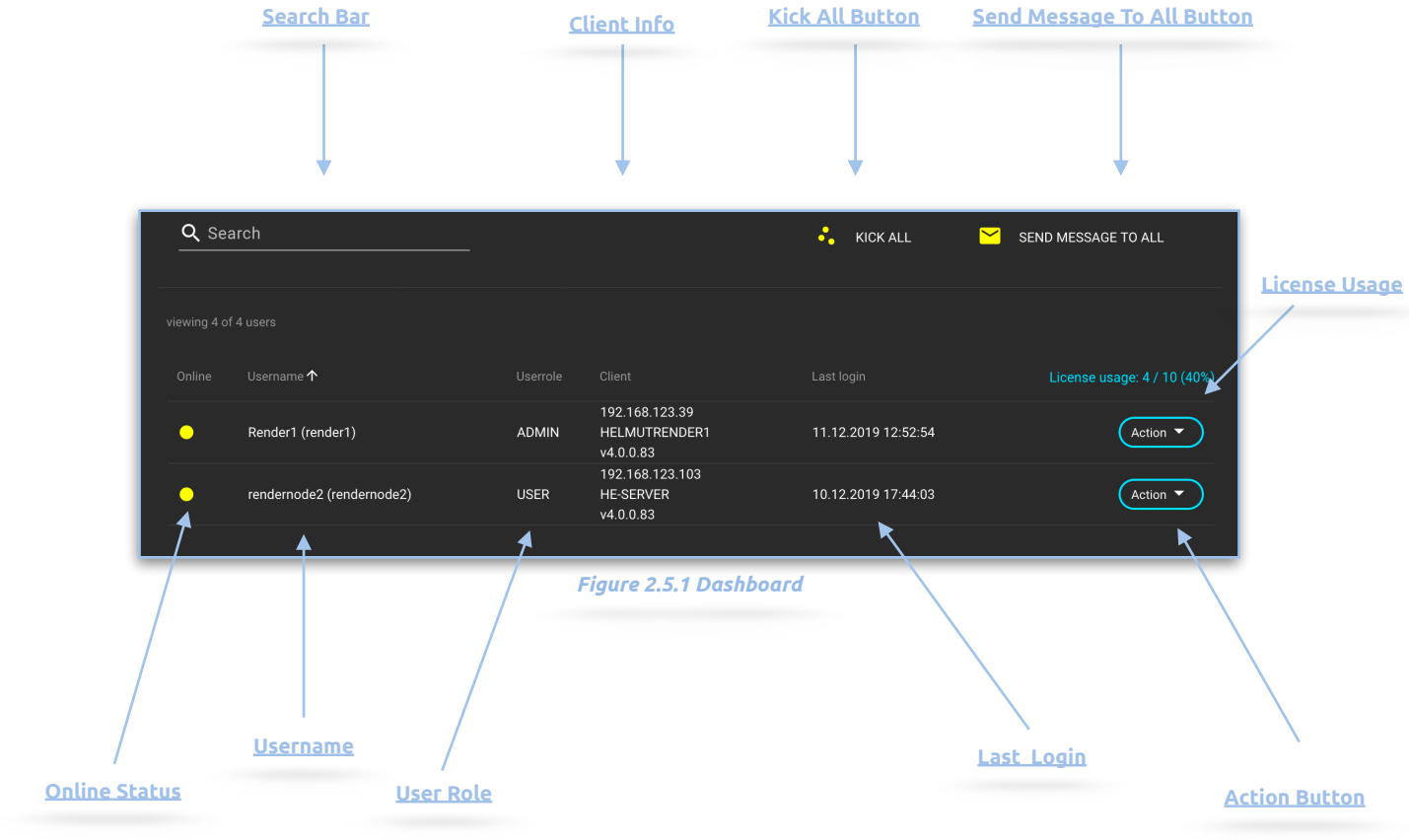


Figure 2.5.1 Dashboard

2.5.1. Search Bar

Free text search to search for a user name.

2.5.2. Kick All Button

Logs out all users from the current server.

2.5.3. Send Message to All Button

Opens a pop-up dialog for entering a message that is sent to all users and appears as an overlay for every user in the web interface.

2.5.4. Online Status

Displays the status of the respective user. Green means that the user is online and logged in.

2.5.5. Username

Displays the display name of the user.

2.5.6. User Role

Displays the role of the user.

2.5.7. Client Info

Displays the IP address of the workstation to which the user is logged on, the installed client version and the computer name.

2.5.8. Last Login

Displays the date and time of the last login

2.5.9. License Usage

Displays the amount of used licenses and available licenses.

2.5.10. Action Menu

Via the action button it is possible to send the user a private message or to log the user out of the system. Send message opens a pop-up dialog for entering a message that is sent to the user and appears as an overlay for the user in the web interface.By clicking on Open Logs, it is also possible to set up a web session to the web server of the client of the corresponding user in order to see the log files of the client live. Only the logs that the client writes from the time the websession was opened are displayed.

2.6. User/Group Menu

The user / group menu can be used to manage users, their access rights and group assignments. It is divided into a sidebar view and a list view .The following functions are available:

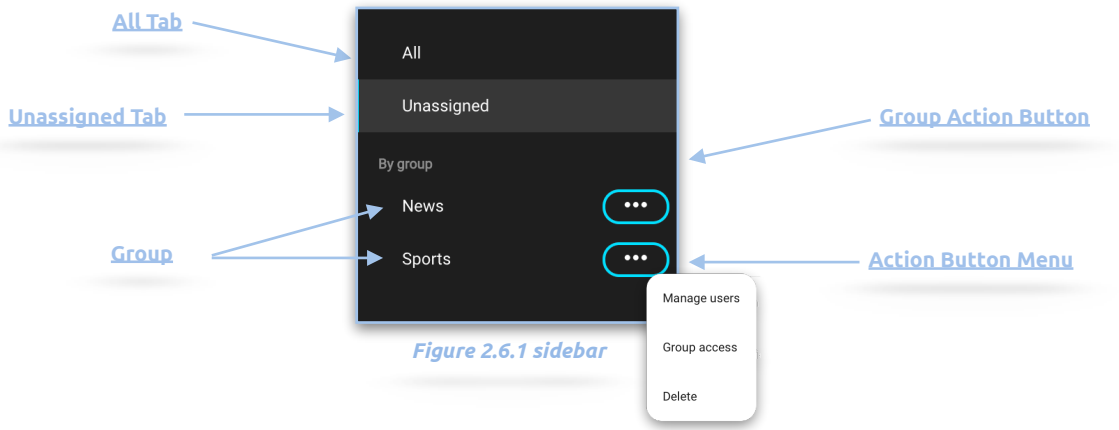


Figure 2.6.1 sidebar

2.6.1. All Tab

Displays all users created in the system.

2.6.2. Unassigned Tab

Displays all users that are it assigned to a group.

2.6.3. By Group Tabs

Displays all groups created in the system and filters the users displayed in the list view when selecting a group.

2.6.4. Group Action Button

The Action Button opens the action menu which manages the selected group.

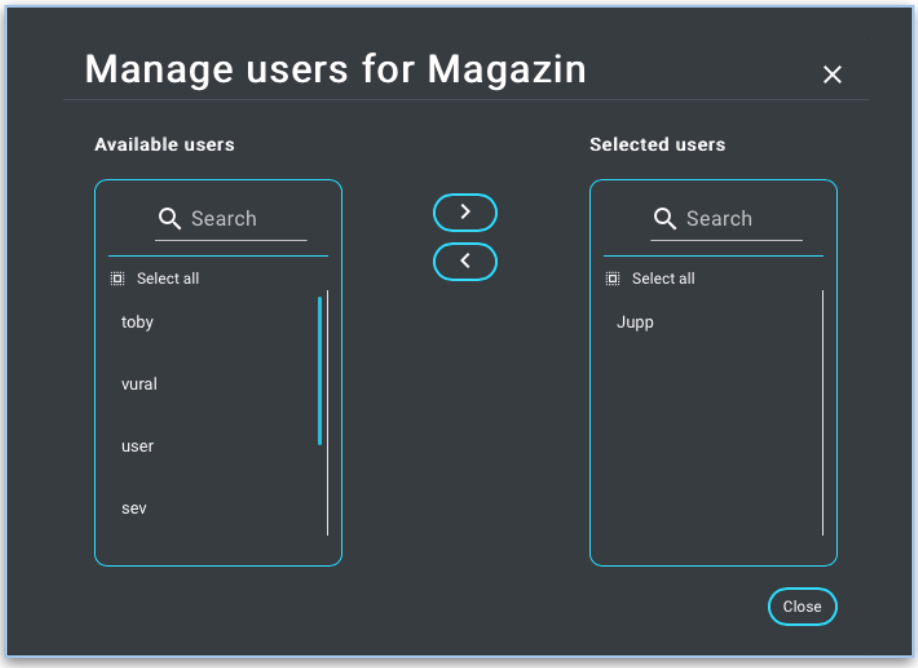


Figure 2.6.2 Manage Users Dialog

2.6.5. Action Button Menu

Use the Action button menu to delete groups, change their access rights and assign users.

2.6.5.1. Manage Users

Opens the Manage Users dialog via which user can be added to the selected group. It is possible to add individual users, a selection of users or all users to the selected group .In the dialog on the left side under "Available Users" the users present in the system are displayed. It is possible to search for users, to select them and to add them to the group of users on the right side via the arrow keys which are display in the middle of the dialog. Using the arrow keys, users can be removed from the group in the same way. A click on "Close" ends the dialogue and saves the change.

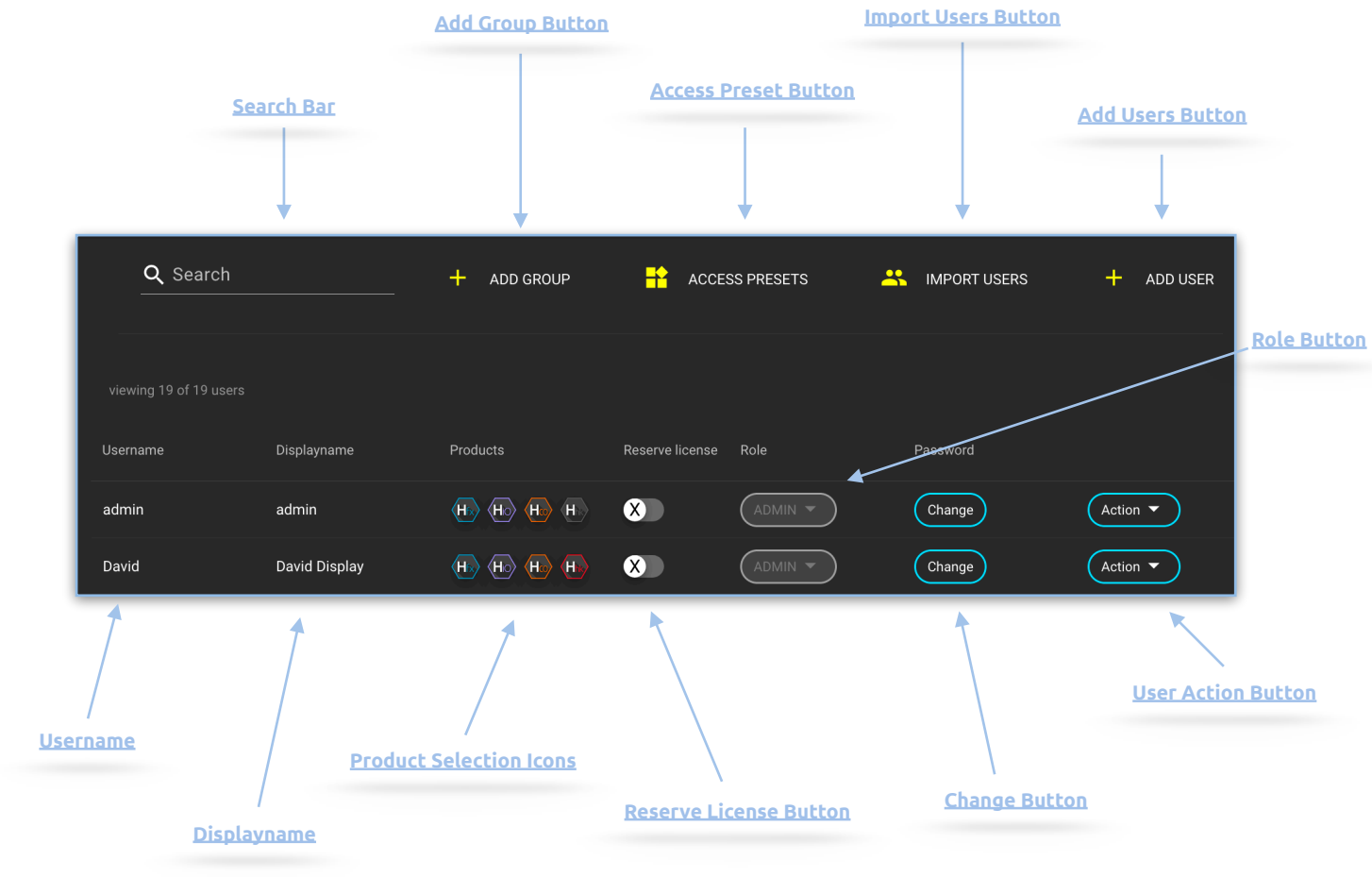
2.6.5.2. Group Access

Opens the Manage Group Access dialog via which the access rights that apply to the group can be defined. The following Toggle Switches are available:

- **Unlock Project:**
- **Create Project:**
- **Use Context Menu:**
- **Delete Project:**
- **Open Project:**
- **Custom Streams:**
- **Edit project:**
- **Duplicate Project:**
- **Create Private Projects:**
- **Restore Saves:**

2.6.5.3. Delete Group

Deletes the group as long as it does not contain any users.



2.6.6. Search Bar

Free text search to search for a user. It is possible to search by user name or display name.

2.6.7. Add Group Button

Opens a dialog for entering the name of the group to be created. By clicking on "Cancel" the dialog can be ended and via "Save" the group is created. “Save” is attached to the Streams trigger: *Create_Group*

2.6.8. Access Preset Button

Opens the Manage Access Presets dialog, which manages all User Access Presets and Group Access Presets.

2.6.8.1. User Preset Icon

Indicates that this is a user access preset.

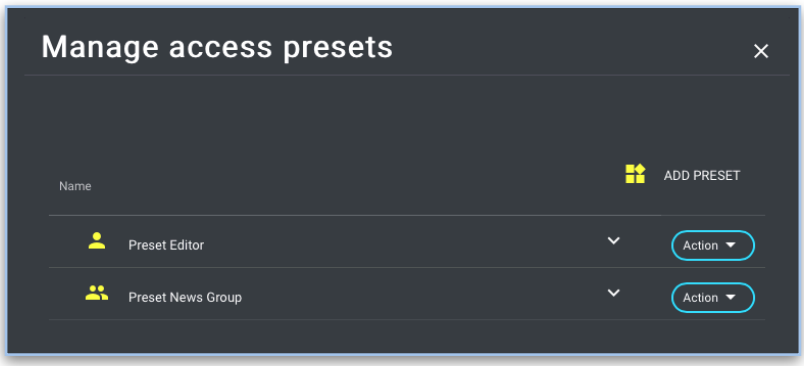


Figure 2.6.4 Manage Access Presets Dialog

2.6.8.2. Group Preset Icon

Indicates that this is a group access preset.

2.6.8.3. Unfold Preset Icon

Unfolds the preset and shows the appropriate access rights in the form of toggle switches. The colours of the individual toggle switches indicate for which application the function applies.

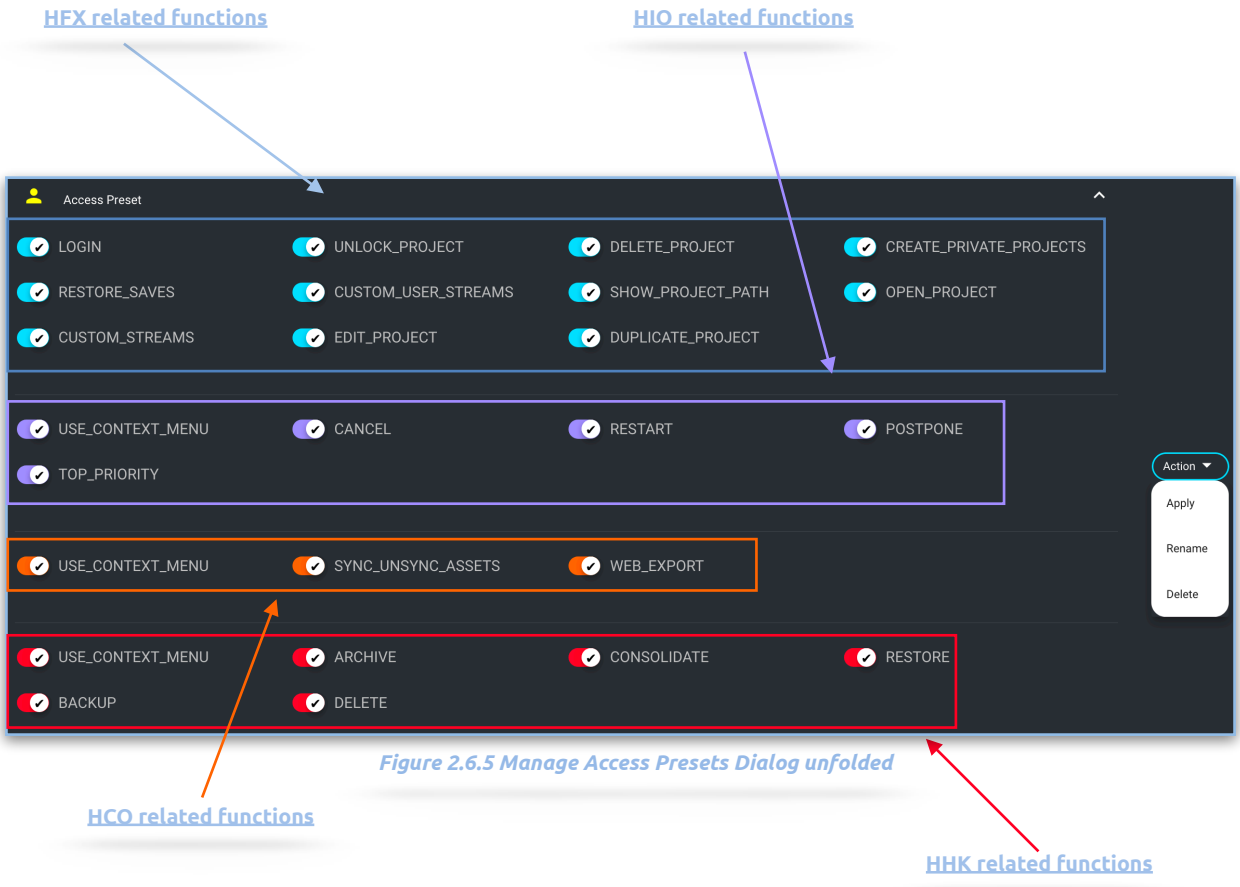


Figure 2.6.5 Manage Access Presets Dialog unfolded

2.6.8.4. Preset Action Menu

Use the Action button menu to delete presets and to apply them to users or groups, depending on the type of preset. The Apply Access Preset dialog works just like the Manage Users dialog. See Figure 2.6.2

2.6.8.5. Add Preset Button

Opens a dialog via which the name and type of the preset to be created can be defined. A Click on “Cancel” or “x" closes the dialog without saving the preset, while a click on “save" saves the preset.

2.6.9. Import Users Button

Opens a dialog via which one or several users can be imported from an integrated third-party system. This can be, for example, an Active Directory or a MAM / PAM system.
Within the dialog, under point 1, the source is selected from a dropdown (Choose source). Under point 2, similar to the creation of a user, the corresponding users in the left-hand selection field are searched for and selected, as well as added or removed via the arrow keys of the selection.
Under point 3, one or more teams and an access preset can optionally be added to the selection of users. Point 4 shows the progress during the import. A successfully imported user is confirmed with a green tick. A failed import will be indicated by a crossed-out red circle. If you move the mouse pointer over the symbol, a tooltip appears and provides information about the error.

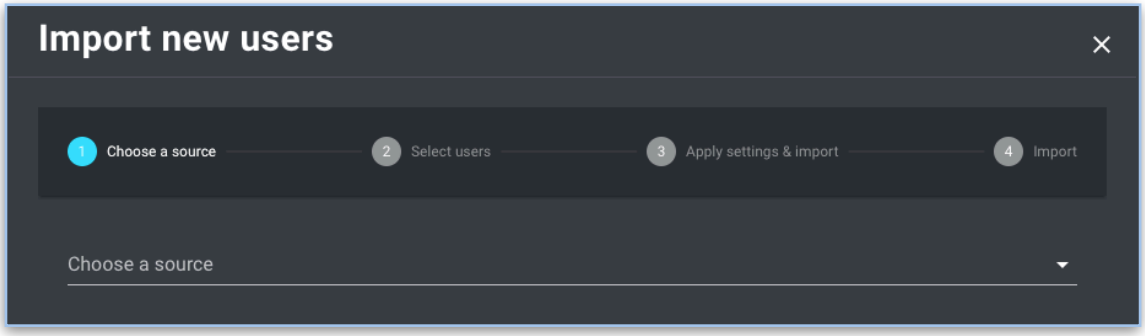


Figure 2.6.6 Import New Users Dialog

2.6.10. Add User Button

Opens the dialog via which a new user can be created. It is possible to define a user name, a display name, an email address, a password, the user role (administrator or user) and the group assignment. ”X" or "Close" closes the dialog. “Add” saves the input and creates the user. “Add” is attached to the Streams trigger: *Create_User*

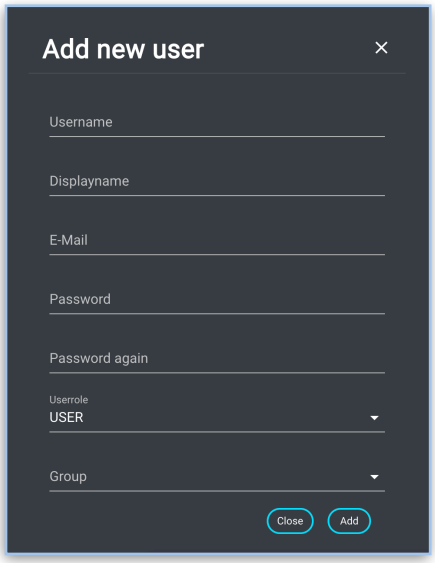


Figure 2.6.7 Add New Users Dialog

2.6.11. Role Button

The dropdown in the "Role" column in the user overview makes it possible to change the user role of the selected user. The possible settings are: Administrator, User.

2.6.12. User Action Button

Users can be renamed, deleted and managed via the "Action" button. Furthermore, it is possible to edit the access preset assigned to the user (user access) and assign the user to one or more teams (manage teams). It bis possible to generate an autologin file that can be stored on a workstation within ~/MoovIT GmbH/HelmutClient/helmut.auto.login to automatically login the user if the workstation is restarted. Additionally you can assign an email address or change the assigned email address of the user.

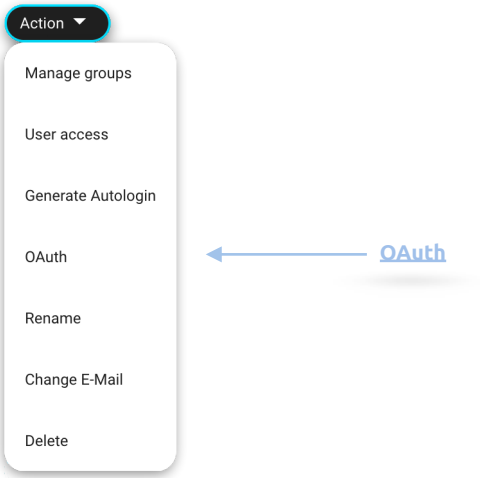


Figure 2.6.8 User Action Button

2.6.12.1. OAuth

OAuth token can be used to log in via APi with the corresponding user for whom a token was created. Can be used for integrations where the admin should not always be the one who communicates with the API. Clicking on the entry opens a dialog in which one or more tokens can be created. The name of the token (Description) can be freely defined.

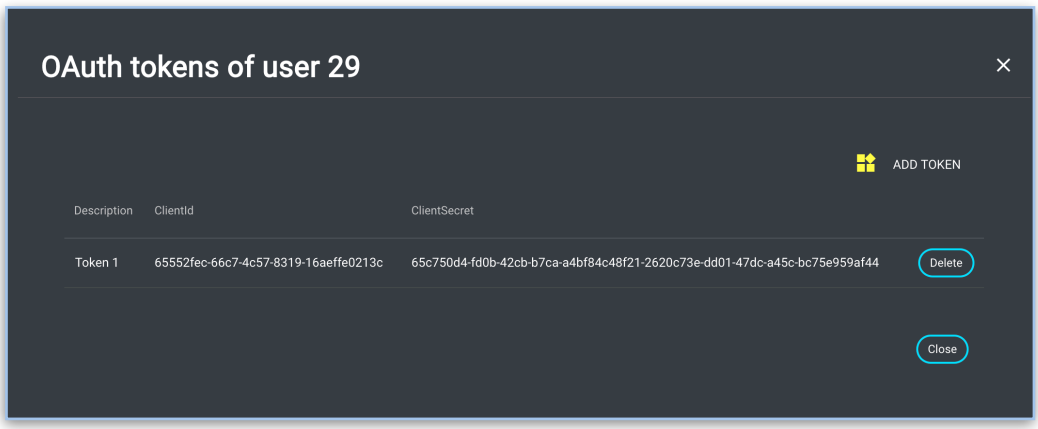


Figure 2.6.9 OAuth Token Dialog

2.6.13. Change Button

Opens the Change Password dialog to change the password of the selected user.

2.6.14. Displayname

Displays the display name of the user.

2.6.15. Username

Displays the username of the user.

2.6.16. Product Selection Icon

The product selection icons indicate whether the selected user has access to the corresponding product or not. This can be changed by clicking on one of the icons. Colored icons mean access allowed, greyed out icons mean no access.

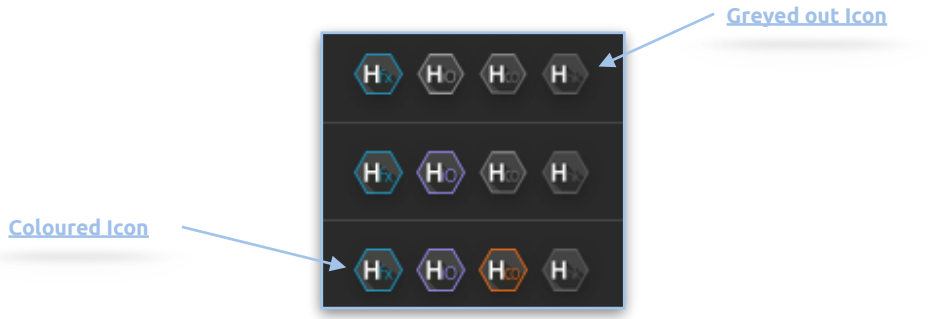


Figure 2.6.10 Product Selection Icon

2.6.17. Reserve License Button

If a license is reserved for a user, it is no longer included in the pool of available licenses. The corresponding user can be logged in and out and the license assigned to him cannot be used for another user. This simplifies the handling of automatically controlled render nodes for IO.

2.7. Templates Menu

The Templates menu is used to manage categories and templates. It is divided into a sidebar menu, a list view, and a hidden overlay. Categories and templates are not written to the database but represent an image of the categories and templates on the working drives, which can be defined under the menu item Preferences. This allows management on the drives or via the web interface and ensures that all templates and categories can be changed without database access. A category is another order level for groups and can be freely defined. A template is a Premiere Pro, After Effects, or Audition project that maps to and is logically related to a category. Templates are used to create new projects. This makes it possible to predefine projects in a variety of forms. If several project types are to be created simultaneously via the "Add Project" dialog, these templates must have the same name. This does not apply to the same project type. The following functions are available:

2.7.1. All Tab

Displays all categories created in the system.

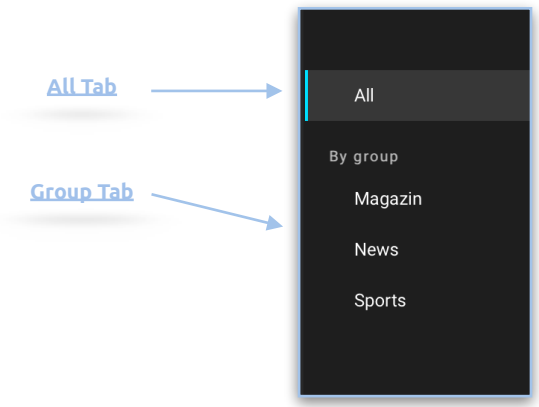


Figure 2.7.1 sidebar menu

2.7.2. Group Tab

Displays all groups created in the system and filters the categories displayed in the list view when selecting a group.

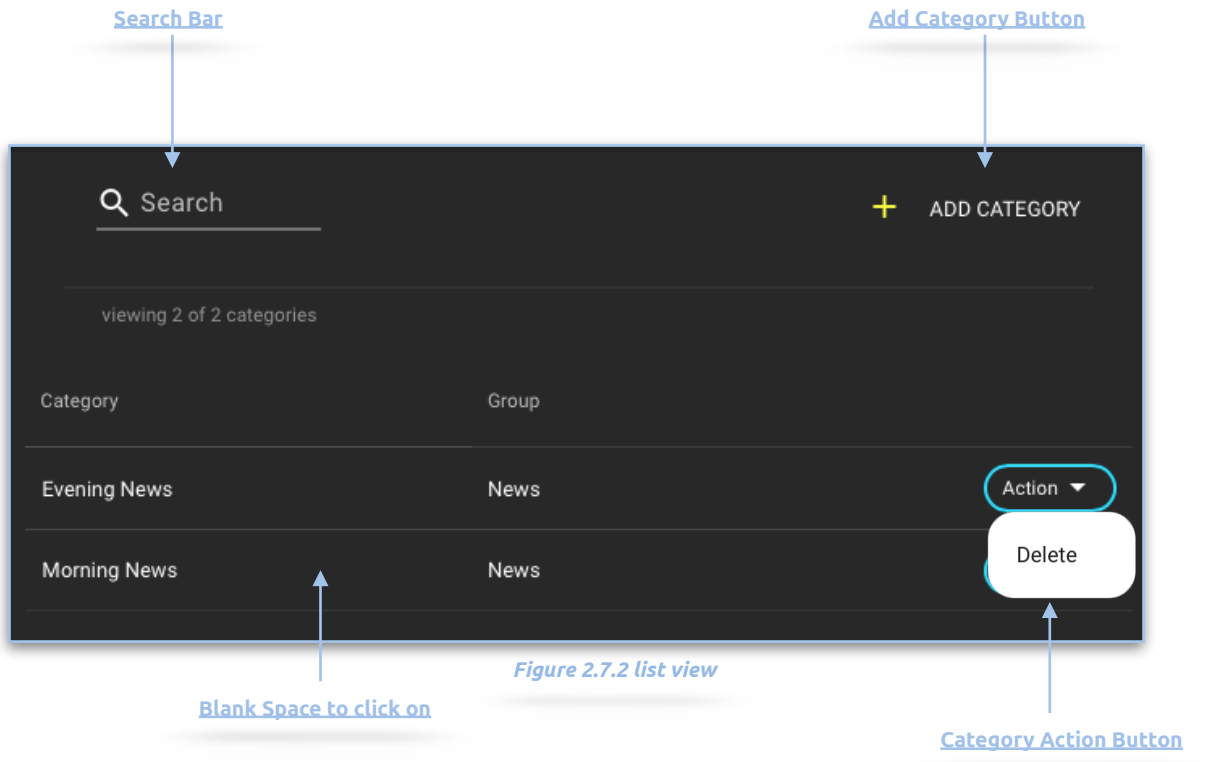


Figure 2.7.2 list view

2.7.3. Search Bar

Free text search to search for a category. It is possible to search by category name.

2.7.4. Add Category Button

Opens a dialog for entering the name of the category to be created. By clicking on "Cancel" the dialog can be ended and via "Save" the category is created. “Save” is attached to the Streams trigger: *Create_Category*

2.7.5. Category Action Button

Via the category action button it is possible to delete a category

2.7.6. Blank Space to Click on

When the empty area of a category entry in the list is clicked, the hidden overlay for managing the templates belonging to the category opens.

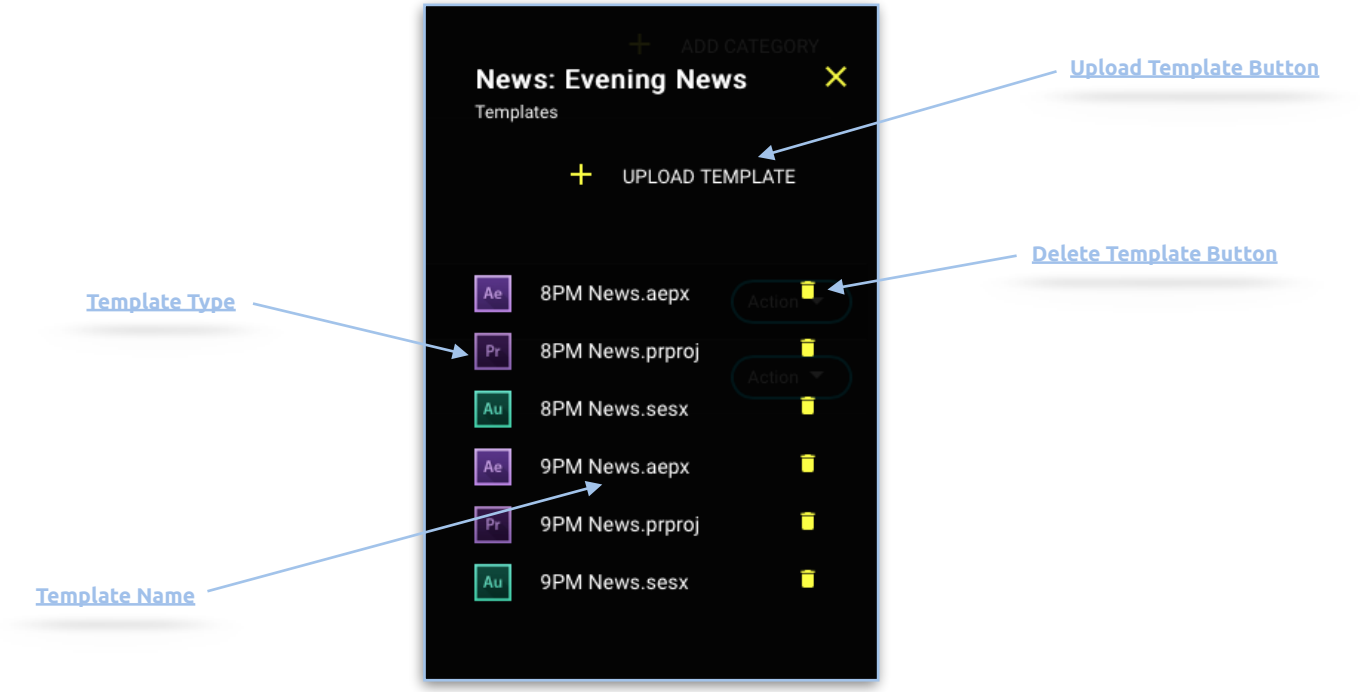


Figure 2.7.3 hidden overlay

2.7.6.1. Upload Template Button

Opens a dialog to upload project templates. These are stored in the folder of the category on the working drive (defined under Preferences -> General -> Templates).

2.7.6.2. Delete Template Button

Deletes a template from the corresponding category and thus from the drive.

2.7.6.3. Template Name

Displays the name and extension of the template.

2.7.6.4. Template Type

Displays the template type in the form of an icon.

2.8. Preferences Menu

The most important settings in the system can be made via the preference menu and backups of almost all configurations can be created and restored.

2.8.1. General Tab

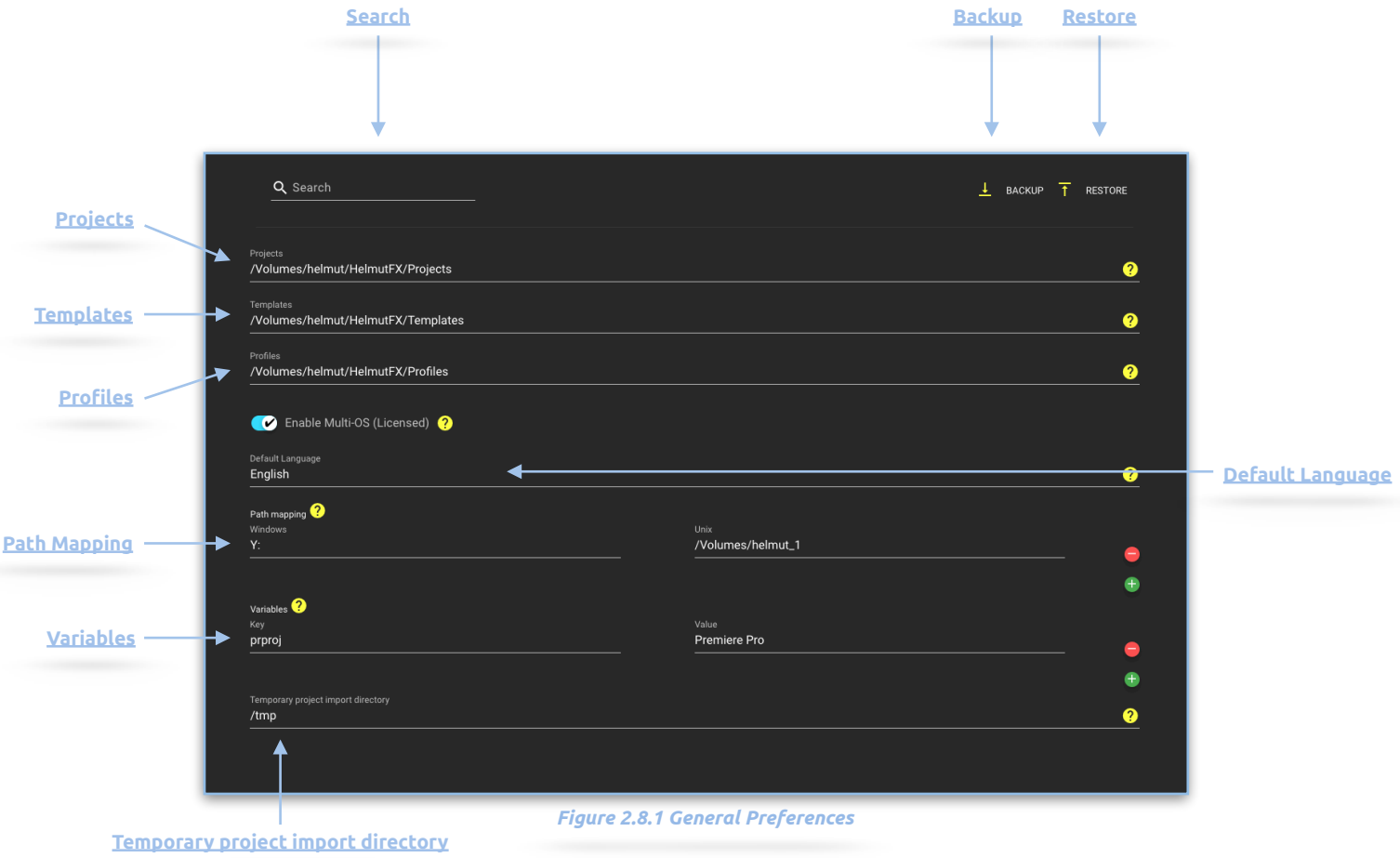


Figure 2.8.1 General Preferences

2.8.1.1. Search

Free text search to search for preferences.

2.8.1.2. Backup

A click on Backup opens a dialog that allows you to create all relevant preferences and configurations of the system individually, in groups, or all at once as a backup. Within the dialog it is possible to select via toggle switch which information should be written to the backup. The following parts of the system can be backed up:

- **FX**
  - **Projects (all)**
  - **Access Presets (all)**
- **IO**
  - **Jobs**
  - **Wacholders**
  - **Profiles**
- **CO**
  - **Assets (indexed projects)**
- **HK**

    - **Tasks**
- **Members**
    - **Users**
    - **Groups**
    - **Saved Search filter**
    - **OAuth Tokens**
- **Preferences**
- **Streams**
    - **Streams**
    - **Store Variables**
- **Metadata**
    - **Metadata Entries**
    - **Metadata Sets**
- **Language**
- **License**

The backup is saved as a .zip file in the defined downloads folder of the browser used.

2.8.1.3. Restore

A click on Restore opens a dialog with which it is possible to restore all relevant preferences and configurations of the system individually, in groups or all at once from a backup that has been created previously.

2.8.1.4. Projects

Standard path for storing new projects. Will be resolved in streams as {helmut.projects} wildcard. Can be any drive. The prerequisite is that the server as well as all clients can reach this path. The path must be mounted server-side in the Docker container.

2.8.1.5. Templates

Standard path for storing new projects. Will be resolved in streams as {helmut.templates} wildcard. Can be any drive. The prerequisite is that the server as well as all clients can reach this path. The path must be mounted server-side in the Docker container.

2.8.1.6. Profiles

Standard path for storing new projects. Will be resolved in streams as {helmut.profiles} wildcard. Can be any drive. The prerequisite is that the server as well as all clients can reach this path. The path must be mounted server-side in the Docker container.

2.8.1.7. Default Language

Sets the default global language for the web interface.

2.8.1.8. Path Mapping

At this point, system-wide paths are defined. Under Pathmapping, new paths can be added via the green button "+" on the right edge. You can specify a Windows as well as a UNIX path. These paths are used to seamlessly edit projects between Windows and Mac, or to automatically set the path to the project object within the client if a project has been created under Windows and edited under MAC. The same applies vice versa.

2.8.1.9. Variables

Variables can be used within the streams to dynamically replace a key with a value. Via the wildcard {helmut.variable.?} the keys set here can be replaced by the set value. ? Needs to be replaced by the key. Variables can be used for an infinite number of workflows.

Example:

- **Key:** Key
- **Value:** Value
- {helmut.variable.**Key**} leads to **Value.**

2.8.1.10. Temporary project import directory

If a project is imported via the "Add Project" dialog (See: Helmut4 - HFX User Guide.pdf), this project is first loaded to a temporary destination before it is processed further via the stream triggered by the "import" trigger. This target can be entered here. The path to the directory can consist of wildcards.

2.8.2. Modules

Under Module parameters are defined to configure all current and future integrated Third Party systems. The parameters are used to carry out the communication of the corresponding Action Node in streams with the API of the respective system.

2.8.2.1. Flow Module

Enables the communication between Streams and FLOW (Editshare). The IP address, the password of the FLOW Admin user, the name of the Flow Admin user as well as the version number must be specified. Helmut4 currently supports Flow4 Standalone. Via the button "Test" the input can be checked for correctness by connecting to FLOW.

2.8.2.2. Modules/QScan Modul Tab

Enables the communication between Streams and QSCAN (Editshare). The IP address, the Port, the password of the QSCAN Admin user and the name of the QSCAN Admin user must be specified. Helmut4 currently supports QSCAN 3. Via the button "Test" the input can be checked for correctness by connecting to QSCAN.

2.8.2.3. Modules/AD Modul Tab

The Active Directory module allows users to be imported from an AD via LDAP. The users are imported with name and display name. Authentication takes place in the login dialog opposite the AD, which checks at any time whether this user still exists. The IP address, the password and the user of the AD must be entered. Via the button "Test" the input can be checked for correctness by connecting to the AD.

2.8.2.4. Modules/MediaLoopster Modul Tab

Enables the communication between Streams and Medialoopster (Nachtblau). The URL, the username and the password of the Medialoopster instance created must be specified. Via the button "Test" the input can be checked for correctness by connecting to Medialoopster.

2.8.2.5. Modules/Cat DV Module

Enables the communication between Streams and CatDV. The CatDV server IP, the port, the installed version, as well as the username and the password of the CatDV instance created must be specified. Via the button "Test" the input can be checked for correctness by connecting to CatDV. It If the connection is successful, Helmut should find users.

2.8.2.6. Modules/SwatIO Module

Enables the communication between Streams and SwatIO. The SwatIO Token needs to be add here.

2.8.2.7. Modules/Grass Valley Stratus Module

Enables the communication between Streams and GV Stratus. The server address, the user name that communicates with the API and the users password must be specified here.

2.8.2.8. Modules/Active Directory Auto Module

The Active Directory Module allows to connect to an Active Directory and to synchronise groups including subgroups with existing groups Helmut. Each group needs to be connected.

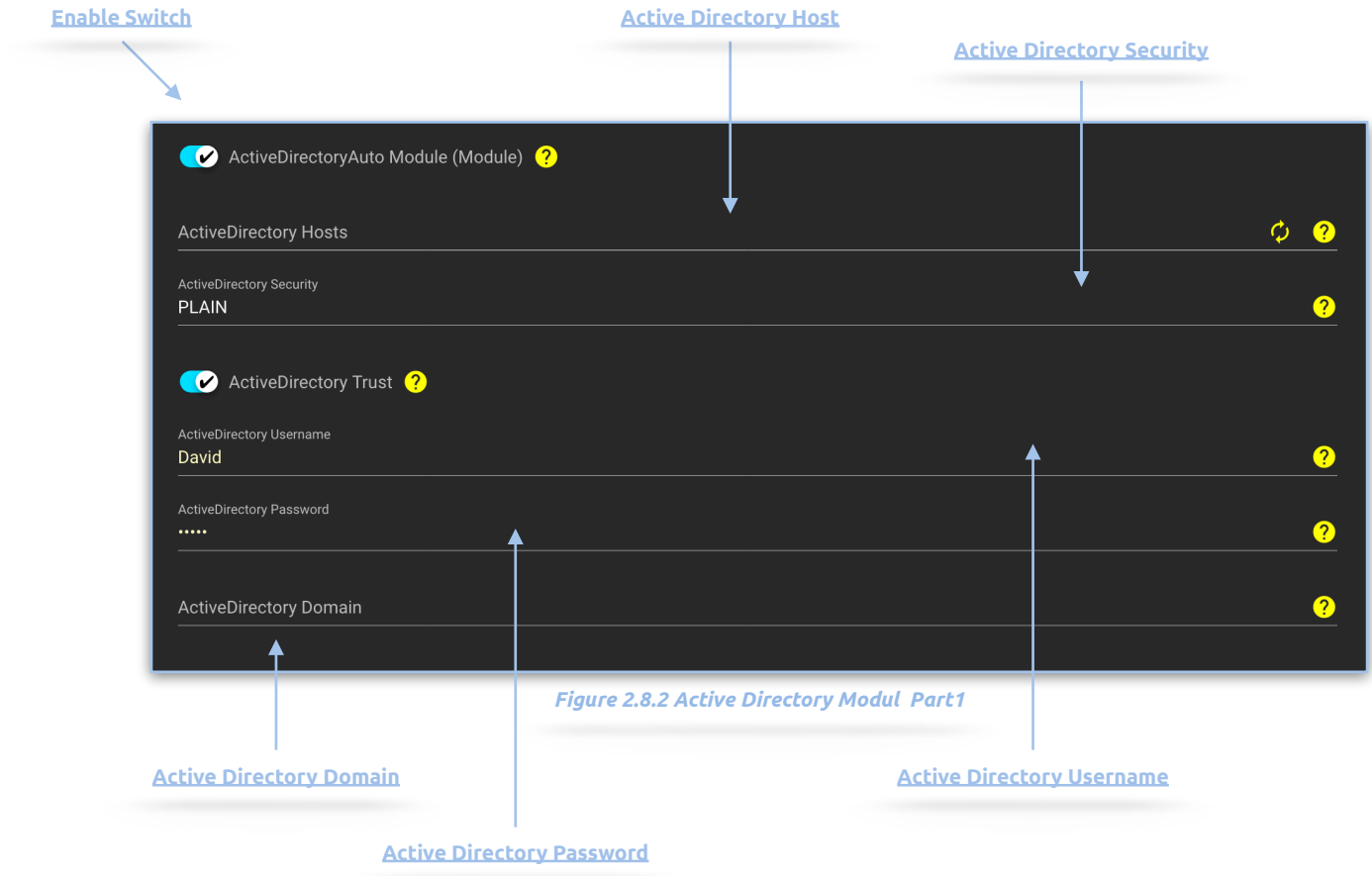


Figure 2.8.2 Active Directory Modul Part1

- **Enable Switch:** Enables/disables the module
- **Active Directory Host:** Hosts must be added here, separated by a comma
- **Active Directory Security:** Dropdown to select the type of security: PLAIN, SSL, TLS
- **Active Directory Domain:** The domain must be added here if the active directory toggle switch is enabled.
- **Active Directory Password:** The active directory password must be added here if the active directory toggle switch is enabled.
- **Active Directory Username:** The active directory username must be added here if the active directory toggle switch is enabled.

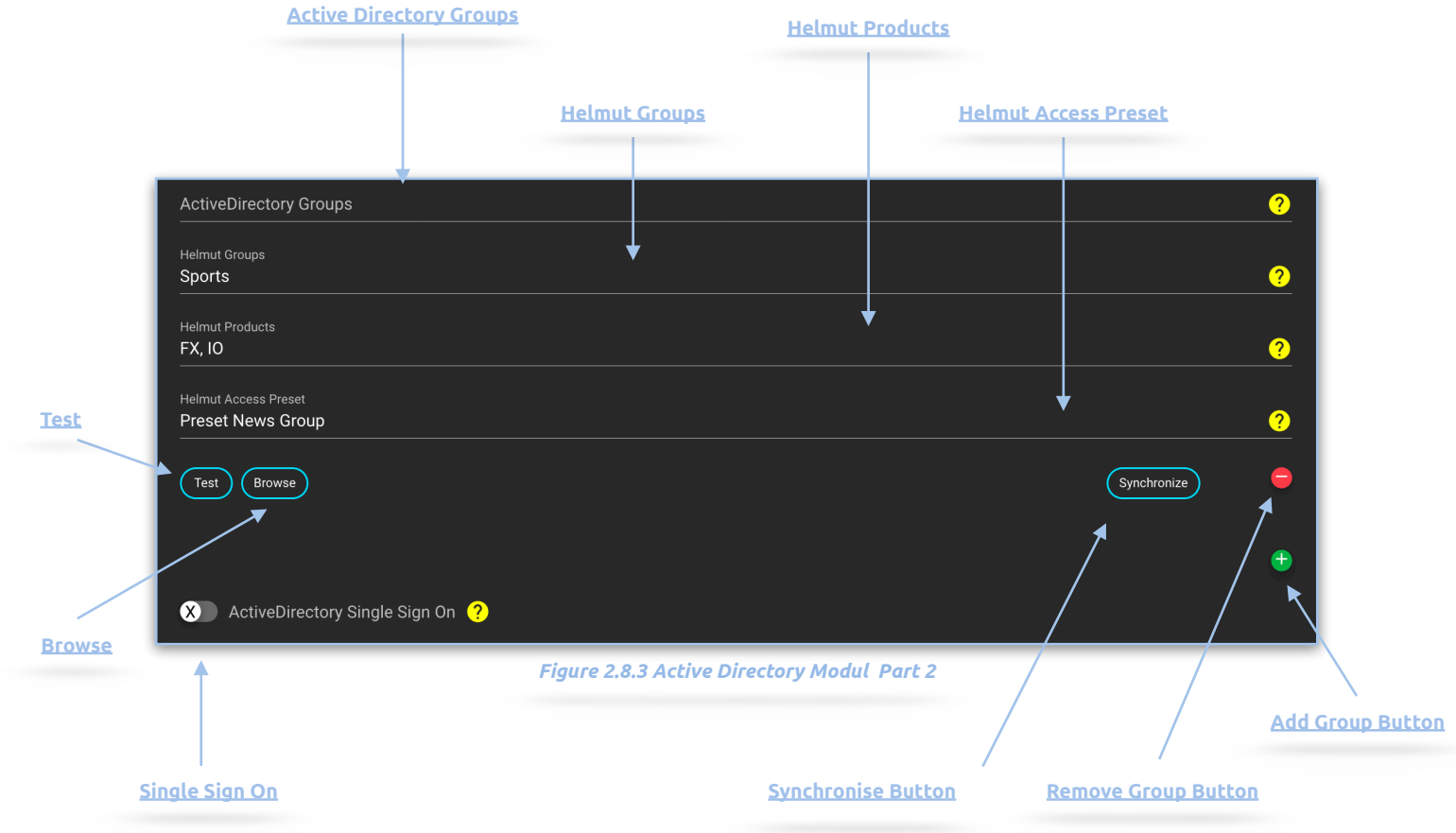


Figure 2.8.3 Active Directory Modul Part 2

- **Active Directory Groups:** Displays the group within the Active Directory that will be synchronised with the selected groups in HelmutFX.
- **Helmut Groups:** Dropdown to select one or multiple groups the synchronised users should be member of.
- **Helmut Products:** Dropdown to select the products to which the synchronised users should be granted access rights.
- **Helmut Access Preset:** Dropdown to select the access preset that the user should receive.
- **Test Button:** The test button can be used to check whether and how many users are found.
- **Browse Button:** The Active Directory can be searched via the Browse button and the group to be synchronised can be selected.
- **Single Sign On Switch:** Enables Single Sign On for the Active Directory
- **Synchronise Button:** Synchronises the group
- **Remove Group Button:** Removes the link between the AD group and the Helmut group
- **Add Group Button:** Adds another set of parameters to link another AD group with another Helmut group.

2.8.2.9. Editshare Module

Enables the communication between Streams and Editshare Storage (Editshare). The IP address, the password of the Editshare EFS Admin user and the name of the Editshare EFS Admin user must be specified.

2.8.2.10. RevApp Module

Enables the communication between Streams and MoovIT RevApp (review and approval). The server url, the password of the RevApp admin user and the name of the RevApp Admin user must be specified.

2.8.2.11. Hue Bridges Module

Enables the communication between Streams and Philips Hue.The module supports several bridges and the following parameters must be defined for each of the bridges:

- **Custom Bridges Name:** This is a name of your choice, which can be freely defined. This name must be specified in the existing Hue action nodes in order to control the respective bridge in the stream designer.
- **Bridge IP:** The IP of the respective bridge.
- **API Bridge Username:** For communication between streams and the Philipe Hue system, a username must be defined for each bridge. This username can be created via the API provided by Philips Hue. The following steps are necessary:

1. Call up the following URL (please replace the IP address with the IP address of your bridge) https://192.168.178.32/debug/clip.html
2. Press link Button (on bridge}
3. Post request to: /api (by default there is set something different) by using this payload:
   {"device type":"helmut"}
4. The response includes the username in the following form:
   {
   "Success":{
   "Username": **r4tuhlsdfglknsdfpksdfgnsdfgknslfgkdfg835nkjf834**"
   }
   }
5. Copy the username and add it as API Bridge Username

2.9. Languages

The Languages menu is used to manage languages. It is possible to translate the entire web and panel interface in Helmut4 and thus use the product in another language. Helmut4 is only delivered in English. There is basically nothing to consider when translating the product, other than the fact that the stream designer cannot be translated. Some of the terms used in English find their equivalent in the stream designer and therefore it could become more difficult to support streams if these terms appear in another language in the frontend

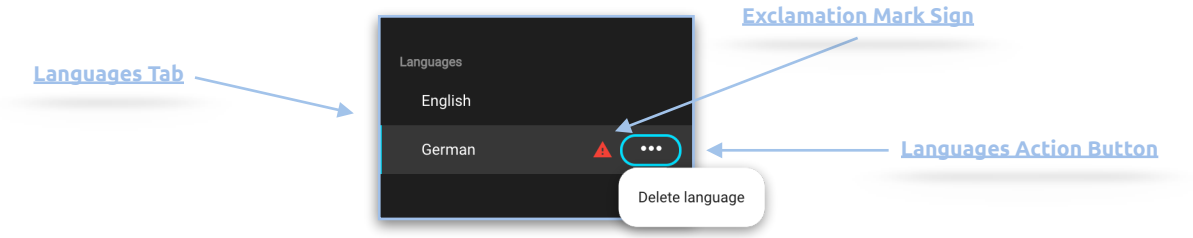


Figure 2.9.1 languages menu

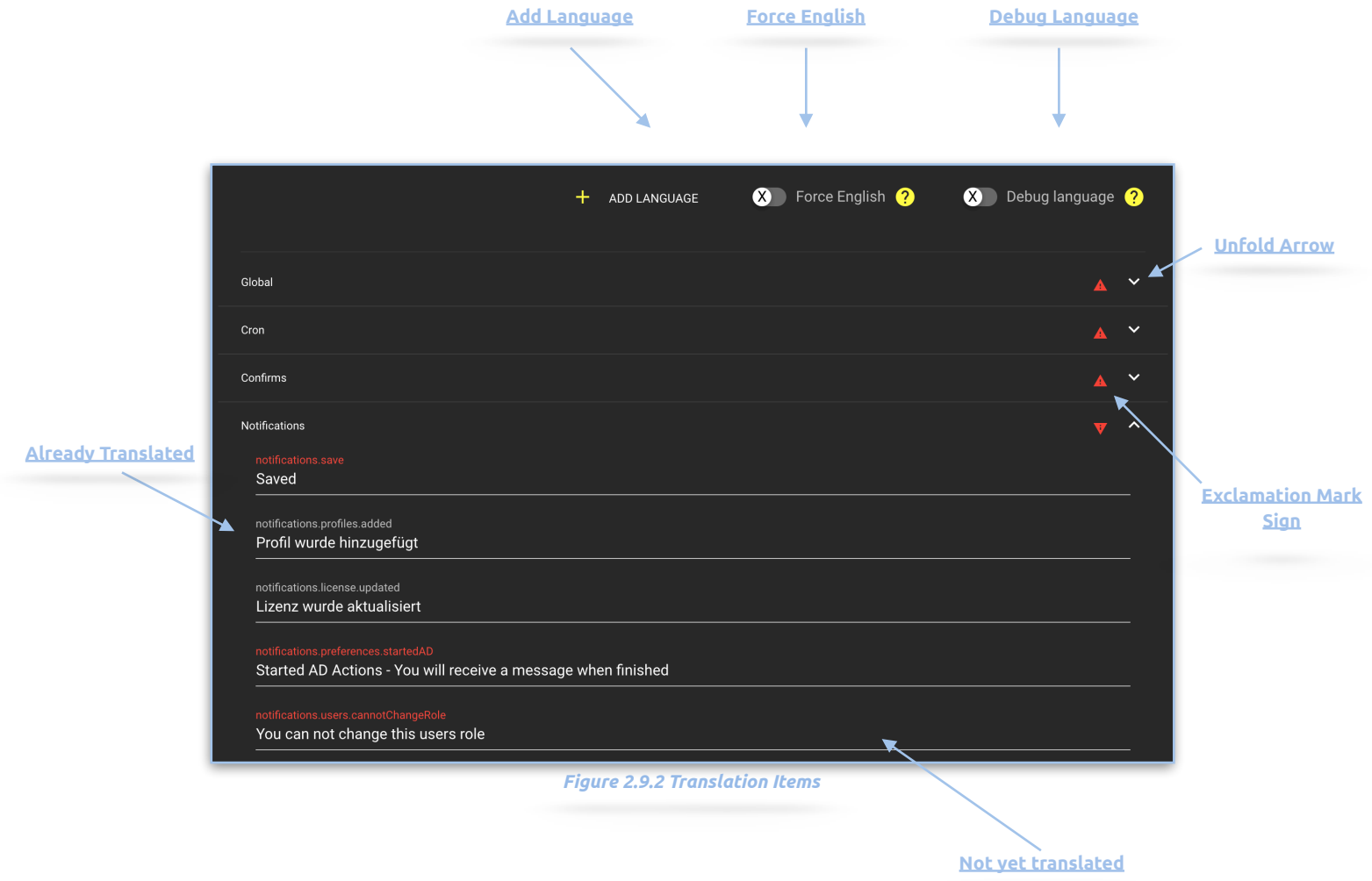


Figure 2.9.2 Translation Items

2.9.1. Languages Tab

Displays all Languages entries created in the system. If one of the entries is selected the translation items will be shown. It is not possible to change the default English entry.

2.9.2. Exclamation Mark Sign

Indicates that some elements have not yet been translated.

2.9.3. Languages Action Button

Via the Languages Action Button it is possible to delete a language entry.

2.9.4. Add Language

Opens a dialog for entering a name for another language. Clicking on "Add" creates a new language entry with the selected name.

2.9.5. Force English

If this checkbox is activated, English is forced for the current session.

2.9.6. Debug Language

Enabling this checkbox will replace alle language strings with the according keys to make it easier to find the key to translate. This is only active for the current session.

2.9.7. Unfold Arrow

The items that can be translated are grouped into thematic units. These are collapsed by default and can be opened using the unfold arrow.

2.9.8. Already Translated

If entries have already been translated, the associated key is shown in grey.

2.9.9. Not Yet Translated

If entries have not yet been translated, the associated key is displayed in red.

2.10. Metadata Menu

The Metadata menu is used to manage metadata. It is divided into a sidebar menu, a list view, and a hidden overlay. Entries are unique and can not be created multiple times with the same name. Metadata can be created, edited and deleted, as well as assigned to groups. Metadata entries can be used in FX to assign them to groups and thus to the projects created in the groups. Metadata can also be used in HIO, but are organised in separate sets.

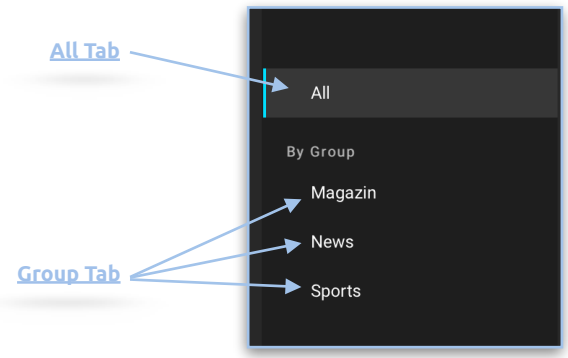
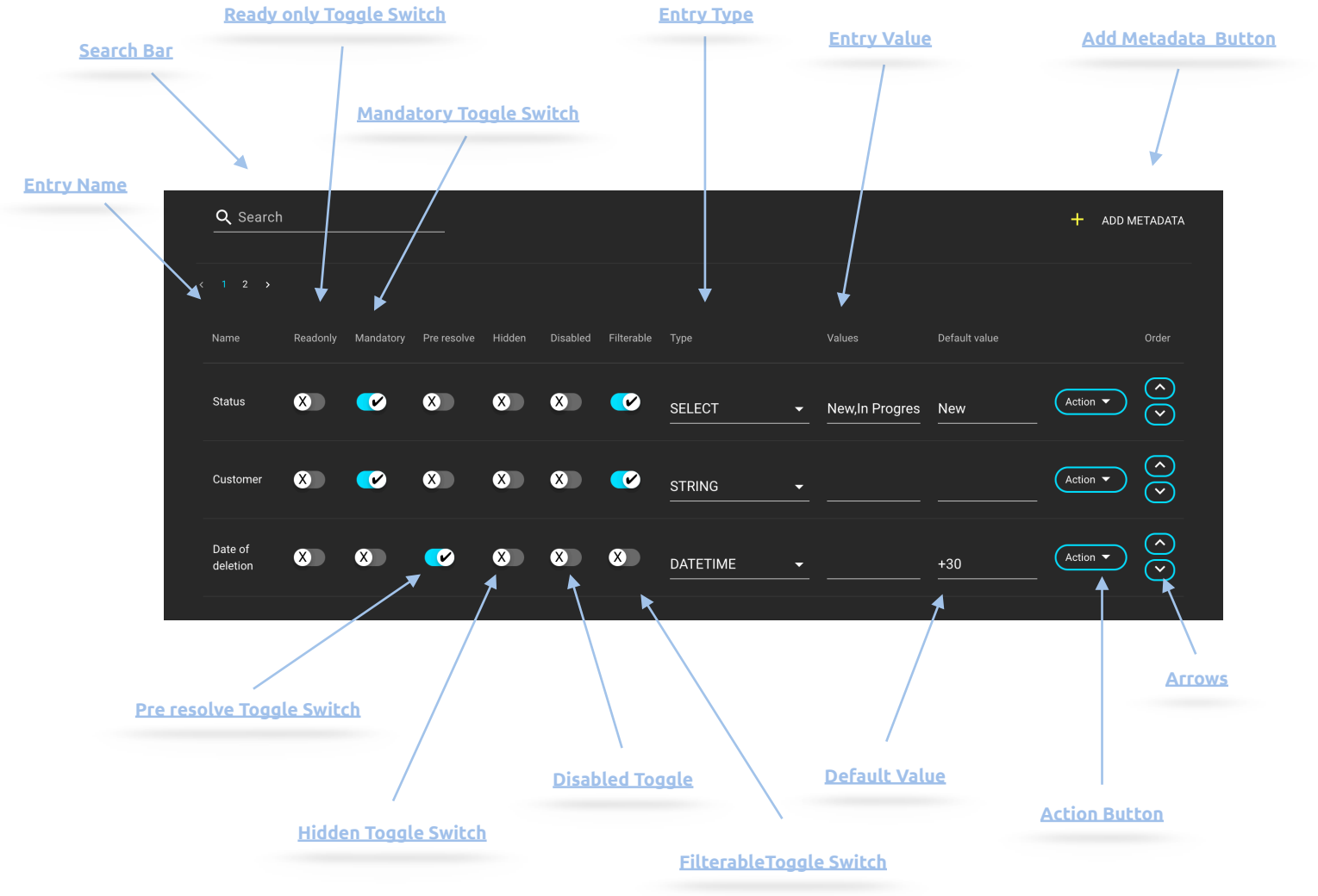


Figure 2.10.1 sidebar menu



2.10.1. All Tab

Displays all metadata entries created in the system.

2.10.2. Group Tab

Displays all groups created in the system and filters the metadata entries displayed in the list view when selecting a group.

2.10.3. Add Metadata Button

Opens the dialog via which a new metadata entry can be created. It is possible to define a name. If an illegal character is used, the dialog will inform tat the character is not allowed. ”X" or "Cancel" closes the dialog. “Add” saves the input

2.10.4. Search Bar

Free text search to search for a metadata entry. It is possible to search by metadata name.

2.10.5. Entry Name

Displays the name of the respective entry

2.10.6. Read Only Toggle Switch

Sets the respective entry to Readonly so that the user sees the metadata in the Add Project dialog, but can not change it.

2.10.7. Mandatory Toggle Switch

Sets the respective entry to Mandatory, so that the user has to change or set the metadata in the Add Project dialog.

2.10.8. Hidden Toggle Switch

Sets the respective entry to Hidden so that the user does not see the metadata in the Add Project dialog. However, these entries are still added to the project and can be filled via wildcards. In this case, the wildcards in the respective stream must be mapped via the metadata Auto mapper Action Node.

2.10.9. Disabled Toggle Switch

Sets the respective entry to Disabled so that it is not used.

2.10.10. Filterable Toggle Switch

Setzt den jeweiligen Eintrag auf filtreable, damit er im Filterbereich verwendet werden kann.

2.10.11. Entry Type Dropdown

Dropdown for setting the type of the respective entry. The possible types are:

- **String**
- **Integer**
- **Boolean**
- **Date**
- **Datetime**
- **Time**
- **Select**
- **Multiselect**
- **Typeahead**
- **Choose_Folder**

2.10.12. Values Field

Field for defining the possible values. If multiple values are possible (multiselect for example), they must be separated by commas, without adding blank space.When using a date field, it iOS possible tu use “+30” for example. In combination with the pre resolve feature, the date will be 30 days in the future.

2.10.13. Default Value Field

Field for defining the possible default values. If multiple values are possible (multiselect for example), they must be separated by commas, without adding blank space.

2.10.14. Pre resolve Toggle Switch

Wildcards that are used in the default value field are pre-resolved both in the web interface and in the Helmut4 Panel Extension if this switch is activated.

2.10.15.Metadata Action Button

Via the Metadata Action button it is possible to delete a metadata entry.

2.10.16.Arrows

The order of the entries can be sorted using the arrows shown on the right. These arrows only appear if entries have been assigned to a set or group and a set has been selected.

2.10.17.Group Toggle Switch

Allows you to assign a metadata entry to one or more groups through the hidden overlay. The hidden overlay can be reached by clicking on an empty area of an entry.

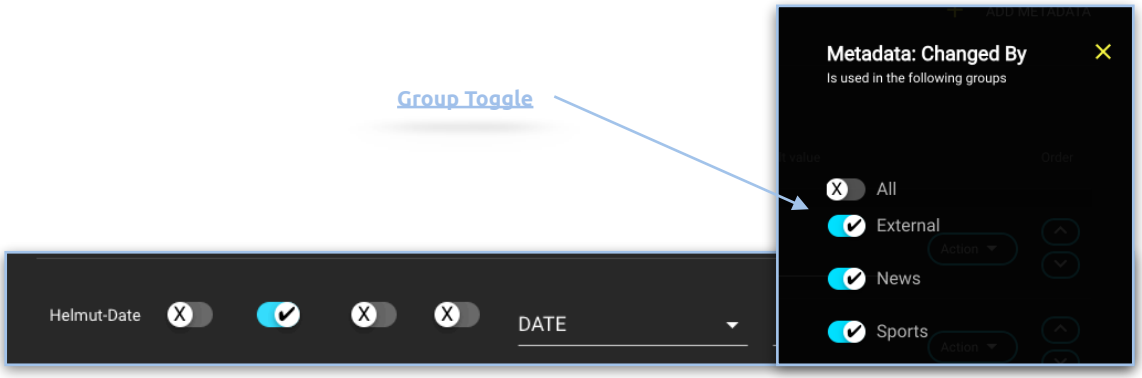


Figure 2.10.3. hidden overlay

2.11. Streams Menu

The Streams menu is used to manage workflows via Streams.. It is divided into a sidebar menu and a list view. In Helmut4, streams are workflows that are linked to a trigger event. These triggers are displayed under the menu item in the side menu. The displayed triggers serve as filters for displaying the associated streams in the list view. For more details see Helmut4 Streams Admin Guide.pdf

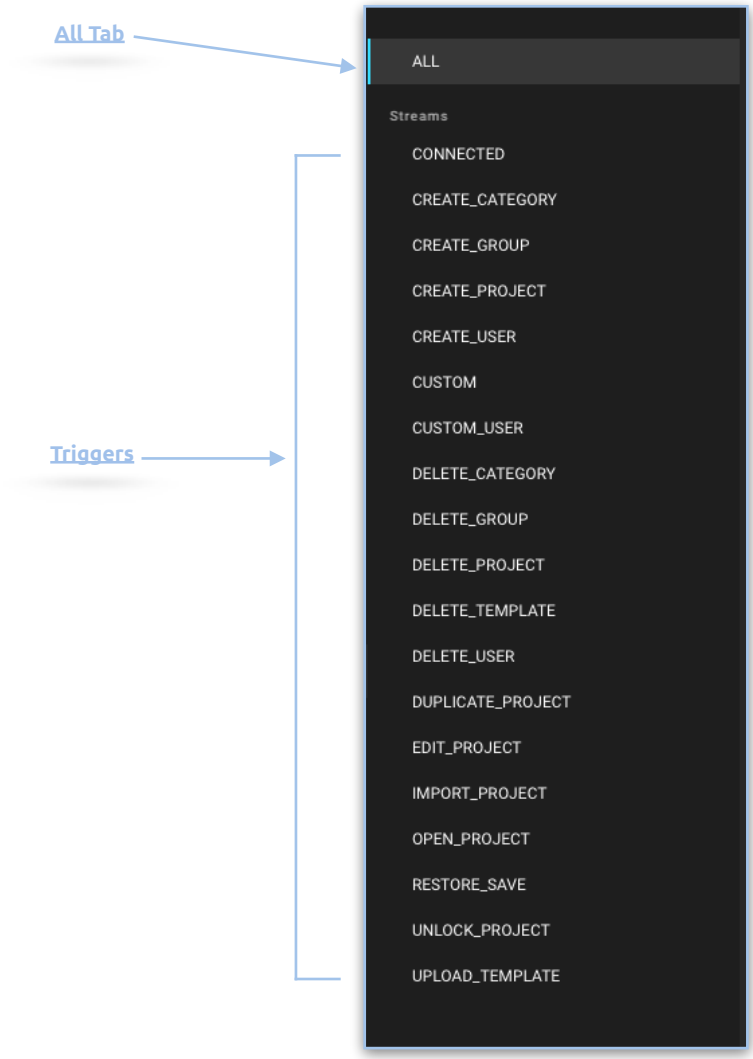


Figure 2.11.1. side menu

2.11.1. All Tab

Displays all HFX Streams created in the system.

2.11.2. Triggers Tab

Displays all HFX triggers created in the system and filters the streams displayed in the list view when selecting a trigger.

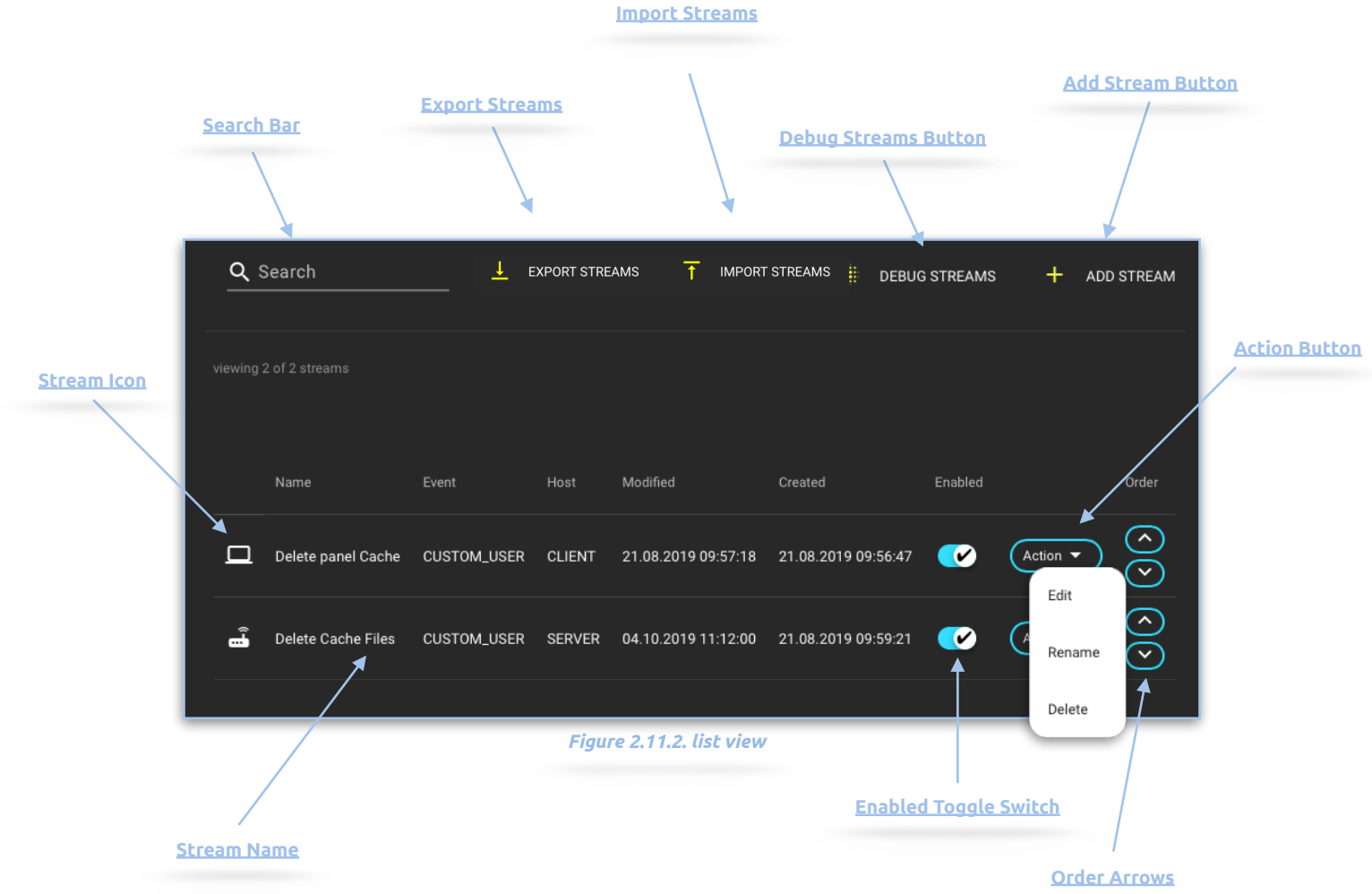


Figure 2.11.2. list view

2.11.3. Search Bar

Free text search to search for a stream. It is possible to search by stream name and by stream ID. The stream ID can be found next to the stream name in the stream designer.

For more information see: *H4 - Streamdesigner Guide.pdf*

2.11.4. Debug Streams Button

Opens the Stream Debugger which allows you to check all streams running in the system live. By pressing and holding command (MAC) or control (Windows) the debugger will be opened in a new browser tab. The browser tab description contains the DEBUG suffix when the mouse pointer is moved over the tab.

When the stream debugger is open, any stream that is running in the system is displayed. The information is live and is not saved. If you want to save this information, this must be done within the streams. For example via the "Write file output action" node.

The main use of the debugger is to check the workflows created via streams. This is only partially possible within the stream designer, since sometimes not all data records are available there.

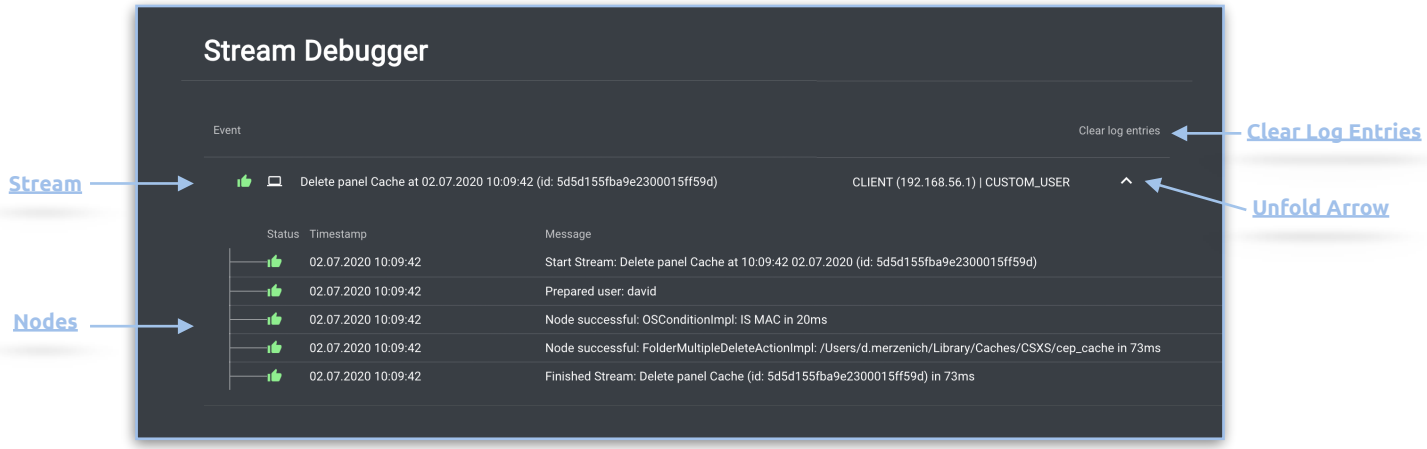


Figure 2.11.3. Stream debugger

2.11.4.1. Stream

Displays information about the stream being executed. This includes:

- **Thumb:** Shows wether the Stream was successful or not.
- **Icon:** Shows wether it is a server or a client stream
- **Description:** Shows the name of the stream as well as the start time and stream id.
- **Description 2:** Shows the ip dress of the client that has executed the stream as well as the trigger of the stream. In this example: CUSTOM_USER.

2.11.4.2. Nodes

Displays information about each of the stream's running nodes. This includes:

- **Status:** Shows wether the Node was successful or not.
- **Timestamp:** Shows the date and time when the nodes was executed.
- **Message:** Shows Information about the executed node.

It is possible to click on any of the status icons to directly open up the corresponding stream in the stream designer. This will additionally highlight the corresponding node for faster configuration.

2.11.4.3. Clear Log Entries

Will clear all logs.

2.11.4.4. Unfold Arrow

Opens or closes the information display for each stream.

2.11.5. Add Stream Button

Opens the Add New Stream dialog for entering the name, the host and the trigger of the stream to be created. By clicking on "Cancel" the dialog can be ended and via "Save" the category is created.

2.11.6. Enabled Toggle Switch

Turns the stream active or inactive

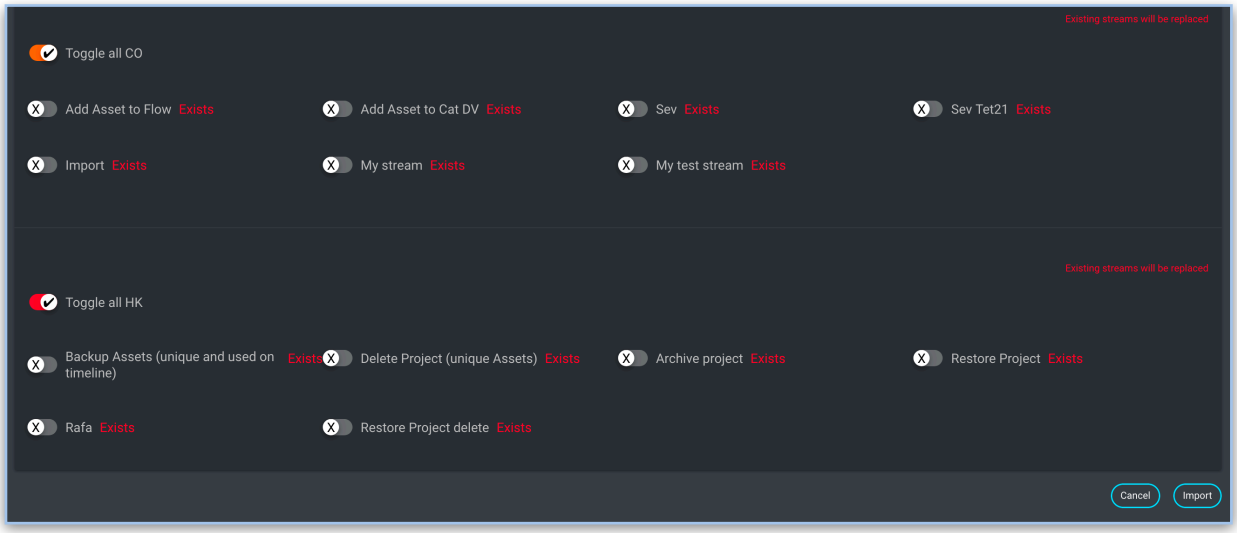


Figure 2.11.5. Import Streams Dialog

2.11.7. Stream Action Menu

Allows the stream to be edited, renamed and deleted. This can be done at any time. Changes to the stream only take effect when it is saved. If a stream is deleted, it is no longer available.

2.11.8. Stream Name

Shows the assigned name of the stream. Clicking on the name opens the stream engine which can be used to edit the stream.

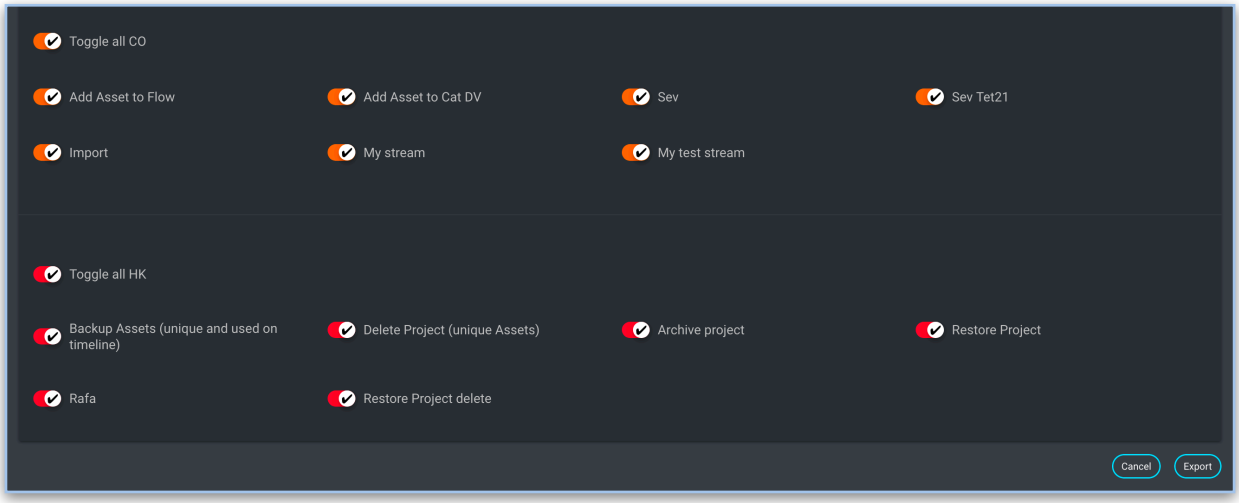


Figure 2.11.6. Export Streams Dialog

2.11.9. Stream Icon

Indicates if the host of the stream is the server or the client. If it is the server, the server will perform all operations in the stream. If it is the client, all operations are performed by the workstation over which the stream was triggered.

2.11.10.Order Arrows

All streams associated with a trigger are executed in the order shown when the trigger is triggered. To change the sort order, the arrow keys can be used.

2.11.11.Export Streams

Opens a dialog via which all streams can be exported. Within the dialog, you can decide which streams should be exported for each application. The selected streams are exported to a text file, for which the storage location can be define by yourself. This can be used to export a single or multiple streams to another system. See figure 2.10.3

2.11.12.Import Streams

Opens a dialog via which a set of exported streams can be imported. Within the dialog you can decide which streams should be imported for each application. If a stream already exists in the system, it is marked as existing. See figure 2.10.4

2.11.13.Group Filter for Custom_FX events

Custom FX streams can be assigned to individual groups. This makes it possible to define which custom streams appear in which project group (action menu) and should be executable accordingly. The hidden overlay can be opened by clicking on a blank area of the corresponding stream.

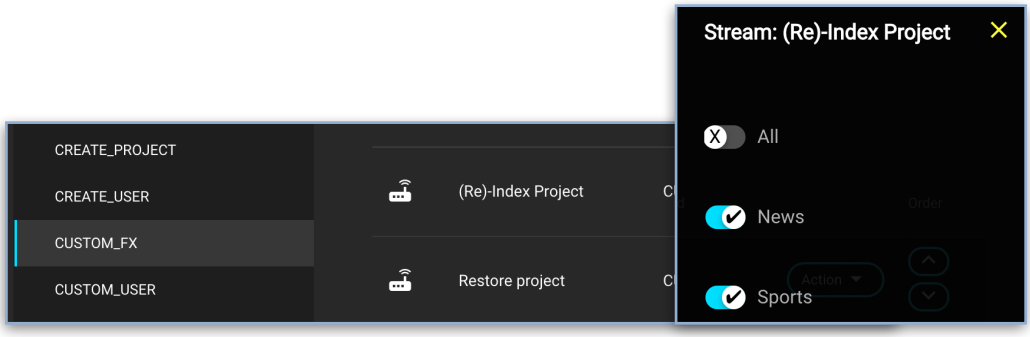


Figure 2.11.7 Group Filter overlay

2.12. License Menu

The License Menu tab provides insight into various license information, such as number and expiration date. The license transmitted by the manufacturer can be inserted via the button "Import License". Every license is a perpetual floating license. Therefore it is possible to install as much clients and create as much users as desired. Each logged in user is counted. Once the license limit is reached, no other user is able to log in.

2.12.1. Import License

Opens the import license dialog via which the license can be imported. The license must be imported in the form of the complete text of the license file. To do this, copy the text from the license file into the free-text field of the dialog. By clicking on "Cancel" the dialog can be ended and via "Save" the license is imported.

2.12.2. Show Hardware ID

If Helmut4 is installed on a piece of hardware and not on a VM, it is possible to generate a hardware ID using this button. This is required to create the license.

2.13. Client Version

Shows which client version is available.

2.14. Client Download

Allows you to download the Helmut 4 Client Application for Mac and Windows.An uninstaller is available for Windows after installation.